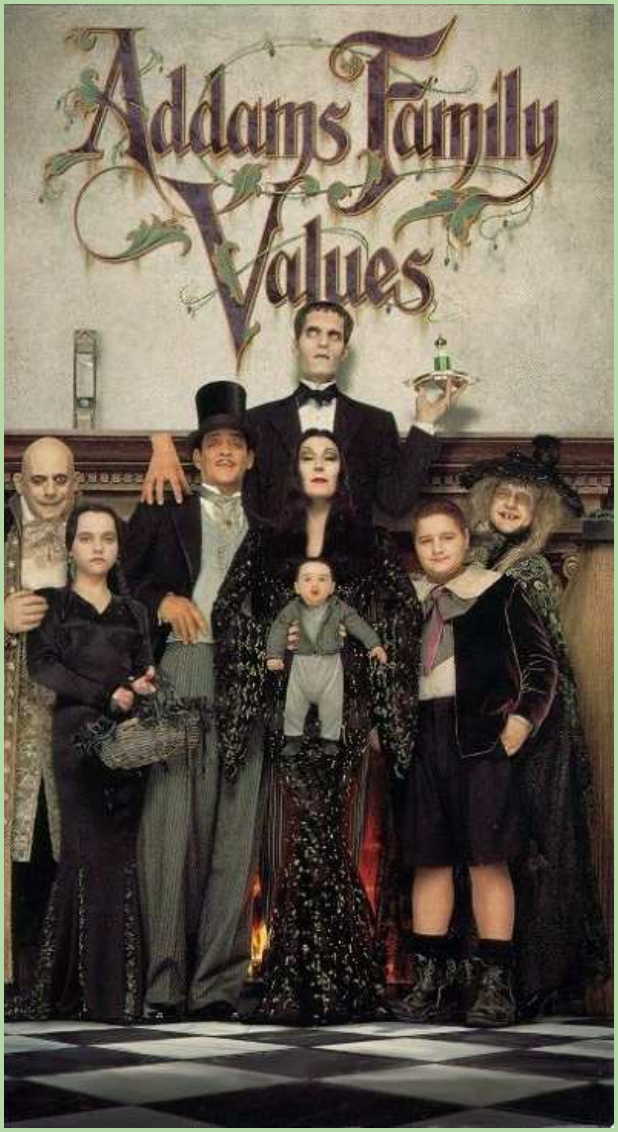




By Ursine the Mad Bear and SJ-Chan
Version 21.4

"They're creepy and they're kooky
Mysterious and spooky
They're all together ooky
The Addams family."

So, for the next ten years, you are living in a world that seems normal, with the exception of the titular clan and their associates. You can choose to be part of the family from the show, or start your own branch. Take these **+1000 Choice Points** and have fun.

AGE AND GENDER

You can choose your age and gender as you wish, as long as it fits with your Origin.







LOCATION

Your starting location is up to you, as appropriate for your Origin and identity, though I suggest the Addams Family mansion. It has its own graveyard and quicksand!



ORIGINS

The Addams are often quite different from each other. The only real constant is that they are devoted to their family. So, who do you take after?



GOTHIC ROMANTIC

Suave, charming, elegant and with a soul darker than midnight, you are the more civilized and subtle side of the Addams. As civilized and subtle as they get, anyway.

CREEPAZOID

Manic, morbid and stupendously strange, so-called 'normal' people may think you a monster, but your family knows you are just an Addams.





EXTENDED FAMILY

The Addams clan is extensive and full of unique individuals, of which you are one. Don't let it worry you, no Addams is ever truly alone.

NORMAL

Maybe you aren't an Addams after all. Or maybe you are their weird freaky cousin that just isn't like the rest… you might even pass for (gasp) normal! Don't worry, they will still love you.



PERKS

The Addams are a little different, in some really special ways. So, how are you unique?

General Perks

A Dark Sensibility (50cp, Free for All Except Normal)

You carry with you the logic and dark comedy motifs of the Addams Family wherever you go. You enjoy the dark and the macabre, and have a passion for life that terrifies those not blessed to be an Addams. Existential dread now amuses you and beings that radiate conceptual madness will be more likely to befriend you than try to destroy you. Oddly, you never suffer problems that might crop up from living in dark and gloomy environments, nor have problems seeing due to lack of proper illumination.

Comedic Chops (Free/100cp to Keep)

No matter how horrific your acts or murderous your tools, no one will ever be seriously injured by your actions if you aren't specifically trying to harm them. They may be terrified, but they will also be unharmed.

