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On which we used to rely?

Good morning USA

I got a feeling that it's gonna be a wonderful day
The sun in the sky has a smile on his face And
he's shining a salute to the American race

Well, you get the picture so it's a warm welcome to all!!! TO THE MACFARLANE'S VERSE!!!

+1000 FP

Origins:
Any origin can be drop-in

Wildcard: Every Family has that crazy uncle who lives in the attic, pervy neighbor or crazy principal you are now one of their number

The Family Guy: Well, who might you be? A new member of the family guy or were you a member all along? Well, only you know the answer. Good luck and Jumpspeed for you will need all the luck in the world to not die Daily.

The Brown family: Oh, my are you Cleveland's oldest Child or maybe his Sibling or Some other outrageous Neighbor, you're in luck because even though your day might be strange or outrageous but you probably won't die.

The American Family: May Jump-Chan have mercy on your soul, You're probably the Middle child stan and Francen forgot about, possibly you're a relative of Stan's or Franceen living in the basement or you're a neighbor who is considering moving away from this place.

Age and Gender: for age Roll D20+10 to gain 100 FP or choose freely. For gender the same as the last jump or choose freely.

Locations: Roll a D4

1. **Rhode Island**
2. **StoolBend**
3. **Langley falls**
4. **Free Choice**

General Perks:

- **Joke Reference [Free/100]**, You get to reference a past event that totally happened. Taken as fact by everyone around, and generally scales to your Jumper's power and influence. So certain moments are doable, but won't be anything Jump or Chain breaking. You wanna let people see what you're talking about well of course this is what you need, that thing you did last jump that only you remember, well now when you bring it up to anyone they get a playback memory to see it themselves in HD 4K. +100 to take this out of jump.
- **Born Ready [Free]**, everyone here can scrap at any moment and are capable of acts of violence. In your case it's always been this way from inside, out of the womb and at the door of death due to old age (if you have the means then beyond too). Regardless of how you look, or present yourself due to your age there is no change in your capability. Powers, abilities, skills, knowledge, and function remain the same as they are during your prime. 100 to keep and after your drop into each jump it allows you to fix your gender and age once the world will see you as if you were that all along.
- **Episode Recovery [Free]**, like all the shows, after a crazy episode of violence or just a life lesson about smoking or maybe being brainwashed into tryna blow up mount Rushmore, at the end of the episode or the next episode everything is all just fine like nothing ever happened, well now after every episode you get a full recovery from anything, you might still have herpes though, better alive than dead as they say. 200 to

keep and it only works to bring you back to Life 3 times out of jump but still repairs any damage done from life lessons.

- **Vocal Talent [Free]**, Like Seth Macfarlane you are a person with a gift when it comes to sounds, you can naturally voice a plethora of different characters, and convince others when they listen to your voice. In fact you can effortlessly conduct dialogue with various 'people' by yourself, should you dedicate yourself in the VA industry then you will go far and maybe become a Legend. In music you are not too shabby yourself, with being able to switch styles and impersonate great singers flawlessly.
- **Sliding timescale [Free/200]**, Time moves differently in cartoon worlds. No one really ages, yet time still moves forward. This perk allows you to benefit from this effect. Reality will continue to move forward in time going from say 1998 to the 2020s with no aging noticing but still get modern pop culture and tech you may toggle these effects for yourself or an entire town. It is free this jump but must buy to keep post
- **Cartoon Looks [100]**, everyone's Looks are between 6/10 to 8/10, Now pick one or the other and that's your new look.
- **Cartoon Physiology [Free/200]**, your body is at peak physical capabilities no matter your appearance and this perk fixes any disability or health problems you had beforehand you also somehow don't age unless you want to.
- **Handicapable [200]**, like Joe you can always be expected to kick some ass. Even when you have a disability. Regardless, you would perform as if those disabilities do not exist at all. In fact others may give you the benefit of the doubt and underestimate you, which leads to more opportunities to beat them. There is NO FEAR in this Dojo!
- **Fight Scene segment outta nowhere [400]**, guarantees you and your target/foe/opposition a sequence where both of you (or more) will be locked in and engaged in mutual combat. At this moment no-one else interferes. Both may engage in fisticuffs with somewhat matching skills (even if they have yet to show any). This can give them a chance to square up, and enable you to throw down on equal terms against a stronger enemy. The only thing that matters here is skill, but more importantly GRIT and how much you want to win. This may drag on for a while, so brace yourselves.
- **You're the Family Jumper [600](Capstone Booster)**, you're either a part of or can start your own legendary Family that's known to the whole town for it's strange members and anywhere you go there will always be some strange but sometimes friendly neighbors the town you visit or live in will ignore most of the things you do but they will run you out of town if you have a demon baby it also boosts your 600 tier perks.

