Jumper's Family Supplement

v1.1

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Stickied on the front of a very plain looking booklet:

Hey Jumper,

So I heard you've have some frustration with the random families you get in most Jumps for one reason or another, so I've decided to throw you a bone. Here's a catalog you can use to customize your very own fiat-backed family for any jump where you need one. Use it whenever. You won't need to import them like Companions because they're meant to be background characters, but you are free to convert any of them to Companions if you'd like. Just be aware that means they follow all the rules of such, whatever they are. They'll be automatically placed in whatever you count as your family or ancestral home in your current and upcoming jumps unless there is either no place for them or you simply choose not to bring them along, in which case I leave it up to you as to whether they're in stasis or just chilling in your Warehouse or Personal Reality.

Enjoy.

The catalog doesn't look like much, honestly. Anyone looking at it would be forgiven for tossing it in the trash like all the other spam mail. However, when you hold it, it feels heavier than it ought to and the richly detailed visual images inside are a startling difference from its plain covers. Somehow, the images change as you read the descriptions, as if they were influenced more by what you're imagining than anything else. The text itself seems plain enough, at least.

*"Hello, if you're reading this, you've been selected for the Custom Family Program. You have a budget of **1000 Family Points (FP)**. Just make your selection in the enclosed order form, mail it in, and we'll handle everything else."*

Neat. The list beneath that brief introduction is similarly straightforward. There's even an envelope with an address that you're pretty certain is not remotely within any universe you've ever been to with postage paid for by your Benefactor. With that, it's time to get started.

Freebies

Appearance: How do you want your family members to look? At the beginning of each jump, you may decide whether their appearance should match that you closely enough to be genetically related in whatever jump they're present in or if you want to set a specific appearance for each person within the family for them to maintain. Any hereditary perks or birthmarks or the like that you have outside of baseline human genetics that do not give more than a token advantage can be included here.

For an additional **100 FP**, your family members can have any hereditary perks or abilities you have that give a noticeable advantage in some way. For example, they're a clan of ninjas with supernatural powers, a family with a high incidence of incredibly powerful mages, or a family of superheroes.

Aging: Immortality is typically very easily attained by a Jumper, but it's also not uncommon for Jumpers to age to some degree within their stay somewhere. This is another toggle you may select at the beginning of each jump: Does your family age with you or will they enjoy the same agelessness you have?

Awareness: This is a onetime choice. By default, your family will be fully aware of your Jumper status from the get-go and are fully trained to perfectly portray any roles set for them within the family dynamics you set up here. This provides you with a perfect cover family for anyone else that bothers to look into it, complete with appropriate in-universe documentation, while eliminating the need to keep up a façade. However, you may elect to forgo the awareness bit and instead, your family members will have their memories reset with each jump as if they were born and raised there and be unaware of your Jumper status. Should they find out, they will be surprised but accepting. You may think of this as a choice between having the perfect cover or a genuine family for each jump you go to.

Your Actual Family: Feel free to use the family you actually grew up with as a base template. Any purchases to fit them are discounted by 50 points.

Family Size

The assumption is made that you have two living parents of any combination of sex and gender that you choose. Yes, this explicitly includes gay/lesbian or trans couples.

Only Child (free):. You are the only child, so your parents will tend to dote on you.

Siblings (50): Each sibling you add to the family is 50 FP each. Their sex and gender are up to you. Their appearance will be based on your parents. They can be older or younger than you at your discretion.

Grandparents (100): Each purchase comes with a set of two grandparents related to either of your parents. Two purchases gives you both sets, each related to one of your parents. They will be at least 20 years older than your parents. By default, it's a male and female pair but you may change this. They love you dearly and will dote on you and your siblings, should you have any. They will generally live within driving distance of where your family lives. **Great Aunts/Uncles** fall under this category as well.

Aunts/Uncles (50/100): 50 FP is for single person purchases of an aunt or uncle or nonbinary sibling of a parent. If you buy a pair, you may optionally have them married together. They can be placed anywhere in the world, but by default will be somewhere within the same country.

Cousins (50): The first purchase of this is free if you buy an aunt/uncle pair. They will be close in age to you, which will determine if they live with their parents or separately.

