Wednesday

Version 1.1 by SpazzWave

The world is not made for people like you. Ordinary rules, ordinary schools and ordinary friends are all stifling and dull. You have always known you were different from the others. An Outcast. Now, there exists a place that tolerates, and even celebrates, the different and peculiar: Nevermore Academy.

Here, the strange is ordinary, and the extraordinary is expected. This is a sanctuary for the different, where monsters walk the halls as casually as humans, where the halls are full of mysteries and no one questions if you do a little mischief. However, dark clouds gather at Nevermore. Secrets that were meant to be buried are now awakening, and the coming of a teenage girl is at the center of it all. Here, take these 1000 CP, and good luck on your journey here.

Origins

Any Origin can be taken as a drop-in.

Normie

You aren’t actually an Outcast. You are ordinary. Boring. Predictable. No fangs, no fur or spirit guide shadowing you. You are a Normie, the most fragile creature in a world of outcasts and monsters. Yet, beneath that mundane exterior beats the heart of a predator. No one suspects you after all, and you are underestimated by Outcasts and authorities. How good that you are patient and calculating enough to take advantage of that. You start at the city of Jericho.

Outcast

You’ve always been different, cursed with abilities that mark you as something other than a human. Luckily, you have Nevermore Academy, a sanctuary for ‘’outcasts’’ so to speak where being weird is celebrated. Here, you are free to explore the limits of your abilities and make new friends. But your freedom comes with a responsibility to master your powers, because your mistakes have consequences far greater than what a normal human could imagine. You start right at the Nevermore Academy.

Addams

You are an Addams, which already says enough. You are a scion to a dynasty that loves the macabre and has unshakable pride in everything dark and twisted. To the world, your family is scary. To you, they are simply home. You love the sinister and bizarre, and would never change yourself to be called normal. Frankly, the world should be thankful there aren’t more Addams in the streets. The masses couldn’t endure your brand of interesting after all. You start at your family home with an invitation for the Nevermore Academy.

General Perks

Lost Legends [Free]
You know, this world is filled with strange things and strange mysteries. Tombs filled with magic and extinct species of outcasts that once walked the earth and now disappeared. They are all in the footnotes of history... unless you desire to restore them again. You can activate this perk to fill the world with new adventures and tombs, ancient species and hidden wonders, just waiting to be uncovered. You can also toggle this off at any time you wish, stopping more things from appearing.

Monster of the Manor [100]
Like you were born (or made) for this, you are incredible at housekeeping. Cleaning, repairing, cooking or repairing things at your house, you can do it with masterful precision. You could clean an abandoned house with a broom easily, repair it and make wonderful meals as a reward for your work all alone and without tiring. Strangely enough, you are also a quite good pianist and singer. Did you learn that at a mental asylum?

El duelo a Ciegas [100]
Sometimes conflicts happen between people. Sometimes even with family members. Normal people deal with this with communication. The Addams do things differently. You can deal with a conflict by calling for a *duelo-a-ciegas*, where if the other person accepts, both you and the other person will have to duel blind for first blood. Who wins is the victor of the dispute. No one can die in this duel.

Restless Soul [200]
Here, for some reason, people don't die when they are killed. If they die with rage or other powerful emotions, they linger as restless spirits until they have their revenge or are sealed. You now have this property too. Instead of dying and ending your jump, your soul will remain on this plane until you are resurrected and brought to life. Be careful, because ritualists can still seal your spirit. And if you are sealed, you will die. If jumptime runs out while you are still a ghost, your jump fails.

Legal Shadow [200]
The rich have powerful lawyers and the Addams are richer than most. You have the ability to escape most of the consequences of your actions as long as you don't kill anyone. Invading private places, being found right near a dead person or dropping piranhas in the school pool? These things are mere inconveniences for the law when your lawyer is on the case.

Out-Villain the Villain [200]
Villains, especially the ones seeking revenge, betray as naturally as breathing. One thing is true, always expect someone to be themselves. And so with this lesson, you are always one step ahead. You instinctively sense when a promise is too sweet or a voice hides more than it reveals. And when the betrayal inevitably comes, you aren't just ready, you were already waiting with your own plan to spring the betrayal back to them.