Addams Family Groove (Free for All)

They do what they want to do, say what they want to say, Live how they want to live, play how they want to play, Dance how they want to dance, kick and they slap a friend. The Addams Family!

Now, you can play the Addams Family theme song whenever you want. It can be as loud as you want, and you can choose if anyone other than you can hear it. Just as a bonus, you can play any other music you have ever heard as well.

Sic Gorgiamus Allos Subjectatos Nunc (50cp)

The Addams Family Motto! It supposedly means "We Gladly Feast on those who would subdue us... which would actually be Domituros Libenter Devoramus in latin, but hey, you don't watch Addams Family for accurate latin. You understand the minds of psychopaths, fiends, and mad dog killers... and they feel a kind of kinship with you. Also, you can choose a motto of your very own, and no one will care if you get the latin translation wrong.



Instant Pregnancies (50cp)
You have complete control over your fertility (and menstrual cycle as well). If you decide to get pregnant, the full process takes exactly as long as you want it to, and will have no negative effects on your health. Giving birth is completely safe for you and your offspring and is only as painful as you want it to be.

Ladykiller? Acquitted! (200cp)
You have a remarkable ability to escape the consequences of your actions. It is not that people think you are innocent, it is just that evidence seems to disappear, witnesses forget things, and the people trying to punish you just make one mistake after another.
It isn't *impossible* for you to get convicted of something, but it is going to take a truly herculean effort, and probably some illicit activity of their own, for anyone to pull it off.

Addams Constitution (Free for All Except Normal/200cp to Keep)
You have an Addams appreciation for the finer things in life: Whips, chains, red-hot pokers and other such wonderful things. As a true Addams, you still feel pain, but it is hardly something you dislike. Rather, you glory in riding the edge of pain and insanity.
What is more, pain and injury never cripple you or make you less capable of anything, and you will heal perfectly from any injury that doesn't kill you or remove a limb, unless you happen to want a scar. And lastly, you find that otherwise lethal poisons never do more than make you sleepy, with most of them merely providing a bit of extra flavor.



Wake the Dead (200cp or 400cp)
If you happen to have a corpse handy, like in the family graveyard, you can 'wake it up', calling the person's spirit into the corpse, allowing you to communicate with them. They can't do anything other than that, and this does not force them to talk to you.
For an additional 200cp, you can wake yourself up after dying, restoring your body to life and full health. This only works once per ten years or once per jump, whichever comes first.

Gothic Romantic Perks

Addams Agility (100cp, Free for Gothic Romantic)
You are exceptionally agile, flexible, and dextrous, at the peak of human ability. Your hand-eye coordination is similarly exceptional. You are a highly skilled gymnast and acrobat as well.

I Know What I'm Doing (100cp, Free for Gothic Romantic)
You are a true master of those most genteel of arts: Combat and Torture. You are an expert with every form of inflicting pain, both physical and psychological and have a sixth sense for how much a subject can take. You are also a skilled fighter both unarmed and with all forms of weapons. Pick one type of weapon to master. With this weapon, you are one of the very best in the world.



You Frightened Me. Do It Again. (200cp, Discounted for Gothic Romantic)
You have the dark beauty and calm menace of Morticia or the equally dark handsomeness and manic charm of Gomez. This includes a free (and optional) pencil moustache that never needs to be trimmed and the ability to always have your face covered by shadows whenever you want it to be, even if that should be impossible... in fact, especially if that should be impossible. Moreover, the scarier or more intimidating someone finds you, the sexier and more attractive they will find you as well. Drive someone to the brink of insanity through sheer terror, and you might find them begging for more. Your smiles can be truly unnerving when you want them to be.

What Bliss! (200cp, Discounted for Gothic Romantic)
I would die for her! I would kill for her!
You live a life of passion and romance. Because of that, you are a master of seduction and assorted related skills and arts, including dance and music. You also have perfect fluency in all variations of the Romance languages.



Beauty of Spirit (400cp, Discounted for Gothic Romantic)
Despite unusual behavior or appearance, Gomez and Morticia are honestly good people with a great capacity for love and generosity. You may not be as good as them, but you can choose to be if you wish. Any negative thoughts or emotions you might have can be channeled into positive actions. You can choose how your personality will change and grow so that you never become a person you would not want to be. What is more, you will always find yourself drawn to people of similar mindset and morality, as they will be drawn to you, becoming friends and even family. While these relationships might not be perfect, you will always be able to maintain them with a bit of effort and understanding.

