What Remains of Edith Finch (& The Unfinished Swan) Jump:

"For 500 hundred years the Finches have been famous through-out Norway for their fortune... and misfortune. Odin Finch buries the latest victims of the Family Curse: his wife Ingeborg and their newborn son Johann. On January 7th, 1937, he sets sail with his family -- and his house -- hoping to leave the curse behind. But 40-foot waves off the coast of Washington, send the house and Odin to the bottom of the sea. Odin's daughter Edie, with husband Sven and baby Molly, step ashore on their new home, Orcas Island. Odin Finch is the first to be buried in the new family cemetery. His daughter Edie is already dreaming of a new Finch house."

The Finch family is famous for their deadly family curse, and now you are a part of this house.

Take these points to spend.

+1000

Origins:

Location: Orcas Island, Washington: You will start at the entrance to the Finch family property, unless you take the 1937 start-date or the Unfinished Swan route.

Starting Time: This is a story that covers a great amount of time, freely choose when to start, or gain 100 points if you roll to choose. You may start at any point during the decade.

1: 1937: You will set sail with Odin, Edie, Sven, and Molly from Norway to Washington. Alternatively, you can start just after the house has sank and everyone but Odin makes it to shore.

2: 1940: Barbara is born and Molly Dies.

3: 1950: Calvin and Sam are born, Walter is born.

4: 1960: Barbara and Calvin die. Sam and Kay Marry, Dawn and Gus are Born. Walter entered the bunker.

5: 1970: Gregory is born and dies, Sam and Kay Divorce.

6: 1980: Sam gets remarried, Gus and Sam died. Dawn moved to Calcutta, India where she met and married Sanjay Kumar. She would give birth to Lewis.

7: 1990: Edith and Milton were born.

8: 2000's: In this decade Sanjay died, leading Dawn to return back home with her three children. Milton went missing in 2003 and Walter died in 2005. If you take the toggle, then instead of going missing Milton departed the real world to become The King, and would eventually create a woman to marry who would leave him for the real world once she was with child.

9: 2010: This is the year when Lewis and Edie die, and when Edith and Dawn leave the house. Should you take the toggle, Monroe will be born in 2011.

10: 20xx: This is either the date when Edith's son visits her grave or when Edith visits the house. Or if you take the toggle you can choose to start at the beginning of The Unfinished Swan just before or after Monroe's Mother died.

Age: You can freely choose within the parameters below for your background or you may roll for an extra 100 points.

Background: You are a member of the Finch Family, but who are you exactly?

Child (Age is d12): You are one of the younger members of the Finch Clan, but there's plenty to enjoy in childhood and much time to grow.

Teen (Age is a d7+12): This can be an awkward time, especially with so many questions and complications connected to this family. However, this is also an age of discovery, impacting what you'll be doing in the future.

Adult (Age is d30+19): Being an adult can come with just as much responsibility as it does power. Or it could be a time devoid of all of that, should you be willing to risk it.

Toggles:

A part of the Family: Maybe you'd like to spend a bit longer with this family, or perhaps you think you'll be able to fully battle this "Curse" given enough time. With this drawback you'll stay in this jump beyond the standard decade, instead you'll be given a choice every ten years on whether to stay or go.

A lot of this isn't going to make sense to you: Maybe you don't want to linger around too long, here for the ride but not the long haul. Instead of staying a decade you'll just experience the events of the game. This can either mean you accompanied Edith on her visit to the house, and the jump will end once she leaves, or you went with her child and you'll leave once he does.

Unrelated to the family: By default, you become a member of the Finch family, but maybe you don't want that. Now you can be completely unrelated to them, or you can just be someone who married into the family rather than being related by blood.

Familiar Faces: Your introduction into this world will cause profound impacts over time, such that some Finches might never be born. Instead of letting events fully unfold naturally, this locks in certain things such that the Finches who would have originally been born still are. This won't cause anyone to die or things to go exactly the same, it will just ensure that the same people are born at the same time from the same parents.

The Unfinished Swan: There is a very explicit connection between this game and Giant Sparrow's other title, the Unfinished swan. If you take this then the events of that game and this connection can either be treated as canon or non-canon.

Perks:

(100 Point perks are free for your background with the others being 50% discounted.)

Generic:

My imagination is as real as my body (free): You have a way when it comes to reading or imagining things that it can almost seem you are experiencing it yourself. This is not the same as actually entering the story, but rather more like a very realistic hallucination of the events that only takes as long to occur as it would have been without this perk. Works better on shorter or more personal experiences and can easily be toggled on or off. Can work 1 layer deeper, so if

you are reading about someone reading something else, you can choose to experience what they are reading as well.

Subtitles (free): Do you like reading more than listening? Would you like to clearly understand what someone is saying without worry of mishearing them? This perk allows you to turn on subtitles such that anything you or others are saying is written out in the air for you to read. This only works for your own vision and cannot be perceived by others. Cannot be used if the person isn't speaking to you. This works with the above perk by allowing you to have the original prose be read out in the authors voice while the words appear for you to read.