Tomb Raider [400]
What's with dusty old tombs and old houses that haven't been used for years hiding priceless magical artifacts? Whenever you venture into the resting places of the past you will always find something magical, priceless or useful. Maybe it's a magic book, maybe it's a tome explaining ancient history that eluded you and others for centuries. Or simply gold bars.

Spirit Guide [600]
You must hail from a truly ancient bloodline. Your heritage is not confined to old journals, but in you. Among your ancestors, one stands above the rest, and they have decided to become your spirit guide. They offer counsel, wisdom and guidance as you live your life. And if you somehow get fatally wounded, they will sacrifice themself to heal you, disappearing forever. But when they disappear, another one will rise in their place one year later: anyone who has shared a deep, meaningful connection with you in life. In future Jumps, you can opt to have a similar Spirit Guide based on your Origin.

Normie

Discounts for Normie are 50% off, with the [100] perks being free.

Blend In [100]
You blend into any environment or community, no matter how weird or strange it is. Whether it is a small little town, the halls of an outcast school or even a cult, you would be capable of adapting at incredible speeds, rapidly absorbing customs, slang, unspoken rules and etiquette.

Kindred of The Broken [100]
It’s quite hard being a misfit. The world itself seems designed to grind you down, to press you into shapes that were never yours. Good thing there's you to help them. You have a peculiar presence that attracts those that have never belonged anywhere. You ease their hearts as they recognize an empathy that speaks to a part of them no one else has ever noticed.

Thirteen Hours a Day [200]
Life is hard. And to have a fulfilling life, you must spend your time on things you like. But time isn't infinite, and you will always have to choose what to do. Not anymore. Somehow, your days stretch further than for anyone else. Jobs, schoolwork, clubs, training, you will always have time for these. You can study for exams, clock your shifts, show up for an extracurricular activity and still have time to chase a mystery in your quaint little town after night.

Freelancer [200]
Sometimes when you are on the run you will not have opportunities for a stable job. And bills and necessities must be paid unless you seek to live on the streets. Lucky for you, you have a quite special type of luck. No matter where you go, opportunities seem to appear out of nowhere. You are quite lucky in finding part time jobs, odd jobs or specialized tasks anywhere, anytime, without bureaucracy or too many questions. Be it a big city or a small town, you will be able to find work anywhere without difficulty.

Borax [400]
A good killer knows that cleaning the evidence is as crucial as the act itself. A careless trace, such as a fingerprint, a strand of hair or a faint smear can unravel months of planning in an instant. You learned to anticipate every detail, to leave nothing that could tie you to your actions, and to turn the scene into a portrait of innocence. Your actions simply leave no trace for an investigator to find. To the diligent investigator, your crimes simply seem impossible.

Of Mice and Men [400]
If you are an assassin planning revenge on all outcasts or a mad scientist trying to cure your sister, one thing is truly needed: foresight. You are a master of preparation, capable of anticipating obstacles, foreseeing witnesses and predicting the reactions of those who might stumble into your designs. Your plans are layered with contingencies and every move of yours is calculated. Truly, only unpredictable things could affect your plans, like the teenage detective somehow surviving a stab in the chest.

Renaissance Man [600]
You are a genius on the level of a DaVinci. You have a PhD in biology, genetics and mechanical engineering. But your true mastery is in the field of Outcast powers. Where others study the human mind and body in isolation, you see the threads that connect abilities, traits and supernatural phenomena, understanding how they intertwine and influence one another. With the right equipment your creativity and knowledge could create tools to extract an Outcast gift and transfer it to yourself, giving you their abilities, or to create an organic compound to make a Hyde imprint on you. Post-jump this will apply to any biological power.

Mentalist [600]
The mind bends to those who know its secrets, and you are its indisputed master. You are a once in a generation prodigy in the field of understanding human behavior, also known as psychology. Where others stumble through guesswork and books you see patterns and motives as clearly as if they were written on the walls of the mind. And this talent of yours extends to hypnosis, to which you are a master now. As long as your victim is unaware of the hypnosis they will keep coming back to your clutches, though this is less effective on smart targets.

Outcast

Discounts for Outcast are 50% off, with the [100] perks being free.

