

Mortal Instruments Jump:

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The Mortal Instruments follows Clarissa Fray, who interacts with a group of Nephilim known as Shadowhunters while also discovering her own heritage and her family history. The Shadowhunters protect the world of mundane/human people, who are also called mundanes or "mundies", from dark forces beyond their world, the Downworlders.

Here is 1000cp to get you started.

Origins:

Human (Drop-In):

- You are now a bog-standard human and get no discounts. Instead, you get the protection against being involved in the plot or any supernatural business you don't actively choose to be a part of. If you want a vacation jump, this is your option. They also get 200cp extra to use in this document.

Shadowhunter (100):

- You are now a Shadowhunter, also known as Nephilim, a secretive race of beings of humans born with angel blood. They have fought demons and have lived alongside Downworlders in the Shadow World for well over a thousand years, creating their own culture and civilization within human society. Their mandate is to keep the peace in the Shadow World and keep it hidden from the mundane world while protecting the inhabitants of both worlds.
    - Shadowhunter-Warlock hybrid (+100):
        - You are now a hybrid, similar to Tessa Gray, giving you the ability of both races, including the immortality and magic of a warlock and the physiology and magic of a Shadowhunter.

Downworlder (100):

- Downworlders are supernatural beings and hybrid creatures who inhabit the Shadow World. Downworlder is the widely used term to refer to beings that are said to be part human and part demon, or have a disease of demonic origin. Downworlders are even said to be the demonic counterpart of Shadowhunters, who are part human and part angel. They include werewolves, vampires, warlocks and faeries. You get to choose what kind of species you are.

Age, Gender, Time and Location is all up to you.

Perks:

Discount rules are the same as usual.

Generic Perks:

Heavenly Appearance (Free):

- You are incredibly good-looking. On a scale of one to ten, you are a perfect eleven. Your appearance, build, and "endowments" are up to you, but you will look good no matter what. You will also find that certain features will draw more focus, like your incredible eyes or long eye lashes or what have you. Your hair will stay in whatever style you want it in, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to. Your body scent becomes extremely pleasant to whomever you are attracted to, and will smell like nothing to those you aren't. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. Any tattoo or scar you get will only make you better looking and enhance your already incredibly attractive appearance.

Author's Hand in Romance (100):

- There is something about you that makes people stop and look, finding themselves wondering what it is about you that made them stop. As they get to know you, they will slowly begin to fall in love, through no effort from you other than existing. Even apathetic and cold, you will find yourself no short of probable suitors, and should you reciprocate, you will find that the interest and slight crush will blossom into a love stronger then almost anything. Not even your family will be immune should you desire them, finding themselves slowly coming to see you in a different light. You will never have to choose between two lovers, as even if they dislike each other, they will still be willing to share you as long as they still get to be with you. Should they be friends or not know each other, then they might even be open to a closer relationship, though it won't be stronger than the relationship between you and them should you want it to.

Pure breeding (200):

- Unlike Claire, you will never have to fear ever loving your sibling too much in ways you shouldn't. You will never suffer any consequences from incest. Not only that, but those around you and society itself will never see the love between you two as wrong, allowing you to love each other openly. This can be toggled. Even if the one you desire don't desire you back, this can be changed with some slight effort. Who cares about consent when they will end up enjoying it in the end?

Turning immunity (200):

- You cannot be turned into a werewolf, vampire or anything similar unless you want to. As a side effect, you are also immune to STDs and other diseases, even supernatural ones like Demon Pox.

Shadowhunter Perks:

Nephilim (Free and exclusive to Shadowhunters):

- You are now a Nephilim, or Shadowhunter, a secretive race of beings who are humans born with angel blood. Despite their ancestry, Shadowhunters are mortal and therefore vulnerable to old age and death; however, their angelic blood endows them with special abilities that allow them to achieve feats beyond what's humanly possible. This includes enhanced strength, speed, agility, stamina, and coordination, which continue to improve over time and practice. You are also granted the Sight, being naturally and easily able to see through most magical illusions and layers of glamour over reality. Due to the angel blood in their veins, all Shadowhunters are able to apply runes on their skin without any real danger. These Marks, in turn, give varied effects that serve to benefit the wearer. You are also able to use and call on the power of angels for their seraph blades, as well as to handle any heavenly weapons or objects with effect, which would normally not work for other species.