Extended family members not covered here can be freely described and added with the caveat that they are not considered part of the family that is imported automatically. That means in each jump that you have this family, those extended family members will be natives of the setting you're in, either with a modified history or newly created.

Socioeconomic Status

The combination of choices made here will determine their overall standard of living relative to whatever jump they're present in. I provide no solid numbers, only verbal descriptions, because such numbers will vary wildly between worlds, nations, and even cities or towns.

Income (free/100/200): Your family's income is separate from any you personally have due to previous jump purchases. This will reflect their general spending power independently of whatever you give them. For **free**, they are the setting's equivalent of the working poor, earning just enough to make ends meet. For **100**, they are solidly middle class, meaning they have enough spare income for some number of luxuries. For **200**, they're upper class, allowing them to live a potentially extravagant and luxurious lifestyle.

Wealth (free/100/200): Your family's wealth as represented by their bank accounts, estate, and other such holdings that can be converted into spending money by some method. For **free**, they have minimal wealth appropriate to their class, meaning their income is all they rely on. For **100**, they are moderately wealthy, giving them a cushion for times when their income is not enough. For **200**, they enjoy great wealth conducive to a life of ease regardless of their actual income.

Educational Attainment (free/100/200): This is directed at your parents but is also reflected to some extent in how well-educated your siblings will be. For **free**, your parents have the equivalent of a high school graduate's education. For **100**, they have the equivalent of a bachelor's degree in a specific field. For **200**, they have either a master's or a doctorate of your choice in a specific field. This applies to both but you may elect to have each parent with separate levels of education, paying only for the higher level of the two.

Occupation (free/100/200): This is for your parents in particular, as they are typically the household's source of income. This is a fairly nebulous category, one that even sociologists and the like struggle with categorizing at times. These affect mostly how prestigious your parent's jobs are seen to be in the eyes of others. I describe legal and legitimate jobs here, but there are criminal equivalents to them as well with their own prestige or notoriety within the underworld. To keep it simple, the three tiers here are:

- **Simple (free):** These are the jobs that any high school graduate can do with minimal training, like retail workers, housekeeping, line cooks, and theater attendants. These jobs tend to be low prestige irrespective of how vital they actually are to society functioning smoothly. Generally, these jobs come with long work hours and lower pay.

- **Specialist (100):** These jobs require the equivalent of a bachelor's degree, generally, or perhaps an apprenticeship in the case of trade jobs. Think plumbers, teachers, higher level library or museum assistants, middle management, or even C or B-list actors. They have some level of social or public recognition for their work, good job benefits, and more variable levels of free time.

- **Prestigious (200):** These are the high-profile jobs, the ones that get put in the top ten lists or earn your parents coverage in mainstream news. It comes with a lot of recognition either generally or within their field of work. CEOs or other high level corporate executives, A-list actors, popular singers or idols, published professors, consistently successful authors, and the like are within this category. These tend to require a greater amount of dedication to the field or job, which is generally balanced against the benefits they enjoy from it.

Family History

Each of these are worth 100 FP. You may select one for free.

The Working Poor: None of your family has ever really "made it", having lived their entire lives primarily to make ends meet or simply to survive. You come from a family of unknowns, Jumper. Nobody knows your family name, meaning only your personal reputation shapes others' perceptions.

The Middle Class: This is essentially a higher level version of The Working Poor. Nothing about your family particularly stands out, but they provided a comfortable childhood and enjoy a comfortable enough life once you leave the nest.

Nobility/Elite: Your family has the blood of nobles or perhaps even royalty within their veins, Jumper. In countries with an aristocracy, they hold titles and an estate of some size, which you stand to inherit if you're the oldest. Much like celebrities above, you will have some level of media interest in the affairs of you and yours. Familial expectations will vary depending on your relationship with your family. As the oldest, you would have been doted on and groomed to inherit your parent's position, for instance. In any place that does not have an aristocracy, you may substitute nobility with an appropriate level of inheritable influence and wealth.

Military Service: Your family has a long history of serving in their nation's military at some level. You will be expected to follow in their footsteps, having likely grown up as a military brat yourself.

Law Enforcement: Your family is known for its ties to the local or national police force, having many of its members throughout history serve as officers or detectives. There is no set expectation for you to follow suit, but it will make them happier to know the tradition continues.