Mediator [100]
Sometimes mistakes happen between people. Words are misheard, intentions are misunderstood and pride or fear can rot a beautiful relationship between two people. In those moments, you have a rare gift: the ability to see past the anger, the hurt and the stubbornness of anyone, and see the truth beneath. You are the perfect conciliator, capable of resolving any misunderstanding before it festers into resentment. And when you help people, they hear more than your words. They feel your sincerity and desire to help them understand, and trust you implicitly.

Social Chameleon [100]
At an academy, it is completely natural for cliques to form. Students cluster around shared interests, peculiar talents, or even just personalities that resonate with one another. This is even more obvious with Outcasts, for their powers, abilities and traits create lines that separate and unite each other. For someone like you, this is not a barrier. You can enter any clique or group despite differences that would stop you in the first place. Just by having a word or a glance is enough to earn their trust and acceptance.

Guardian of the Self [200]
Nothing worse than being a Stoner and petrifying yourself in the shower because you looked at a mirror or a Werewolf cutting themselves because their claws got out.These are fates the Outcasts know too well. Fortunately for you, such mishaps are impossible. You are immune to the effects and consequences of your own supernatural abilities. You could never petrify yourself by mistake. Your abilities will never backfire or harm you.

Macabre Artisan [200]
You have a supernatural imagination that flourishes in the strange and the unsettling. The macabre whisper ideas to you that others would find sinister and you are extremely gifted at creating art and music that chills the soul and haunts the mind. In fact, this extends even to your powers and inventions, if you have the disposition. People may dismiss your creations at first, yet despite their skepticism, no one will forget your work. Your creations and art will never fade into obscurity, for they will leave a mark on the souls of everyone who experiences them.

Natural Potential [400]
All Outcast powers have limits. Even the most formidable abilities can strain or backlash if pushed too far, and their wielders must always be mindful of their own bodies and minds. A seer might bleed from her eyes and a Hyde might hurt their organs. Yet for you these limits are different. Your body is perfectly adapted to your powers, flowing perfectly through you and causing no strain or fatigue. You could use your power for days or force it at a 100% and in no way, shape or form you would hurt yourself. Post-Jump this will apply to any supernatural power that may tire a body.

Little Stalker [400]
One day you met the most important person in your life. The halls of Nevermore had always felt cold, but when that person appeared, everything changed. If only you had the courage to reach her and talk to her. So you decided that stalking her was the best option. And you learned from that experience. You now have the ability to reduce your presence to the point you are imperceptible as long as you don't do anything to create attention for yourself. Not only that, your patience and focus have grown to an inhuman level, letting you ‘’investigate’’ someone for hours. And if you are following them, you know exactly where they will be, what route they will take, their habits and when they will be alone.

Wolfing Out [600]
It's hard being an Outcast that has a problem with his powers. A DaVinci might struggle with his control, a Hyde might fear what happens if he loses control and a Fur might live his entire teenage years shunned for not wolfing out. But that's not a problem for you. You can, at will, limit your powers by a percentage in order to slowly grow an aspect of them, such as power, control, speed or efficiency. A DaVinci might limit a percentage of his telekinesis in order to slowly grow his telekinetic control while a Fur might limit his transformation in order to make his werewolf form grow to be as strong as a Hyde.

Cult Leader [600]
There is something unnatural about your words and presence that simply slide into people's minds. You are extremely charismatic as a person and capable of planting suggestions on other people like seeds, to which they grow roots in the silence afterward. Someone that scoffed at you in public will find themselves repeating your words later. And while this is completely ineffective on those of strong wills, it truly works the more broken a person is. And the more they hear your words, the more they convert themselves to you and your ideals, giving their loyalty to you.

Addams

Discounts for Addams are 50% off, with the [100] perks being free.

A Nose For The Peculiar [100]
To the Addams family, rot is perfume and graveyards are gardens. From this heritage you inherited a gift: a powerful sense of smell. You can perfectly recognize, catalog and recall distinct smells with clarity. You could recognize the brand of a cigar just from the smoke, the substances in a glass vial or what materials were deposited in cremated ashes. Perfect for unraveling mysteries others would not notice.

Addams Constitution [100]
Some would say the Addams are quite macabre. And they are right. They see beauty in decay, elegance in terror and humor in what others call monstrous. You have inherited that nature, and now are immune to fear, disgust, shame or horror. You also have a newfound appreciation for pain, both in yourself and others, that you can toggle off. Bizarre.