Origin Perks:

Wildcard:

- **I know cool [100]**, you ooze charisma and charm, holding yourself even in the best of lights even if you're not a shining example of humanity.
- **Unique look [100]**, maybe you've got a large chin maybe your gray it doesn't matter your appearance never raises eyebrows from anyone

- **How do I keep getting away with this? [200]**, An odd habit of yours is that no one seems to notice how unusual your behavior is from dropping from the ceiling drunk people just seem to roll with it.
- **I don't care [200]**, You're just a regular old functioning sociopath huh? No you've got perk ok, here you can toggle your morals off to any degree and can never worry about a conscience bothering you when you turn it back on though your always away of who and what you normally believe in.
- **When did I get a Job? [400]**, Well looks like You're capable of doing any job you get and you do it well, maybe you wanted to be a race car driver you know how to as soon as you're hired as if you've done it for years.
- **Wild Man [400]**, Like buck the wild man you're capable of not only living but thriving in nature, capable of building treehouses as big and sturdy as a stone house, you can hunt and cook game flawlessly, and know what plants are usable and what are not for example like making poisons and medicine.
- **Hey I've got powers too [600]**, You've power maybe you're an alien or got covered in toxic waste and didn't die you can get a few useful powers say five such electrical control, pyrokinesis, super strength, being elemantly resistant and and a couple minor power like peeing a rainbow from your finger or breathing underwater. See notes **[Capstone]** - now you've hit the big leagues like a certain alien. You have some super powerful abilities like being obscenely fast so people can't even see you and regeneration strong enough to regrow your entire body by the end of the day as well as the abilities to enter dreams and books. Just some example they don't have to be that also if you buy all of Rogers power you can be his race or another
- **Who else but Jumper [600]**, There's always a pervy character on these shows that get away with outrageous behavior and actions now you are truly outrageous. **[Capstone]** - this capstone will help you get your hands on whatever you could need to throw the wildest and dirtiest parties you can think of and even the police are called they join in this perk also increases your ability to seduce even the stuffiest of people into downright perverted acts and the only thing that affects your reputation is that you are a true king of fun.

The Family Guy:

- **Weight the same since I was ten [100 CP]**, Your body has the unique quality to function no matter how unhealthy your lifestyle is, eat what you want, drink what you want you can still push your body to peak ability no matter if you're fat.
- **You and I are [100]**, Despite being in a chaotic family you can work quite well with others, able to easily sync your teamwork together with others.
- **Meg's Mental Mettle [200 CP]**, Your inner mental resilience and determination in the face of adversity are truly impressive. Even when everyone around you discounts you as a lost cause and they have nothing but scorn and derision to offer you, your psychological fortitude will allow you to weather any storm and emerge unscathed. Well... maybe not unscathed, you might still be a hot mess, but you will get through the storm. You possess a fierce determination that enables you to push through and

overcome when others would be deterred. Additionally, this perk provides you with increased resistance to psychological manipulation or attack, helping you to maintain your composure and stay focused on what is important to you despite any attempts to derail or belittle you.

- **Hey I get by[200]**, Peter is just a wreck of a human being but life just seems to work out for him his lazy work ethic never gets him fired his bills always get paid now benefit from being a lazy slob of a human being letting your life be up in the air is no longer a danger.
- **Do you know what it's like being married to you [400]**, with this little perk you can deal with the hectic and crazy lifestyle your family lives whether coming or going you can quickly adapt around what's going on.
- **Found something cool looking [400]**, You like members of your family have a tendency to find yourself in unique circumstances such as finding a treasure map or a talking dolphin will to steal you stuff you want
- **Crappy Griffin DNA makes me smart [600 CP]**, aren't you just a baby, so how in the Name of Jump-chan can you build a time machine or a full dive nerve gear, well your just as smart and mechanically capable to build the same stuff as Stewie in a few days after thinking of an idea.

[Capstone] - Now you've got the brains now you need the tools, the thing that is just as impressive as Stewie's intellect is his ability to build and make his inventions almost instantaneous and getting his hands on impossible hard to find materials now you have this skill able to think of build powerful devices in just days when it should take decades.

- **You'll be next week by friday [600 CP]**, Consequences are kinda alien in animation but the griffins take it to a whole new level able to completely ruin friendships and lives with it all wrapping up by the end of the episode now you can do this too betray loved ones and lose your company millions and get fired by the end of the week your loved ones will still love you and you'll have your job back

[Capstone] - this effect is increased to absurd levels now you can blow up a children's hospital and destroy part of the city fighting a giant chicken and it'll be like none of it happened by the time you get home.