Creepazoid Perks

A Face Only An Addams Could Love (100cp, Free for Creepazoid)
Most people might find you odd, but to those that do not themselves quite fit into society's mold, your oddities make you as attractive and charismatic as more common people would find you monstrous. The more Addams-like your appearance and behavior, the more you will appeal to any being that is not a typical human. This also allows you to design an unusual appearance for yourself, along the lines of Uncle Fester or Pugsley, which becomes an alt-form after this Jump.

Superhuman Strength [100cp, Free for Creepazoid)]
You are physically very powerful, easily five times as strong as you would otherwise be. This strength allows you to perform small feats that technically should not be possible, like pinning a man against the wall and rotating him upside down without his body falling away from the wall.

Electric Personality (200cp, Discounted for Creepazoid)
Due to some mishaps, possibly the result of playing "Is There A God" with your sister, or maybe being struck by lightning, you have an odd ability to generate excessive amounts of electricity in your body. You can't shock anyone directly, but you can power any electrical device you are touching, as long as it doesn't require extreme amounts of power. You are also immune to harm from electricity.



Mechanical Genius (200cp, Discounted for Creepazoid)
While you may focus more on building bombs, bypassing security and constructing 'special' theatrical props, you are actually a generalist expert in all forms of engineering, with a significant talent for inventing. You will rapidly achieve an equivalent level of expertise in any new form of technology or engineering that you get an opportunity to examine or play with. You also have a mastery of esoteric and strange alchemy, such as might be needed to make a shrinking potion.

Practically Impervious In Every Way (400cp, Discounted for Creepazoid)
The Addams lifestyle is often more strenuous than most people can handle. You don't have to worry about that, thankfully. You could stand next to an explosion powerful enough to blow up a large mansion and walk away unharmed. You are essentially immune to explosions or blunt force trauma, and are well beyond normal human durability to any other form of physical harm. Being electrocuted or hung will probably only hurt you to the same degree a normal might be harmed by being hit very hard by a particularly large and dense pillow.

Extended Family Perks

Superhuman Charisma (100cp, Free for Extended Family)
There is just something about you that people find irresistible. It may be your hair, your voice, your debonair charm, or your amazing fashion sense, but your ability to charm, impress and attract others is incredible and undeniable.

Incomprehensible (100cp, Free for Extended Family)
For some reason, outsiders sometimes claim not to be able to understand what certain members of the Addams clan are saying. They claim that said Addams is speaking gibberish or making random sounds. Thankfully, you will never be subjected to such rude behavior because no matter what language you are attempting to communicate in, you will always be understood perfectly. Not just your words, but the intent you wanted to communicate will be perfectly received and comprehended by your audience.



Where Did You Get Your Costume? (200cp, Discounted for Extended Family)
Addams often look unusual or strange to outsiders. Not that they mind that, really, but in your case you don't need to worry about it at all. No matter how strange your appearance or abilities, observers will make excuses or rationalize them to fit in their world view, leaving them to make judgements solely on your actions and intentions, without bias or prejudice. Also, you always know where to find excellent Halloween costumes.

Made From Real Girl Scouts (200cp, Discounted for Extended Family)
Grandmama's cooking is unique to say the least. But, it is also delicious and highly nutritious. You share her talent for producing amazing food and beverages from virtually any form of ingredients. Also, you can always find acceptable substitutes for ingredients when you have picky eaters to contend with. Your food is world class in flavor and is literally the healthiest thing it is possible to consume. Unfortunately, this does nothing to improve the presentation of your dishes.

Converting the Normals (400cp, Discounted for Extended Family)
Those that interact with you over long periods of time seem to become more like you in many ways, adopting your morals and perspective on the world and adapting to your culture while still keeping their unique personalities. Close family and friends especially will come to enjoy many or all of the things that you enjoy.
In addition, you can, over an extended period of time, grant such a person one or more of your personal abilities, such as powers, skills or even perks.

Normal Perks

Qualifications (100cp, Free for Normal)
You have an actual education and accreditation for some form of normal professional career. You could be an accountant, a lawyer, a psychologist, or even a summer camp director with a passion for theater; it is up to you. This perk may be chosen multiple times, all additional purchases are full price.