Cara Mia [200]
To be in love, what a bliss. There is a burning passion that burns in you, a heart full of fervent romance and desire. Every romantic gesture of yours could make a poet weep, and every flirtatious glance speaks more than a sonnet. You could charm the most stoic of hearts with a smile and melt the coldest gazes with your love. And if you both are truly in love? Then your love would never fade under the harshest of trials or the passage of time. And besides your devotion you also have a complete mastery of Spanish, the language of love.

Eccentric Elegance [200]
The Addams are a pretty bizarre family. Normal people do not treat roadkill as a gourmet food after all. However, there is something pretty magnetic about their confidence in being themselves and fearlessly embracing the grotesque. You will not be judged for any "eccentricities" you may have anymore. Your strange quirks and oddities are now charming instead of bizarre, and people will be fascinated by you instead of running for their lives.

Smooth Criminal [400]
Perhaps Uncle Fester had a disciple? You are quite talented in all things criminal, being a natural at theft, stealth, forgery and slipping from the police. You could open any lock with a hairpin, vanish without a trace from behind people and forge passports, driver's licenses and official documents in a way even the best would be fooled. You also have a sixth sense, an instinctive awareness so to speak, of any police, security and pursuers near you. You could live your entire life at the edge of law without being caught.

Sherlock Addams [400]
Your mind works like a finely tuned instrument, perceptive to the smallest details. You have an instinct for clues, investigation and mysteries that is simply absurd. Analyzing patterns, deducing puzzles and finding insight in events that would be unresolved for years without your presence is nothing more than a breeze. You could reconstruct events that happened years ago in your mind with incredible ease and solve mysteries that have been buried in time by yourself.

Old Legacy [600]
The blood of Addams may carry certain eccentricities, but you are more than a mere continuation. You are the next step of everything they have achieved, for now everything that once took your family years to master can now be surpassed with ease by you. A fencing competition that took your mother's hard effort could be won without breaking a sweat while the tricks passed between your family could be learned effortlessly without wasting your time. Even legacies that you do not know of would come instinctively to you.

Teenage Witch [600]
Nevermore Academy has quite a rich history in the occult thanks to the efforts of Goody Addams and her Nightshade Society. This was all thanks to Goody's natural affinity for witchcraft and rituals, something that you share with her now. You have awakened a talent for the arcane, letting you intuitively know how to do rituals, blood seals, runecraft and séances. You can also sense spirits and communicate with them, bridging into the astral plane.

Outcast Powers

Only Outcasts and Addams have access to this section. You can discount one power. You can buy multiple abilities.

Faceless [+100]
The unluckiest Outcasts, you simply do not have a face, unsettling anyone who sees you. Your senses still work normally, though.

Vampires [200]
Also known as Fangs, you are the classic predator of the night. You have extended longevity and endless physical stamina. Sadly, you have an allergy to garlic and your eyes are sensitive to the sun.

Gorgons [200]
Also known as Stoners, your hair are living snakes that can temporarily petrify anyone who sees them. Makes your social life quite complicated.

Sparks [200]
You can generate electricity through your body, being able to throw lightning bolts through your hands. Try not to crackle too much.

Swarmers [200]
You possess entomokinesis, a rare ability to command any insect in your perception range to do your bidding. Some Swarmers cultivate insects, others do the disgusting thing of walking with insects in their bodies.

Werewolves [200]
Also known as Furs, you can manifest quite strong claws capable of even excavating the earth. Under the full moon you can become a werewolf, increasing your height and strength to monstrous levels. By paying 200 CP more, you can be an Alpha. Alphas can transform at any night and you do not share the same weakness of a permanent transformation under the full moon. Don’t worry, you will not be worrying about late blooming with this.

Avians [400]
You are capable of manipulating any bird in your perception range. Birds manipulated by you share their senses, letting you see with their eyes. You are also capable of turning a bird into an Alpha, making it manifest greater strength, speed and perception. You can control an Alpha over a far greater distance than other birds, and the Alpha can act as an anchor for you to control a group of birds around the Alpha. Quite useful for delivering messages.