Criminal: Whether it's known to anyone else or not, your family is deeply connected with the criminal underworld. Perhaps they're gang members, part of a mafia, or belong to a clandestine organization that operates outside of the law. They expect you to hold their secrets tight to your chest. The manner of their connections to crime will influence how much they want you to follow suit.

Public Service: Your family has a reputation for serving in various government posts, whether as appointed government officials or as politicians of note. You will be seen as the scion of a political dynasty of some sort and, while your family would you to follow their footsteps, only the tabloids and local news media will actually care to any extent if you do or don't.

Celebrities: For some reason or another, one or both of your parents is a notable celebrity within their native country or even worldwide. Expect paparazzi, tabloid "news" of you and your family's alleged exploits, and general interest in your affairs from all walks of life. You might even have a fan club of your own, should you capitalize on your parent's celebrity status.

Higher Education: Your family is well-educated with a higher incidence of doctorates or master's degree holders. This may be a recent change as of your parent's generation or a longer tradition of each successive generation being given the best chances at attaining the highest possible level of education. You grew up in a house that demanded much of you and provided you with an abundance of resources to achieve the goals your parents set for you. In jumps that allow it, you may have your family enjoy a magical ancestry alongside or in place of this.

Religious: Your family belongs to a religious faith of some sort, generally one with strong traditions and a long history of its own. This isn't confined to an organized religion, but also to more esoteric faiths that require some level of initiation or specialized knowledge. This faith suffuses all that they do and the family home is likely adorned with evidence of that faith in some shape.

Eccentrics: Nobody really knows what to make of your family, honestly. Like the fictional Addams Family, each person has their own set of quirks and eccentricities that make them stand out from the norm. Perhaps they were into the occult or are hardcore conspiracy theorists or were simply incredibly free-spirited. This background has the potential for a great amount of family-related hijinks.

Farmers: Your family has a long history and deep connections to the land they live on. You come from generations of farmers or ranchers, and likely have a big extended

family that all pitch in to help to some degree. Family potlucks are a regular event and family reunions are a countryside affair. Even if you leave for the city, you're always welcome to come back home.

Tradespeople: Your family is full of people that have taken up a trade of some type or another. Perhaps your parents were carpenters, blacksmiths, or pottery makers. Whatever it was, heavy machinery was mostly likely involved somewhere in the process. Your family is full of DIYers and there is probably a workshop of some type attached to their home. Whenever you visit, there's almost always a project being worked on by someone.

Explorers: Your family is full of the intrepid and adventurous types, either as archeologists exploring long-forgotten tombs or astronauts that personally pushed the envelope of known space. They could even be colonists somewhere, eking out a life on the frontier far from "civilized" space. Like eccentric families, there's plenty of personal quirks to be found here. You may or may not know where they're at any given point in time.

Seaborne: The seas (or open space in science fiction realities) call to your family, Jumper. Perhaps you come from generations of sailors, fishers, or pirates. This can even include lighthouse keepers, interestingly, as that profession is deeply linked to the seas. In any case, you likely grew up on or around boats and ships. Expect lots of nautical talk and institutional knowledge among the members of your family.

Custom: I'm sure I missed some category that you would like, as I would like to keep this list from going on too long. This is something you can purchase to create a family background that is not covered with one of those described above. Use my descriptions as inspiration for how that history affects your parents, siblings, and your own childhood. As a special bonus, purchasing this a second time allows you to change your family background in each jump, allowing you to select from any entry on this list, including this one.

Personality Traits

Unlike the others, there is no cost to any of these. I offer these as inspiration for customizing the personalities of your family members if desired. Don't take these as the only choices offered, either. Any blend of personality traits you can imagine are possible.

Carefree: Nothing quite fazes this person, as they don't allow themselves to be unduly burdened. They're likely wanderers of some sort or flit from one interest to another.

Dutiful: They take their responsibilities seriously, including any promises or oaths they make.

Worrywart: They tend to be worried about something at any given point in time. This isn't at the level of an anxiety disorder, more just generally concerned about their affairs or the people in their life.

Traditional: Whatever traditions they hold on to, they do so fiercely and without reservation. Change comes slowly to them.