The Brown family:

- **I am a human being [100]**, You get no negative treatment based on things like your race and sexuality
- **I have foot odor[100]**, Even your negative traits are largely ignored like you having a dry and boring personality can still have an active social life
- **Born cool [200]**, You're so cool you're the most popular person at school or around the water cooler because you have an constantly updating knowledge of everything it is to the most in know person out there.
- **I'm tiger woods [200]**, Almost instant mastery and talent with all things that can be a sport, try your hand at anything just remember to focus.

- **Imagination [400]**, Think of the most out there things play full simulation of fantasy worlds in your head never lack inspiration again just remember what's real.
- **The Con [400]**, A true man of the con you are an artist at suching people in to your schemes and leaving the hanging with the mess when things go wrong getting off scot free just don't hustle family.
- **no,no,No,NO [600]**, you've got a strange habit of surviving the most dangerous of messes if your neighbor were to destroy your house with you in it the only thing that will touch you is the dust from the debris on you.
[Capstone] - now it seems someones looking out for you because you just seem to walk through the craziest of scenarios like your neighbor destroying a city fighting a giant chick with at most a bump or bruise, though this will weaken if you go looking for a fight.
- **I had my own show[600]**, Getting things that you may not deserve is a common occurrence, lucking yourself into opportunities like a new high paying job, a romantic dalliance with an attractive paramour.
[Capstone] - now you're getting the things you really don't deserve such as a winning lottery ticket, a vintage one of a kind car and even your own show is on the table.

The American Family:

- **Good Morning [100]**, You now wake up each morning with some zest in your step able to on days good work even a few minutes nap will keep you going after a marathon.
- **Franny fanny [100]**, You look good in as you were in your prime and will continue to long into old age with no maintenance
- **So nerdy [200]**, You have a constantly updating knowledge of pop culture and the nerdiest hobbies keeping you on the forefront of nerdom.
- **How we communicate in this family [200 CP]**, You are stellar with firearms able to quickly adapt to a new weapon in moments and fire it like you were born with it in your hands
- **Surprisingly talented [400]**, Like an awkward young teen you have the surprising ability to pick up new skills easily with any decent teacher you too can become a professional in any skill you take a whack at.
- **It's a setup [400]**, You have a talent for working quickly, redecorate a room, set up a Rube Goldberg machine at the drop of a hat, you're a one man workforce.
- **Most Dedicated CIA agent ever [600 CP]**, A master of the art of spycraft able to infiltrate any organization just by karate chopping someone neck and taking there outfit, immense deductive reasoning skill able to track down a target half the world away and speak dozens of languages even dolphin, anything a CIA agent can reasonably do you take it to 11.
[Capstone] - Now you can train people to be just as capable as an agent as you are making lethal killing machines completely loyal to whatever cause you want such as america or yourself, you can also have the skills to run a high functioning intelligence agency strung out on cocaine.

- **Man of a million persona's [600 CP]**, Like roger you a true actor are able to create persona's so real they can take on a life of their own such whatever role you play you will limit yourself to their identity from your behavior, skills and power will assign to each persona
[Capstone] -Now your persona's are able to live a life of their own from seahorse breeder to incontinent high line instructor, you are able to move in and out of any of these lives like they were your own with each living and doing their own thing waiting for you to take over the role

General Items: +400cp for this section only

- **A homelife [free]**, A home to call your own one the same level of the three families with multiple bedrooms and a garage all payed for as well as 2 basic family sized cars and functional ID and credentials to prove you exist and own it all
- **A job [free/100]**, for this jump, pick a job you are now a consummate professional in you job with all training and credentials to prove you can be a pilot or a teacher etc. buy to get a new one each jump
- **Token Celebrity[200]**, This little token you can keep on your keys allows you to coincidentally meet celebrities of all walks of life from new neighbors or Chuck Norris jumping in a fight when you're in a bind.
- **Call in the PeterCopter [200]**, You can make a phone call and have a you-themed vehicle ready for your wicked adventure, try not to destroy your neighbor's house! Also works to summon other vehicles you own.
- **Jumper-mobile [400]**, Your own line of vehicles whether its a jumper-copter shaped like your head or a trebuchets to fire on your enemy you've got it in a ever expanding garage
- **On this week's episode [400]**, Every week you can get yourself into a fun adventure whether a treasure map or a way to meet Death and get him laid. You can enjoy this whenever you want.
- **Jumpers Bar [600]**, Oh, the legendary bar is now yours. You have a custom bar or you could just have somehow bought the Drunken Clam or another well-known Bar which makes you a lot of money and is always staffed for 24 hours.