Vanishers [400]
One of the rare Outcast types, you possess invisibility, being capable of disappearing from sight. Useful for pranks and getting secrets. Sadly, it does nothing to your footsteps and breathing.

Pyros [400]
One of the strongest Outcast types, you can generate flames through your hands strong enough to incinerate a body to ash. You can also manipulate any flame in your perception range. Try not to burn any buildings.

Shapeshifters [400]
A quite rare type of Outcast, you can turn into the appearance, mannerisms and voice of anyone you see with incredible accuracy. In the right hands it's a perfect disguise. In the wrong hands it's the perfect weapon.

Frankensteins [400]
Don’t worry, you are not made of body parts (probably), unless you want to be. You have five times the strength and durability of a normal human, and are likely quite tall.

Hydes [400]
Also known as the most feared of all Outcasts, you can transform yourself into a monstrous beast any time you want. It is a transformation as tall and strong as a werewolf. Different from the common Hyde, you do not share the same weaknesses such as health problems or the need for a master.

Sirens [400]
Also known as Scales, Sirens are known for their beauty. You are blessed with a beautiful appearance and can control people with your song. Inside water your body shapeshifts, giving you the ability to breathe underwater and swim at fast speeds. It is recommended to wear an amulet for controlling your powers, lest you be accused of manipulating anyone near you.

DaVincis [400]
Known for being inventors and thinkers, they are one of the strongest outcasts out there. You possess telekinetic powers, being able to lift many large and heavy things within your range of perception, those which may weigh up to one ton. You also bear a creative mind and great ingenuity.

Extinct Species [400]
You can choose this option to be from a rare and extinct species such as a Yeti, Cyclops, Satyr or Minotaur. These species are as strong as a Werewolf or a Hyde without the need for transformation and may have secret abilities, though you simply cannot hide your true nature from the Normies. This option is limited to canon types.

Psychics [Varies]
The most varied of all Outcasts, there are many tiers of psychics. For **200 CP**, you can be a low-level psychic, being able to animate paintings and having visions through dreams. For **300 CP**, you are a Dove, capable of seeing positive visions of your future. And for **400 CP**, you are a Raven, an extremely powerful psychic capable of psychometry (the ability to see the past of objects and people) and seeing negative but intense visions of the future. Both Doves and Ravens can speak with spirits.

Items

Outcasts and Addams origins have a stipend of +300 CP while the Normie origin has +600 CP here. You have two discounts per price tier. Discounted 100 CP items become free. You can freely import items.

Black Wardrobe [Free]
An endless closet of gothic clothing, made for an Addams. It will fit you perfectly.

Your own notebook [Free]
A notebook that never runs out of pages. Comes in the colors of your personality.

Grave Digging Kit [Free]
The perfect gift for any Addams family member.

Musical Instrument [Free]
A free choice of any instrument you desire.

Yearbook [Free]
It contains your wonderful memories. Looking at them makes you remember them, such as the warmth of laughter around a fire or the comfort of a hand you once held. These memories will make you happy to relive them.

Siren Amulet [Free]
This amulet contains and nullifies active powers such as a Pyro's fire, a DaVinci's telekinesis or a Siren's song. Extremely useful for Sirens who seek social interaction without people fearing their abilities.

Black Paint [100]
Did you sneak a can out of the Addams cellar? This strange paint, which probably has been passed on in their family for generations, is capable of covering anything with black. You could use this to turn clothes black or even paint an entire house in this color. The color never fades.

Gramophone [100]
This is an antique gramophone of the Addams. When the needle starts playing, the air is filled with serene melodies that relaxes anyone who hears it in body and mind. Listeners find their breathing easier and their thoughts serene.

Weapon Bag [100]
This bag is filled with a ridiculous amount of melee weapons such as blades and maces. Somehow it can pass any security inspection.

Coffin Storage [100]
This coffin has three times the storage of a normal coffin despite having the same size and its extremely lightweight, being perfect for travels.

Birthday Gift [100]
This elegantly wrapped box is the perfect birthday gift for anyone. It shapes itself to something the recipient would find warmth in. Can only shape itself into ordinary items.

Untraceable IDs [200]
A meticulous set of fake IDs, passports and driver's licenses. You can swap names, faces and personal histories with no effort and without raising suspicion.