Perfectly Normal (100cp, Free for Normal)
As long as you make any effort to conform to the cultural standards of the area you're in, everyone will assume that you are a normal and productive member of society. Yes, you could be a giant fire-breathing dragon, but if you're wearing a necktie and a name tag, people will just be like "Ah, good morning, Mr. Jenkins. Lovely weather." After all, Fester managed to pass as "perfectly normal" while dressed as Gordon… and this is Fester we're talking about.

Superhuman Beauty (200cp, Free for Normal)
Beautiful people don't have to worry about the little inconveniences in life, like paying for their own food in restaurants, actually buying tickets to events, or obeying traffic laws. After all, there are ordinary people to handle that sort of thing. Thankfully, you are one of the beautiful people. Even if you were Fester before this, you're now a solid eight out of ten at minimum, and have an instinctive mastery of how to manipulate those that are less attractive than you into doing your bidding. People will just give you little things or look the other way as long as you're not actively causing demonstrable harm to others. Even when you do get punished, it's likely to be a slap on the wrist.



Actually Scary (200cp, Discounted for Normal)
Despite their oddities, the Addams are, for the most part, a friendly and accepting bunch. It's the so-called 'normal' ones that you need to look out for. A bright and cheery exterior might hide a ruthless conwoman, a sociopathic killer, or a psychotic brainwasher of innocent children… and this perk provides just such an exterior. With little effort, you can present the flawless facade of a nice — even goodly — individual; a facade that will be impenetrable without extreme evidence, such as directly witnessing you attempting to murder someone in cold blood. It will be child's play to get people to trust you, no matter what hides beneath your pastel camouflage and negative rumors about you never seem to stick.
When your mask is actually penetrated, it takes very little to reestablish it… like a change of legal identity and maybe a new wig. Yes, even if the police have pictures of the old you.

Highly Adaptable (200cp, Discounted for Normal)
Speaking of new identities, you have a talent for fitting in anywhere you go, and for seamlessly taking on new roles and identities. You could pose as a psychologist, convince an experienced politician that you would make the perfect wife, or simply adapt to a new family as if you had always been a part of it. Only the most observant (read: paranoid) would question who or what you say you are. After all, Homicidal Maniacs look like everyone else.

Crippling Narcissism (200cp, Discounted for Normal)
People are constantly trying to keep you down. Belittle you. Give you Malibu Barbie instead of Ballerina Barbie! The Nightmare! The Nerve! Thankfully, you know who and what you are. Graceful, delicate, and obviously more deserving than anything or anyone else. No outside force will ever be able to change or control your mind, because nothing can hope to penetrate your impenetrable wall of self-importance. Equally, no trauma will ever be sufficient to overwhelm your flawless sense of self-esteem, rendering you immune to PTSD and similar afflictions.



The Human Spirit Is A Hard Thing To Kill (400cp, Discounted for Normal)
Even if you use an axe. The indomitable human drive to survive often proves more powerful than can be believed. Now, not only do you have phenomenal, even impossible, luck to keep you alive in non-combat situations, but you will find events twisting to allow you to recover from any setback. If you should happen to be rendered amnesiac and lost in the Bermuda Triangle, you will not only be found, but you will eventually rediscover your family and recover your memories, regaining all you had lost. In fact, surviving such disasters will often lead to improving your life in some way, like helping you reconcile with your brother or leading you to find true love.



ITEMS

The Addams are not a new family. They have been around for a long time and have accumulated heirlooms, wealth and various properties. So you are hardly walking away empty handed. Here is a **+300cp** stipend to purchase items with. You can import existing items or properties into these and any item lost, damaged or destroyed will be restored in 24 hours.
A Normal can discount any two items. A 50cp item becomes free when discounted.

Addams Family Motif for Warehouse (Optional / Free for All)
Your warehouse takes on the feel of the Addams family mansion, with creepy lighting, secret passages for no special reason, a labyrinthine dungeon, a toxic waste dump, and a secret vault. If you buy the Graveyard property, a similar graveyard is added to your warehouse as well. For an additional 50cp, you may apply said motif to any other properties you own. This motif can be toggled on and off and takes a day to switch on and a night to switch off.

Bagged Lunch (50cp, Free for Anyone Under 5 Foot Tall)
Every day, you'll get a still living but technically edible and nutritious school lunch wrapped in a brown paper bag. It contains all the things a growing body needs... like freon and cyanide.