Artistic: They have a deep interest and a talent for the arts. These are the singers, writers, painters, and the like.

Friendly: Always open to make new friends, they do so easily and often find themselves invited to social events.

Gentle: Gentle souls are a special sort, always willing to extend a helping hand to anyone in need. They're often impromptu therapists for the people they're close to and are generally willing to do whatever they can to make other people's lives easier.

Athletic: They always seem to be either doing something sports-related or simply something outdoors that keeps them moving and in shape.

Ideological: They are firm believers in one or more ideologies, displaying a deep knowledge of the intricacies of the ideology and how it can be applied.

Brave: These are the types that will run headlong into danger, either for the thrill of it, in defense of a cause they believe in, or to help someone they care for.

Sensual: They love to love in all the ways one can do using their bodies. In romantic relationships, they're highly sexual. In platonic or family relationships, they tend to be very physically affectionate.

Affectionate: Different from the sensual types, these are the ones that will have a variety of ways to display their affection for those they care about. Think stuff like gifts or wanting to spend time specifically with that person. They do these things frequently.

Romantic: Ah, the sweet scent of love in the air. They tend to crush on someone easily and are prone to daydreaming about things like weddings, dates, and even *handholding*. They probably have a lot of romance novels.

Sly: Secrets are their stock in trade, and they generally have a scheme going at any point in time.

Intellectual: They are highly intelligent and enjoy pursuits that allow them to use that intellect or just like learning about new things in general.

Organized: Everything has its place and every place has its thing. This extends to people.

Contemplative: They like to think deeply about things. This may show as a philosophical bent or simply a tendency to plan thoroughly before doing something.

Collector: Trinkets, people, skills. Whatever it is, if they can collect it in some shape or form, they probably will. This is generally restricted to a single type of item, like dolls or model trains.

Champion: They have a social cause or set of causes they are deeply invested in and will champion that cause in any way they can. These can be lawyers that help with non-profit organizations like the ACLU, politicians that advocate for a particular population's needs, someone that directly does what they can to help the poor and needy in their area, a researcher into the causes of wealth inequality, or even just your run of the mill Redditor that will go on a rant at the drop of a hat.

Adventurous: They're always up for an adventure, either with someone else or on their own. They see nothing as beyond them and any barriers in their way are simply obstacles to be surmounted.

Animal Lover: They have a deep love for animals that is generally displayed as being very devoted to their pet or pets. They're highly likely to be environmentalists or lovers of nature to some degree. They probably will try to get you to adopt a kitten or something.

Gardener: They always seem to have a collection of plants in their house or they have a garden outside that they carefully tend to. Interestingly, this can apply to the people in their lives as well, shown in a tendency to cultivate their relationships and help others grow and bloom.

Again, this is a limited list to provide inspiration in case you'd like to go more in-depth with describing your family members. Intelligent beings are inherently complex, whether living or artificial, and rarely fit neatly into any template you can imagine.

Companions

If you'd like, you may import any Companions you have to be your family as described in this document. This will modify how they are imported into future jumps in one important way: they can be freely imported with 0CP and any free origins on offer, including their freebies. You must use the jump's own rules on Companion imports or any house rules you have on the subject for anything more than that.

Family Pet (free/50): Your family can have their own pet(s). Any commonly domesticated pets native to Earth are free. They will age normally while remaining in the prime of their life throughout and any dead pets will be replaced the next day. Alien pets or something similarly exotic are **50 FP** to unlock. If you end up taking the family pet on your own journey, they'll get a different one to replace it.

Family Servants (50): Should your family be wealthy enough, they may have servants to attend to them. As long as you're part of the family, you have access to any servants, maids, etc. that they do. These serve non-combat roles and are treated as followers. If your family can access your Warehouse from where they live, you can have them attend to that as well.

Items

Family Heirloom (free): You may have any mundane item created as a sentimental trinket that links you back to your family when you're separated. This can be anything from a picture book to childhood art to some small trinket or piece of jewelry that belonged to an ancestor. It can be a weapon or set/piece of armor, but it will be nonfunctional in some way or purely decorative when you receive it. This does mean you can modify it after receiving it to be something more directly useful with your own time, skills, and materials.