Police Reports [200]
For some reason everyone can find police reports and medical histories these days. And so do you. With this all you need is a name and you will find everything that there is to be found about a person on paper.

Abandoned House [200]
Something common in small towns, this abandoned house is filled with all necessary utilities, is discreet and perfect for hiding evidence, equipment or other things. No one will know this place exists unless you become sloppy and leave evidence behind.

Radar Tracker [200]
This kit comes with a radar and trackers that can be used to track anything in a range of 1 km from the radar.

Luger [200]
A quite antique pistol. Perfectly for a normie to protect himself.

Addams Amulet [200]
An old amulet. This increases the capacity of any seer to conjure visions and spirits.

Outcast Kit [200]
This is a kit filled with many essentials to controlling and subduing an Outcast powers such as colloidal silver to suppress werewolves transformations. Quite dangerous in the wrong hands.

Corinthian Coral Amulet [200]
An amulet made specifically to protect the user against the mind-control of Sirens. Protects the mind against external influences.

Willow Hill Psychiatric Hospital [200]
Willow Hill is a building that ominously looms over Jericho and its inhabitants. The psychiatric hospital has a rich history of taking care of those the world has forgotten such as the mad and the insane. Unknown to most, the hospital also takes care of many insane Outcasts, and it's well equipped to hold even Hydes. Comes with a crew that will follow any order of yours.

Pontiac 1938 [200]
The tasteful and refined car of the Addams, being as grand and peculiar as the family itself. This is a Pontiac 1938 modified to be spacious enough to accommodate the entire family. It has an elegant interior and ejection seats.

Frankenstein Servant [200]
Tall, silent and unshakeably loyal. This is a butler brought (or made) to your service. He is tirelessly devoted, will perform any task with impeccable precision and will anticipate your needs before you speak to him. If he dies, another one is made a day later.

Ritual Sanctum [200]
A private room made for séances and other rituals. It’s warded against intruders and it will stop you from making preventable mistakes.

Coffee Shop [200]
Ownership of a cozy coffee shop. Generates income and it always attracts interesting people.

Addams Mansion [400]
Once an old cottage from Rosaline Rotwood, this is the legendary home of the Addams. Rich with history, the house is practically a museum, filled with portraits, statues and death traps put by the children. Many guests complain about becoming completely lost in the dozens of rooms, hallways and staircases. It has a secret séance chamber made by the original owner for rituals.

Joseph Crackstone's Staff [400]
While no one knows how Crackstone got his hands in this, no one can deny it is a powerful weapon. It gives the wielder the ability to conjure fire and telekinesis, simulating Outcast abilities.

Thing [400]
Once the hand of Isaac Night, Thing is the perfect helper for anything you desire. It's smart, resourceful and more sneaky than should realistically be possible. It's also talented at any skill that might use a hand, such as cracking safes or choking people.

Bait Bag [400]
The perfect bait for fishing. You can always find a grenade lying around in this bag.

Black Sphere [400]
This is a power source invented by Isaac Night for the purpose of powering his extraction machine. Exceptionally powerful and capable of working continuously for decades.

Outcast Summer Camp [400]
An invitation for a summer camp made specifically to train your abilities. Renews itself each year.

Secret Club Mask [600]
A quite beautiful black mask. With this you will be always accepted in any secret societies that are a part of any organization you are.

L.O.I.S [600]
This is the machine personally invented by Augustus Stonehearst for the purpose of extracting Outcast powers. In the hands of a PhD it can be used to steal powers from Outcasts or to make Outcasts normies.

Goody's Book of Spells [600]
Did you rob a tomb? Bound in weathered leather, this ancient tome once was in the hands of Goody Addams herself, written during her time as the leader of the Nightshade Society. Every page is filled with magic rituals and occult knowledge. While only a Raven will use this to full potential, there are many uses and rituals for Normies here, including Outcast weaknesses and poisons.

Old Money [600]
The Addams are old money in every sense of the word, even older than most banks. Their wealth has always been less about what is in the vaults and more about what those vaults are. Rumors whisper of swamps full of oil and patents on torture devices. Anyway, this money is now yours. You are now a billionaire with investments all around the world. And if one investment collapses, another long forgotten one rises to replace it.