Serial Killer Cards (50cp, Free for Gothic Romantic)
You gain a collection of cards with the faces and statistics and details of every significant serial killer in history... and not just the ones who've been caught either. Eerily, although the set initially is just the historical ones like Jack the Ripper and Zodiac, every month, you'll get a new pack of fifteen cards in the mail... Some of those will just have more information about a killer whose card you already have... but others will be information about uncaught and potentially still active killers. It might take you a few cards about the same killer to hunt them down... maybe for an autograph, maybe for lessons, I'm not going to judge... but all the information on these cards is true.



Sign Collection (50cp, Free for Creepazoid)
A large collection of standard road signs... especially the safety related ones (bridge out, slow for children, blind corner ahead, etc). Oddly, this collection seems to be self-supplementing, as most of the local signs will naturally add themselves to your collection over time.

Boiling Pitch (50cp, Free for Extended Family)
A cauldron of boiling... something... conveniently always at a simmer and ready to dump on the heads of unsuspecting guests. Easily moved to almost any location without (much) risk to the user. Refills in about an hour.

Fabulous Wardrobe (50cp, Free for Normals)
You gain a collection of clothing from decades or centuries past, all at the height of fashion for their eras... and the occasional body of their former owners.

Cigars (50cp)
A dozen boxes of high quality cigars delivered every month. These cigars have the strange quality of always being at the ideal photogenic length with a nice head of ash to tap off. They don't leave everything covered in ash and don't go out unless you want them to. Your health will never suffer from smoking these cigars.

Golf Clubs and Balls (50cp)
You have all the equipment needed to play golf, and it is all top of the line as well. Plus, when you are hitting balls somewhere other than a golf course or driving range, your shots will seek nearby windows to break.

Fog Machine (50cp)
You have a high capacity fog machine that never needs any outside resources to function or create fog. It is easily portable but can produce more fog than even the best commercially available systems.

Monthly Expenses (100cp)
This is a briefcase loaded with golden doubloons (7 grams of 22 carat gold... worth between 300 and 400 dollars each in terms of gold, not considering historical rarity). These are historically accurate spanish 8 escudo coins and are probably worth several thousand dollars each to a collector. The briefcase contains roughly 3,500 of these coins, and weighs in the neighborhood of 25 kilograms. You get one of these every month. No matter how much you flood the market, the price of gold will never decrease... unless you're actively trying to make it crash... but doing so would take at least a few centuries' worth of briefcases in a modern world. As a reference, 2,500 tons of gold are mined every year on Earth.

Family Hearse (100cp)
A very nice, stretch hearse, guaranteed to look stately (if a little shabby) in any funeral procession. This vehicle never needs to be refueled or maintained, never gets into accidents, can handle any terrain under any conditions, and will gain the special abilities of any fiat-backed ground vehicle that you possess, with any obvious modifications somehow hidden until needed. It also always has a convenient coffin in the back.



Fish Tank (100cp)
A large fish tank with no proper filtration system and several dozen ravenously hungry piranhas of the kind found in movies (the ones that actually will attack people and cows). Oddly, the tank has no problem keeping these notoriously hard to care for fish alive.

Bloody and Glory (100cp)
You have a set of special prosthetics that, when slashed with an edged weapon, can spray liters of fake blood over eight meters. These prosthetics are impossible to discern from real limbs without a thorough medical examination and are fully functional.

Finger Trap (100cp)
This lovely gold and gem-encrusted device is a fun little toy that can trap a person's fingers until they figure out how to remove it. Of course, it also seems to be irresistible to those of lesser intelligence. They can't seem to keep from putting it on and can never seem to remember how to remove it.

Library of Elemental Books (100cp)
You have a collection of special books, each one containing some elemental force or weather phenomenon, such as a hurricane, an earthquake or a raging wildfire. These can be released by opening the book and halted by closing it again, but the books do not provide any way to control the phenomenon while open. Be careful.

Chest of Tools (100cp)
You have a sturdy, waterproof chest that is always fully stocked with the tools needed for various criminal enterprises, such as breaking and entering, vault breaking, torture, or assassination. You know, just in case your hosts run out.

Dimensional Train Set (100cp)
You have the most amazing set of model trains with all the components to build any design you want. Everything is incredibly detailed and lifelike, right down to the seemingly real people riding the trains. These trains are extremely loud for their size, especially when they crash. If anything is damaged or destroyed, it will be repaired or restored in 24 hours.