Child:

When he made up his mind, that was it (-100[]): Stubbornness isn't quite the same thing as resolve, and now you have the later in spades. When you've firmly decided on a course of action of your own free will, nothing can change you're mind until it's done.

I'm sure he's happy… (-200[]): This perk is simple; it adds a switch into your mind that makes you genuinely happy. This isn't some cheap drug addled state or an "Ignorance is Bliss" style happiness, but a complex and deeply rooted feeling of joy. This won't outright overwrite any other emotions you're feeling or stop them from occurring when this switch is on, but they will all be experienced through a lens of this personal happiness, possibly allowing you to deal with them better.

…And he'd want you to be happy too (-200[]): While you can't just flip a switch in someone else's head to make them happy, you do have a knack for making others happy. This is more an active skillset you've gained, rather than a passive power.

Prodigy (-400[]): May only be bought once. The Finch Family is filled with people skilled in a range of talents, from Painting and Carpentry to Photography and Writing. You can pick any one skill, profession, hobby, etc to become a prodigy of. This is expressed as a strong enjoyment and gifted aptitude for this field, and not an immediate injection of experience and skill.

Teen:

Bottled up the storm inside his heart (-100[]): These years of your life will be a real contradictory time, where you feel more complex emotions then ever while being expected to become mature and controlled. This will smooth things over, such that you can temporarily

suppress you're emotions and feelings. This can be done for quite a while, but they will still need to be released and dealt with at some point. The longer you bottle them up, the more complicated and emotional it will be to do this.

I never thought of how hard it must have been for her afterwards (-200[]): The nature of the chain is one of change, and now you can adapt to change and reckon with your past better. Going from an immortal ruler in one jump to just a normal person in another can be a challenging case of whiplash, but this will help you manage it.

If we lived forever, maybe we'd have time to understand things (-200[]): Unlike The other Finches', you very well might live forever. This grants you the ability to really ponder something, and eventually come to a satisfying answer given enough time. That answer might be "I don't know enough about this to truly understand this yet", just because the answer is satisfying won't guarantee it was the one you were looking for or that it is correct. How long you'll need to spend on this will depend on how you are going about thinking on it, how complex the question is, what you would consider satisfying as an answer, and your ability to interface with the topic in question.

I want you to be amazed that any of us ever had a chance to be here at all (-400[]): Life might seem precious to you, or you have gotten jaded about its value over time. Regardless, this lets you peak into and understand the true "humanity" of another person. This cannot be done lightly, but with enough focus you can get a deep insight into who someone else is, on a level that even incredibly powerful psychic abilities would pale in comparison too. This information, and even using that word is an understatement, can easily be forgotten should you think it too much or too invasive. Works on any mortal sentient sapient.

Adult:

There's so much I don't understand (-100[]): The first step to true wisdom is understanding what you don't know. You gain strong ability in self-reflection and introspection, able to appreciate and improve upon your flaws or personal failings.

I'd be happy with one new day (-200[]): With how powerful your might be or how magnificent the sights you've seen are, it could be easy to let the wonderful nature of you're life become somewhat mundane. This lets you appreciate your experiences, letting small pleasures or gigantic gifts be seen in better scale and relation.

To our final night together and all our final nights apart (-200[]): Saying goodbye is hard, and here you might lose quite a few family members. Mourning and moving on is as much a skill as it's a state of mind, and now you have a much more robust sense for these types of things. Even if the love of your life died and there was nothing you could do about it, you'd eventually be able to healthily compartmentalize those feelings and gain a better outlook on it.

You know who else thought he was gonna be fine? (-400[]): Some guy who died. Not you though, you are now well aware of how vulnerable you are. Even if you're an incredibly experienced individual with seemingly nothing able to touch you, this will greatly help you understand where your weaknesses still exist or where your other deficiencies may lie. Although this is of course less immediately useful the stronger you already are, it will never be complexly obsolete.

Items:

(100 Point items are free for your background with the others being 50% discounted.)
(You may freely import or incorporate any of these items into other bought of a similar type)

Generic:

Copy of the games (free): A copy of "What Remains of Edith Finch" and "The Unfinished Swan". They are compatible with any console or computer. These have been slightly remastered to improve the quality of some assets and to make sure it can run well on even lower end systems.

Place, Period, and age-appropriate closet (free): Straightforward closet filled with clothes that fit your current situation and personage.

Child:

Annual Pair of Knit Gloves (-100[]): Once every year you'll receive a very lovingly made pair of knit gloves.

Transforming Stuffed Animal (-200[]): A very soft and cuddly stuffed animal that can transform into a stuffed animal of any sort. Can be instantly cleaned and repaired with a thought.

The Magic Paintbrush (-400[]): This is almost the same paintbrush that Milton found and used to enter the world you explore in the Unfinished Swan. Regardless of if you take the toggle, you

can use this to paint a door to bring you to this blank world. The only difference from the original brush is that you can change the color of this one by thought.

Teen:

Wonderful "Dreadful Stories" (-100[]): This item takes the form of a music box that can be used once a month to summon a comic book based on a past event you were present for. You just need to keep winding it while thinking of the event and the genre, and the comic will appear inside.