Nevermore Academy [600]
This is the entirety of Nevermore Academy, a gothic campus and a safe haven for Outcasts. Founded on the lands of Joseph Crackstone, its spires pierce the sky while its gargoyles peer down from their ledges. Inside, classrooms teach subjects both intellectual and arcane such as séances classes and the school is well equipped with one of the biggest libraries of the occult on the planet. Comes with the staff and will automatically send letters of invitation to any type of group you wish.

Companions

[Recruit Anyone] Free
Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

Wednesday Addams [50]
Sarcastic, morbid and completely honest, Wednesday lives for danger and unraveling mysteries. Earning her trust is no easy feat, especially with her wit, but once given, her loyalty is unshakable.

Enid Sinclair [50]
A rainbow to Wednesday's cloud, Enid is bubbly, excitable, and loyal. While insecure due to her difficulty to wolf out, she is kind, full of energy and loves gossip.

Agnes DeMille [50]
Agnes has always been in the background, and her power didn't help much, with it being invisibility. This has made her into a stalker, who follows anyone she is obsessed with. She is devoted to anyone who she admires, and will be eternally loyal if you treat her with dignity.

Morticia Addams [50]
Morticia is a woman of elegant beauty and devotion to her family. Endlessly regal, she commands respect with little more than a glance.

Uncle Fester [50]
A complete wild card and insane man, Fester is an eccentric, mischievous and quite criminal man. He carries a genius for trouble and experience in the criminal arts.

Larissa Weems [50]
The headmistress of Nevermore, Larissa is a woman who has dedicated her life to shaping Nevermore into a true sanctuary for outcasts. She is a quite talented shapeshifter with a sharp mind and a protective streak toward her students.

Drawbacks

Fanfic Mode [+0]
You can use this to enter a fanfic or simply change things you don't like from the series.

Start Early [+0]
You can use this to start earlier in the timeline, such as when Gomez was in Nevermore or even when Goody Addams was alive.

Alternate Versions [+0]
You can use this to change the appearances of all Addams to other versions such as from the movies.

Supplement Mode [+0]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Crossover Mode [+0]
You can fuse this with any other Addams media, such as movies or animations.

Color Allergy [+100]
You are not allergic to dust or pollen, you are allergic to colors themselves. Yes, wearing clothes with any color that isn't black or white, or being in contact with colorful things will give you rashes.

Acts of Defiance [+100]
You rarely if ever follow any rules, often act in their defiance if it benefits you, especially if you think that you can get away with it. Worse, it looks like you actually enjoy challenging authority figures. This will get you in trouble.

Never Too Morbid [+100]
You are attracted to everything morbid, dark, gothic and gloomy. Your favourite literature? True Crime. Your favourite music? Something melancholic and sad. It doesn't mean your interests are in any way limited or that you change as a person, it merely makes you enjoy all things morbid! Normal people and even most outcasts will find you kinda weird.

Rebel Yell [+100]
You believe that most of the authority figures can't be trusted or relied on, even if faced with a situation you shouldn't be dealing with yourself.

Normality Aura [+100]
No matter what you are or how you act, you come across as so interminably normal that not even a family as accepting as the Addams's can stand to be around you. You would be a marvel of banality if you weren't so impossibly dull.

Mamushka [+100]
At least once per year you are invited to the Adam's Family gathering and will have to dance the Mamushka. Failure to do so will bring you great shame.

Catatonic [+200] Exclusive to Psychic
You will get visions at unexpected or inconvenient times, and you will often pass out.

I Would Kill For Her [+200]
Love, love makes a fool of us all. And you are cursed with love, for you love someone with a love so intense, and that person doesn't love you back. Or perhaps it's even the opposite: someone loves you intensely but you don't love that person back.

Rival [+200]
For reasons only known to their pride, an Outcast student decided you are their new rival. Expect sabotage and challenges at every turn.

The Boy Who Cried Outcast [+200]
You have recently awakened your powers and your body still hasn't adapted to them. If you try to use your powers too much in a week, your powers will be disabled for the remainder of the week. Also a side-effect: black tears.

Sado/Maso [+200]
There is a certain art to suffering, and you have long since discovered it. Pain, humiliation and embarrassment are things to savor. You enjoy inflicting them on others, and enjoy these things being inflicted on yourself.