Mood Lighting Generator (100cp)

This device can be hooked up to any property you own… or really any property at all, to generate that perfect gothic lighting, where the shadows are extra dark and the light always falls in ways that will heighten the somber, mysterious, or creepy mood. Or, you know, turn the entire thing into the scene of a (future) slasher film. Can be attached to properties that don't use electricity, such as a cave system, forest, or starship… just to name a few.

Cobweb Generator (100cp)

This machine causes cobwebs to rapidly form in any building it is installed in. These cobwebs can be set anywhere from mildly creepy to thick sheets of webbing that completely blocks entire passageways. Strangely, these webs will always be quite free of dead bugs and living spiders… unless you want that. If the spider switch is flipped, the webs will be populated by a wide variety of web-spinning spiders, including species not native to the region. Use irresponsibly.

Living Gates / Carpet / Pictures (100cp)

You gain a collection of semi-animate furnishings (tables, chairs, portraits, taxidermy animals, doors) sufficient to outfit a large gothic mansion. These are obviously completely loyal to you and will be as helpful as they can manage, given that they're only about as intelligent as the average house pet. What kind of pet will obviously depend on your tastes. We recommend large carrion birds… vultures are nice. Badgers work too. These furnishings count as pets if that matters… they're very protective of you and can sense ill-intentions directed towards you and yours.



A Friendly Judge (100cp, Discounted for Normal)

You somehow know a judge or a person with a similar level of influence and power. They might not like you, but you can often get them to do you a favor of some sort. Once per jump or ten years, whichever comes first, they will automatically agree to one of these favors, even if doing so would be detrimental to them. Other (lesser) favors can be called in from time to time, but might come with a bit of a quid pro quo.

Graveyard (100cp or 200cp)

When you're an immortal jumper, the macabre truth is that you're going to lose friends along the way. Well... now you've got a place to store them (and any enemies you want to dispose of). Any friend of yours that you happen to lose to the forces of entropy and time will have their mortal remains interred in your graveyard, nicely preserved and dressed... even if they weren't exactly intact when they passed. In addition, if you ever feel the need to get rid of a body, living or not, if you bury it in your graveyard, no law enforcement agency will ever think to look there, even if you label the grave with the missing person's name. The graveyard will always be convenient to one of your properties in any world you travel to. And finally, like any good graveyard, this one is fully stocked with skeletons in various states of decay, as well as a great many interesting crypts, tombs, and cenotaphs.

For an additional 100cp (200cp total), any enemy whose remains are buried here, or who have a monument here if their remains are unavailable, will be impossible to resurrect or revive in any way unless you allow it or are doing the resurrecting personally.

If you take the Addams' Family Motif for Warehouse, the graveyard of friends will be attached to your warehouse.

Summer Camp (200cp, Discounted for Normal)

You are now the owner of a large and well-equipped summer camp for children. It also has a few private cabins for you and your guests to enjoy. This camp will be run by NPC counselors, unless you choose to run it yourself. It will always make enough money to pay for itself and provide a nice profit for you. Of course, that is made easier by the fact that the camp and its environs will clean, maintain, repair and restock itself as needed. It also produces all its own utilities and a wide selection of merchandise at a small gift shop.

Addams Manor (200cp)

You have a beautiful Addams style manor and grounds, including a lovely swamp, desolate wasteland, and an extensive set of caves and underground vaults. This manor will provide all its own utilities and supplies, and will keep itself maintained in the proper Addams-style condition to make you feel right at home. You will never have to pay taxes or any other form of expense for this home, and it will never be damaged by anything but deliberate attack.

Or, if you are some kind of freak, this can be a "normal" home, decorated in the latest fashion with the same advantages. But really? Pastels?



Addams Adoption Papers (300cp)
This set of documents allow you to adopt anyone into your Addams clan, as long as they agree. This not only officially makes them part of your family and lets you bring them along as a Companion, it also grants them the **A Dark Sensibility**, **Comedic Chops**, and **Addams Constitution** perks.



companions

Family is forever, especially for an Addams.

Create/Import (50cp for 1, 200cp for 8)
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600cp to spend. These Companions can only take Drawbacks that directly affect them, but you can transfer CP from yourself to a Companion, at a 1:2 ratio. You can create or import as many Companions as you are willing to pay for. The personality and appearance of a created Companion is completely up to you. Companions cannot purchase more Companions or Items, though they still get any free items.