Family Home (free): In case you don't have a place of your own to live in or simply need a temporary place to stay, your family will always have a room available for you. Unless they're wealthy enough to afford the extra space, this doesn't include housing your Companions.

Drawbacks

Unless noted otherwise, each drawback is worth 100 FP. No limits, though I do suggest you don't pile on too much. This is your family, after all. In case I need to say it explicitly, all of these are active in any jump that your family is also in.

Mental Illness: Your family has a history of mental illness of some type. This can be a blend of related mental illnesses or a single type that has a tendency to pop up over the generations regardless of personal circumstances. Can be taken multiple times.

Physical Illness: Your family has a hereditary disease or disability that manifests primarily physical, such as congenital deafness, blindness, or more invisible diseases like diabetes or lupus. Can be taken multiple times since these things often happen in clusters.

Sordid Affairs: There are secrets your family keeps regarding something shameful or illegal they had a hand in. If discovered by others, it can substantially impact your relationship with them. For **100** additional points, it's serious enough that if the government discovers it, it will likely spark a serious investigation into your family.

Family Feud: Wherever they may live, your family has collectively taken offense or has serious issues with another family in the vicinity. This can range from petty fights to serous attempts at sabotage. For **100** additional points, it's serious enough to elicit bloodshed on both sides. This is refreshed at the beginning of every jump that they're

imported into so that there's always something going on. This *can* include a different branch of your own extended family if you're so inclined.

Outcasts: They may or may not be literally outcasts, but your family does have a strong negative reputation with other people that colors others' perception of them and even yourself.

Hidebound: There are a set of traditions or a faith that your family holds onto strongly enough that they will expect you to strictly adhere to it as well. If you don't, expect a strained relationship with them.

Dead Parent: One or both of your parents are dead, leaving you to be raised by a single parent or another family member.

Paranoid: Somehow, sometime, your parents and perhaps others within the family have fallen deeply down the rabbit hole. Expect rants about conspiracies, a tendency to hoard things in the face of an apocalypse they think is imminent, or anything else of that sort. This will make family dinners quite awkward if you're not into it yourself.

Adopted: Your family is not genetically related to you. You were adopted at some point in your childhood. You were raised with just as much attention and love as any genetic children they did have or would have, but you're left with a nagging question of why you were given up for adoption in the first place.

Abusive: One or both parents are abusive in some way to you and/or your siblings or even just to each other. This will obviously affect your relationship with them and generally comes with some level of childhood trauma.

Absent: One or both of your parents were or are noticeably absent in your childhood due to some circumstances that demanded their attention to a degree that they neglected their family. You will likely feel distant from them and may crave more attention and love from them.

Black Sheep: Either you or one of your siblings that you are very close to is treated as the black sheep of the family. Your family may love you/them anyway but either doesn't understand something core to you like your gender identity or sexuality or is simply hostile enough to it that they would rather pretend it doesn't exist. This can also be because of your job, ideology, religious beliefs, or anything of that nature is that seen as intimately connected with you or that sibling.

High Expectations (200): Much is expected of you throughout your life. They demanded straight A's and that you are or were at least a contender for class valedictorian. They regulate your behavior in accordance with those high expectations or at least attempt to. Failure of any kind is grounds for disappointment and perhaps punishment. You are the future of the family, after all.

Notes

- I am presenting this as a supplement with points and all that because it's traditionally what Jumpchain is about: making choices, both hard and easy. However, if you're actually reading to the end here, I give you my permission as the author to freely ignore all that and just use this document to build a family for you to have as part of your background in jumps regardless of any costs laid out here. It still follows the rules set out in the Companions section.

- While it is designed for a family your origin in a jump is born into, the information here is probably helpful in describing any families you start yourself if you're inclined to go into that sort of detail. I know I personally like to write about the dynamics between my jumper and the people they consider family, whether blood or bonded.

- Remember, this is ultimately about creating a story centered around your Jumper. Don't be afraid to indulge in your creativity or imagination when using this document. A lot of the wording here is intentionally vague to allow for that, not just to help your family fit in whatever setting you have them in.

Patch Notes

2021-08-21: Created
2021-09-06: Added Family Pet, Family Servants, Family Heirloom, Family Home, modifier for Appearance Freebie, clarified Family Feud.