Longer Stay [+200]
You will stay for another ten years here. You can take this drawback many times, but only the first time will give you CP.

Unruly Nature [+200]
You are suffering from a power incontinence. At random times you will lose control of your powers, such as a Fur projecting his claws without wanting it. For 200 CP more your incontinence will also affect your personality, such as a DaVinci losing their empathy.

Normie Gossip [+200]
The townsfolk of Jericho will spread bad rumors about you, making you a target of suspicion. Expect random searches by the cops, nosy locals and even shunning.

Outcast Outcast [+200]
You are shunned by Nevermore's cliques, who see you as an outsider. Making friends is harder, and you are excluded from their events or secrets.

I See Dead People [+200]
By the whims of fate, or perhaps the cruel sense of humor of the universe, you now have a spirit guide who has decided to teach you a lesson on your mistakes in life. She is absurdly sarcastic, endlessly opinionated and will find a way to criticize anything you do, and she will be criticizing you a lot. No matter what you do, be it ritual or pleading, she will refuse to leave.

Bloodborne [+200]
Every Outcast around you is like a horror movie ripped straight out of Lovecraft. Sirens have complete black eyes with lamprey maws while the werewolves have living fur and jaws that stretch too far wide. Your own appearance also looks terrifying according to your Outcast powers, but here's the thing: no one notices these things except you. For them it's completely normal.

Alpha [+200] Exclusive to Werewolf, Hyde, Siren
You had the bad luck of being born as an Alpha to your species and if you do not jail yourself into a cage every full moon you will permanently transform and never return to human form again. For 200 CP more you start as permanently transformed. You cannot change your transformation in any form with this, including illusions or shapeshifting.

Playful Hand [+200]
Maybe you took an octopus serum or maybe you suffered a freak accident with your inventions. Either way, a limb of yours now has its own mind. It twitches and acts with a will of its own and many times will not help you. It might mock people when you rather keep to yourself, snatch food from someone's plate or many other mischievous things. You will have to learn to coexist with it. For 200 CP more it turns into a tentacle that will disgust anyone who sees it.

Bad Hand [+400]
A freaky accident or ritual gone wrong made you lose a hand. What's even worse is that the accident has given life to your hand, which crawls and skitters across floors. And it seeks to murder you. It's crafty, resourceful and it shares part of your Outcast abilities. A pyro hand will generate fire while a werewolf hand will have claws.

Dark Secret [+400]
You've killed someone in the past and the past is coming to haunt you in a deadly way. Your victim will be resurrected at some point through some means, resulting in a zombie coming after you for revenge. They will have supernatural abilities both from when they were alive, and new ones from being undead. This can be twice.

Swapped [+400]
Thanks to a foolish done ritual you have swapped bodies with a person who is the complete opposite of your personality. You will be swapped until you both reveal your innermost secrets.

A Strange Diet [+400]
For the duration of this jump the only food that you can eat is the famous Addams cuisine of insects and disgusting animals. You will greatly enjoy the food, to the disgust of everyone you know. For 200 more CP you will hate it, but will be forced to eat it anyway.

Power Backlash [+400] Exclusive for Outcast or Addams
Your powers are out of sync with your body and are hurting your health. Every time you use your powers, it weakens your body and causes it pain. You are forced constantly to take pills to stabilize your body. But no matter what you will do, you will have bouts of weakness and coughing up blood.

Interesting Times [+600]
For the duration of this jump you will not have access to your Outcast powers or access to mystical abilities and items such as Goody's book and Ritualist. Your out-of-jump perks will be disabled too. If you are a Normie instead, you will be enrolled in Nevermore Academy and be forced to graduate.

Teenage Outcast Insane Student [+600]
Your existence here will never be dull, though perhaps you will wish it were. Wherever you go you will be involved in webs of intrigue and murder mysteries, no matter if you simply wish to be left alone. Even worse, at least twice a year, expect someone to make an attempt on your life. May you live in interesting times.

Expulsion [+600]
Your time at Nevermore Academy is hanging by a thread. For reasons fair or unfair, you've landed yourself in the headmistress' bad side. You are one mistake away from expulsion, and if you are expelled, your jump ends. Try to not miss a curfew.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Edited many perks and prices, changed the Chessmaster perk to a new one, rebalanced Dark Secret