Canon Companion (Free or 50cp for 1, 200cp for 8)
You can take any canon character as a Companion for free. You just have to convince them to come along when your jump ends. You can pay Choice Points for these Companions, which will ensure that, just before the Jump ends, you get to have a conversation with them to try to persuade them to join you. This applies even if the person you want to Companion has died or you somehow lost all contact with them. Canon Companions get fiat backing for all their abilities and for any items that they own that can be brought into the Warehouse.

Thing (50cp)
You have the best assistant any man could have, a right hand you can always rely on. Your version of Thing is eternally loyal to you and is actually extremely difficult to harm in any way.



Vulture (50cp)
This large animate stone vulture is a perfect watchman and security guard. It can fly as well as its flesh and blood counterparts, and it can recognize people that are allowed to be in an area, as well as following orders from you or anyone you designate.

Lurch (100cp)
He might be some form of flesh golem, no one is quite sure. What is sure is that this is a loyal butler, manservant, chauffeur, and friend that is effectively indestructible. Not much of a conversationalist though.



Family Reunion (100cp)
For an Addams, family is everything, so of course you were going to get a chance to recruit yours. This gives you an Addams-version of your original family and friends, just as they were when you left on your Jumpchain with the addition of the **A Dark Sensibility**, **Comedic Chops**, and **Addams Constitution** perks. If you want your family to have other stuff from this Jump, you can pay to import them with the option above.
I suppose, if you really want, they can choose not to become Addams, but that forfeits the perks.

DRAWBACKS

There is no limit on Drawbacks. Addams live how they want to live, after all.

Addams Family Jumpchain (+0cp)
This turns any other jump into an Addams version of itself. This doesn't give you any CP for the Addams Family Jump... but allows you to use Addams Family Drawbacks as if they were native to the base Jump at half value, subject to the native drawback limit if there is one. This can be used as often as you like. Doing this instills the Addams sensibilities into whichever worlds you transform... as well as distant branches of the family. Usually this will be the weirdest family around... so, yes, in Warhammer 40K, this will probably be the entire Ork Race... or the Dark Eldar... or, you know, Chaos... or the Necrons? Wow... Warhammer 40K has a lot of weird families. It will also make those who are not the local Addamses much more normal.

I Am An Addams! (+50cp)
And you will remain so for a while longer anyway. Taking this drawback extends your time here by ten additional years. This may be taken multiple times.

Retro (+50cp)
Things don't look quite right. Everything is in black and white, and generally looks like the Addams Family television series.

Offbrand (+50cp)
Now everything looks like the animated series. Weird and off-putting, to say the least.

Kick & They Slap a Friend (+100cp)
MC Hammer keeps showing up and singing nonsensical lyrics about your activities. No one else seems to think this is odd, you are always forced to stop and listen, though this won't make you late for anything, and you will never get used to it. On the plus side, maybe you can get an autograph.

Make the Singing Stop (+100cp)
Every single night, your home will be visited by a group of Christmas Carolers, even when it isn't Christmas season. They will sing in a highly annoying manner for at least an hour before you can get rid of them.

Damn You, Addams (+100cp)
You will always have a neighbor that will go out of their way to annoy you while pretending to be nice and friendly. They will even cause minor damage to your property, if they can make it look like an accident.

Annoying Judge Neighbor (+100cp)
You will always have a neighbor that hates you and at least once in this Jump, they will be put in a position to cause substantial harm to you in some way. And they will do so, even if there will likely be significant consequences to themselves.

Lovely Weather (+100cp)
Everyday, everywhere you go, it's always sunny and cheerful outside... horrible isn't it.
Sadly, this won't even cause a drought or other harm due to odd weather patterns.
Everything will just stay nice and beautiful.
Of course, if you happen to like sunshine and such, the weather will instead be gloomy, overcast and cold, all the time.

Uneasy Sleeper (+100cp)
You have to be chained down to keep from tossing and turning in your sleep, throwing yourself out of bed. Obviously, this doesn't lend itself to a good night's sleep. If you don't need to sleep, you'll have to be chained down anyway for a good six hours, unable to go anywhere.

Horrific Cooking (+100cp)
Everyone will find your cooking to be absolutely disgusting and inedible, no matter what you try.
You will never understand why, and will continue trying to cook.

Picky Eater (+100cp)
Everything you eat will be disgusting to you in appearance, smell, taste, and texture.

It's Unattractive (+100cp)
You keep whining and complaining and otherwise behaving in a manner that will irritate people and push them away from you.