Origin Items:

Wildcard:

- **White wallet[100]**, A wallet/purse of your own design which contains an unlimited amount of prophylactics, keys to a motel room, a library card 200 bucks cash.
- **Mrs Pekinpaw [200]**, Your own loyal pet that's always in perfect health and will follow your commands as though it was the best trained animal in the world.
- **LET'S PARTY [400]**, An almost unlimited amount of every drug and narcotic you can imagine along with every sexy and sleazy thing you can dirty you sick individual.

- **Book of magic [600]**, A book from curious shop that grants the use of magic and gives you spell based on your requests just be careful of the spells in the back of the book which contain blood magic also an undo spell

The Family Guy:

- **Beer [100]**, whenever you want you can find a can of whatever alcoholic beverage you want to drink or throw at your annoying daughter.
- **The Ultimate hidden room [200]**, around your house is a series of hidden rooms that might not make sense in how they fit there but they are at the flip of a switch you can access them without having to fear them being found.
- **Death's Scythe [400]**, Hey where did you get this? Well anyway now that you have it you can use this scythe to kill just about anything except Death itself permanently though not being stronger than it not like you'd want to do that.
- **Transport pad [600]**, this pad device can allows, whoever stands on top and punches in the time frame and location you can travel through Space and time, runs on Double A Batteries

The Brown family:

- **Sandwich, when do you want it [100]**, Here you summon anything you would find in the best deli in the world.
- **Fat clothes for a fat son [200]**, This item upgrades all clothes you have now and in the future to always adjust to yourself no matter the body shape or size.
- **A Novel idea [400]**, a critically acclaimed series of books penned under a pseudonym In which you own all the rights for giving you a sizable income.
- **Hip-hop Illuminati [600]**, Now you're in the inner circle the Hip-hop illuminati is the group behind popular culture and the views of the masses now you call the shots changing society from the shadows.

The American Family:

- **Hidden Gun [100]**, Like a certain agent you can pull out a fully loaded handgun anytime you want completely untraceable and in top condition.
- **Outfit closet [200]** An ever expanding wardrobe on a conveyor belt for any occasion.
- **Mind-Transfer device [400]** Used to torture a german by turning him into a fish this device allows you to transfer minds/soul/essence of one person into another being, now you could just steal one from the CIA but this one is special as it not only transfer the individual but all perks, skill and identity to the new body and back again.
- **Intelligence agency [600]** Your own agency is filled with fully trained agents as well as all the resources you need to keep them in gear with an underground lab to outfit them with all the needed gadgets and weapons.

Companions and Followers:

- **You May purchase any canon Character for 50 FP Each, and they will become your companion but it's up to you to get them to come along on your jumps.**
- **You may import or create 4 companions for free, or 8 for [100cp].** Each gains an origin of your choice, and 600cp to spend on perks, and an item stipend.
- **Talking Animal [free]**, is that Brian's brother or are they Tim the bear's brother, whatever the case this is a talking and walking on two legs animal that is smart as a human but might still need potty training otherwise loyal Follower as a man's best friend.

Drawbacks: no limit

- **Crossover +0** You can use this added combination with settings like the Simpsons and other settings like King of the hill, futurama etc.
- **Extended Stay +100**, you want to stay here longer? Fine but don't say I didn't warn you. Good luck, each purchase adds 10 years!
- **Addicted +100**, are you an alcoholic, or Drug addict, well look no further this is the Drawback for you you can't go more than a week without your addiction, or else you start tripping like your off shrooms with talking rabbits and birds, Good Luck!
- **What is Terry Doing +200**, well, you are now a part-time Jeggallow, you must answer the call of your boss for any stripping that needs to be Done.
- **Who Else But Quagmire +200**, Just like Quagmire you need to have sex every 3 days or you will be charged as a sex offender for the rest of the jump.
- **You're an Alien like Rodger +400**, you must always put on a Disguise on to go outside because the government believes you're an alien.
- **Ugly as Meg +400**, you will be the butt of everyone's jokes. Good Luck, because this will be to the level of psychological torture at times.
- **You Suck almost as hard as Stan +600**, for all who don't know Stan is a CIA agent who only sucks at his job when the plot calls for it, and now so do you. Once every week you will go through a crazy event that will make you question your life choices at every turn and there is a chance for torture. So Jumpspeed, Dear Jumper.
- **Chicken Fights +600**, like a big ass chicken or someone you wronged shows up out of nowhere and will fight you once a month. A scaling opponent, who will at the least make you spend up a lot of time.

The End:

Welp, you had a fun time? I hope so because you have to make a decision now!

Will you keep having fun with your new family?- stay here

Would you like to call it quits and go home with all your Booty, I mean treasure?- Go home

It's been fun but I gotta get going to the next one!!- Keep Jumping

Notes:

Based on animated shows made by Seth McFarlane