Old Camera (-200[]): This old camera is pretty nifty. When you stop in one place you can drag out a moment indefinitely until you get just the right shot. The caveat being that while you can look around and speak, you can't do anything else besides take pictures. Will never break down, has endless film, and the film cannot be destroyed or damaged.

The Journal (-400[]): Edith was able to get across a very wide and complex amount of information to her son, with this notebook so too will you get this skill. What you write in this journal is much more easily understood by those reading it, giving greater information than what might just be literally written down. With intent during writing, it can act as a limited form of the "**My imagination is as real as my body**" perk to readers. Also has endless pages that cannot be torn.

Adult:

Unlimited Supply of Canned Salmon (-100[]): Lewis really brought back a ton of canned Salmon, so now you'll never want for it again! Especially loved by cats.

A Bunker (-200[]): Walter spent the better part of his life in his bunker, and he sure seemed safe in it. You too are completely safe from anything but old age while in this bunker, and it will restock with a selection of many non-perishable food items for you to eat. Can be freely chosen to be a warehouse addition or an import into the world in future jumps. Filled with books that you would enjoy.

The Finch House (-400[]): The perfect quirky little house. This can look exactly like the Finches to start, or you can design your own, regardless it will grow to accommodate you and all of your companions, everyone gets a room! Each one is themed to fit the person it belongs to, and if the owner dies or leaves the room is sealed up and a peep hole is added to look in, with a

plaque added with their birth and death or when they joined and left the chain. There are secret passages that connect all these rooms together. Also just filled to the brim with too many books, all of interest to someone who lives here.

Companions:

The Finch Family (-300/-600[])**:** The entire Finch Family will follow along with you, or at least however many are alive at the time your jump ends. They count as 1 companion for any future jump, though any Finch born after the jump will not count for this. If you pay an additional 300 then any imported companion will count for the 1 companion rule.

Companion Import (-400/-200[]): You may import any number of companions into this jump for the flat 400 cost. They each receive 600 points to spend and of course must choose an background. For future Jumps they count under the Finch Family 1 companion rule, should they have chosen to be a Finch and you purchased the above option for it. If you have 4 or less companions, then then this will only cost 200 and they will receive 1000 points to spend.

Drawbacks:

The last Finch left alive (+100[]): This is not a happy tale, overall. Now it's a little sadder. Instead of just Edith dying in childbirth, so will her son. Can only be taken if you take the most modern starting time. If you take the toggle than Monroe will never be born.

From Norway to Washington! (+100[]): You are not the best when it comes to directions and can get lost easily on long trips. You will still get to where you were going, eventually.

Like a smile with too many teeth (+100[]): The Finch house will never feel like home to you. The house will feel more malevolent and creepier than it otherwise is. This can certainly be eased with time and effort, but this feeling will never fully go away.

This is where your story begins (+100[]): Instead of whatever age you got above, now you'll start as a newborn and your decade will only start once you hit that age.

The Family Curse (+100[]): Instead of ending normally, you will die at the end of this jump. You can't know how you'll die or the exact time when, even a self-inflicted one will be a shock in retrospect.

Generic Item/Warehouse Lock-Out (+200[]): You will lose access to your Warehouse as well as any item not from this Jump.

Generic Perk/Power Erasure (+200[]): You will lose access to any perk, power, etc. not from this jump.

Generic Memory Erasure (+100/+200/+300[]): For 100 you will just forget everything about this setting, for just 200 you will also forget all your memories since you started jumping, for only 300 you will lose all memories (with only those remaining that you need to function depending on your age).

I wish that I could truly say I thought about you on that day (+200/+400[]): There will be many easily avoidable deaths throughout this jump, and you won't be able to stop any of them. The memory of the who, what, when, where, and how of each of the deaths is erased from your mind, and you will always find yourself unable to prevent any of them. This also locks it in such that all the original characters will die exactly same as they originally would have.

This drawback doesn't affect any new Finches your time here might produce, so it might be possible to save them. Except, you can take an extra 300 points to ensure that they will all die in your time here, and you'll be unable to stop it. This extra option can only be taken if you intend to have children and/or get married.

As a note, this drawback also makes it completely impossible to resurrect anyone who dies in this jump.

You Won't Go! (+400[]): Edie spent her life in this house, and so will you. You'll start at the very beginning once Edie and Sven arrive on Orcas island in 1937, and you must stay in the jump and on the property until the day she originally died in 2010. Comes with the option of changing your starting age to 20 or lower.

Ending:

Once the end conditions are met, your drawbacks will end, and you will be given a choice among these three options.

For the first time in years...I felt like I was home: Your time on the chain has come to an end, and you're ready to return back to your original home with all you've gained on this journey.

Every Finch who ever lived is buried somewhere in the library: Something about this world, or this family, has caught you and you want to stay. With this choice your chain will end, and you'll stay in this world.

…it was a way to be something other than just a Finch: Your chain isn't over yet, just your time in this world.

<u>Notes:</u>

- Version 1.0:

First Release

- Version 1.1:

-Added Starting Points
-Added Ending Options
-Fixed a few Typos