Half Alive, Barely Human, A Rotting Shell (+200cp)
Let's just say that you are a bit messed up. You are effectively a zombie, a rotting corpse that can barely hold itself together and you will have to "live" like this for your full time in this Jump. Any alt-forms or shape-shifting will leave you in a zombie version of the new form. After this jump, you can take on a zombie version of any form you possess at will.

An Addams Never Starts Trouble (+200cp)
They mostly just want to live their lives. But, somehow, trouble just keeps finding them, usually at the hands of so-called "normal" people that want to get rid of them or take advantage of them. You have this same problem, and it means your time here will not remain peaceful for any great stretch of time.

Nag Nag Nag (+200cp)
Your mother won't stop nagging you and you can't get rid of her.
She will be around you everyday, somehow.

Work Ethic (+200cp)
You'll always take the underhanded and unethical choice whenever there is one.
You just can't seem to help yourself.

Impostor (+200cp)
You're convinced that one of your companions is an impostor. This will start as a minor suspicion, but will quickly grow into an absolute certainty. If you piss off this Companion enough, they might decide to go back home after the Jump ends.

The Full Gomez (+200cp)
You are either all enthusiasm or all despair. There is no inbetween for you.
It is now possible for you to die of a broken heart, so be careful.

That Special Age (+200cp)
You have only one thing on your mind... Homicide. It might be possible to resist the urge to kill, but it would take an iron will and steadfast determination. Maybe you should settle for picking acceptable targets?

What Do We Say? (+200cp)
Now!
You have lost all sense of tact and social niceties, deeply hampering your ability to interact with others in a positive fashion. Oh well, it probably wasn't important.

Consumed With Envy (+200cp)
Nothing is ever enough for you and you will never be satisfied with what you have. There will always be a need to acquire more, a belief that it will finally make you happy.

Angry Mob (+200cp)
Many people find the Addams clan odd or even frightening, but shunning them is usually as far as things go. You are not that lucky. At least a few times during your tenure in this world, a large mob of people will come together to hunt you down and either lynch you or burn you at the stake. Be warned... letting them actually catch you is highly inadvisable.

An Infant Would Understand (+200cp)
You are just not very bright. You are extremely easy to fool and take advantage of, and you seem to attract people that will do so. This is going to be a pretty significant issue at least a few times during this jump.

Pure Addams Power (+200cp)
Why would you need anything else? You will have to do this Jump without any of the Perks or Powers you have acquired in other Jumps.

Packed Up with Uncle Knick-knack's Wardrobe (+200cp)
For the duration of this Jump, you will not have access to any of the items you have acquired from other Jumps or to the Warehouse itself.

A Face Only An Addams Could Love (+200cp)
Going it alone? That is a nightmare to an Addams. But you have to face it, because none of your Companions or Followers will be joining you. You can still import them to give them things from this Jump, but they will either be in stasis or off on a perfect vacation for your time here.

Go Back to Your Room (+300cp)
The people you love will never treat you well, and yet, they will not be willing to just leave you. At very best, they will treat you as an unwelcome burden. At worst, they might just try to kill you. In fact, if they start being nice, watch out.

The Horror (+300cp)
Your time here will be like a cheaply made direct to video sequel of a feature film. Everything will be low quality... be that sets, decor, costumes, dialogue, visual effects... casting. Yes, all of your companions now act like they've been replaced with off-brand, second rate actors playing the parts. And their motivations become... weird. Like second-rate directors are supplying third-rate actors with poorly understood directions and motivations.

25 Years Lost In The Bermuda Triangle (+300cp)
One of your companions has gone missing... they've been missing for a quarter century as far as you remember. They'll show up within a few weeks of the start of the jump... but they'll be different, strange, and amnesiatic. You'll have to restore their memory of you and repair the rift in your relationship (there will be a rift in your relationship)... or they will try to murder you in your sleep. Which might be fun, but will end your chain if they succeed. What is more, you will forget about the murder clause of this drawback while in the Jump.



FINAL CHOICES

Should you stay or should you go now? If you go there will be trouble. If you stay it will be double. So come on and let me know. Should you stay or should you go?

NOTES

Labor of Love

That is what this jump was for myself and SJ-Chan. It took a long time to write, but we both enjoy the source material enough to make it worth it.

Important Note on Addams Family Jumpchain

Yes, this messes with the balance of other jumps. No we don't care. Addamses dances how they want to dance. If you don't like it, don't use it.

CHANGE LOG

Version 21.4

Created the document.