The Sight (100):

- The sight is the ability to see past Glamours to a thing's true nature. This also allows you to see through any illusion or equivalent, while also being able to see anything supernatural that is hidden. If bought here, you will be able to see through anything equivalent in future worlds as well.

Forging (100):

- You are able to forge Adamas just like the Iron Sisters, having all the knowledge and skill of one who has forged and been an iron sister for decades. You know how to work the angelic stone adamas, able to shape, craft, and handle the metal, particularly in its pure and unprocessed state, into arms, armor, and tools that the Nephilim need. You can do this without the Marks of the Iron Sisters.

Valentine Training (200):

- You have been trained from birth to be a warrior and a monster, even faster, stronger, more skilled and more lethal than Sebastian Morgenstern and Jace Herondale combined. You have been taught how to fight, both armed and unarmed, against both Nephilim and Downworlders, allowing you to rend and tear your way through them fluidly with ease. But it is with the Sword where you shine, being naturally talented in it. It will take someone with both your talent and immense experience for them to beat you in a sword-fight. You have also learned to play the Piano and the Violin like a master. Not only that, you have been taught the most spoken languages in the world, being able to speak like a native. You will remain fit and healthy without any need of maintenance or constant training, and your skills will never degrade.

Runic Magic (200):

- Your talent for runic Magic is high, allowing for greater strength and accuracy of Marks you draw. You know every single rune shown in the Mortal Instruments universe completely by heart, having mastered them all, including those not from the Gray Book, like the Mark of Caine, the Birth Control rune and the Alliance Rune. You can also use runes that are

unique, like the Portal Rune. Unlike runes made by other Shadowhunters, the runes that fade over time will never leave behind a faint white or silver scar if you are the one that writes them, nor will others leave them on your own body, unless you want the scars to form. You can also hide any rune that is drawn on your skin, or on others. As a side effect of your rune mastery, you are now an incredible, almost supernatural Artist when it comes to painting and drawing.

Parabatai (400):

- A parabatai is a pair of warriors who fight together as lifelong partners, bound together by oath, regardless of their gender. Their bond is not reflected only in their closeness and willingness to lay down their lives for one another, but also in oath. This ritual bond enhances the natural feelings of love and friendship that already exist between the pair. The parabatai bond enable them to draw on each other's strength in battle. They also maintain a strong connection between one another and are able to sense each other's life force being able to feel the life leave their partner, and when something supernatural happens to the other. Marks made by one parabatai upon another are stronger than Marks drawn by others, and there are Marks that only parabatai can use, because they draw on the partners' doubled strength.
  The bond is broken, normally, only by the death of one of the members of the partnership. There are ways to break the bond outside of death, but do not have to fear this as long none of you die, the bond will be unbreakable unless you want it to fade. This has to be a true death, so a One-Up death will not break it.
  A normal Shadowhunter can only choose one parabatai in their lifetime and cannot perform the ritual more than once. You are not that limited, capable of having a limitless amount of bonds at once connected to you without any side effects, and also allowing others to draw in the strength of others you are bonded with through you.
  As long as you are a witness, you are able to create a Parabatai between others, only needing their consent. You can do this even if they are older than nineteen. You are capable of making Parabatai bonds fade at will, whether it be one of your own or someone else’s, without any drawbacks. Any bond you create will never have to fear love or romance between the bonded, as only the benefits will manifest, not the

negatives. If real romantic Love exists between Parabatai, then the bond will strengthen their power to the point of magic. The more the pair accepts and embraces their emotions and love for one another, the stronger the power of the bond gets. This gives the pair increased power with runes, even more so than typical parabatai so that even fatal wounds are healed with their iratze. They will have an almost telepathic ability between one another, as well as an empathetic ability to feel what the other is feeling, including the other's injuries as if they are their own. This can be decreased to lesser intensity at will, all the way from full to nothing and back again.

True Nephilim (400):

- You are now are able to transform yourself into enormous beings of heavenly fire. True Nephilim take the form of giant humanoid beings, glowing from within with heavenly fire. They are incredibly bright to look at, and move as if they are drifting on light, rather than stomping as giants might. True Nephilim are still capable of speech, and appear to retain some semblance of their human memories and appearance, but unlike ordinary True Nephilim, you do not lose your sense of self, being completely in control. You have full control over the Heavenly fire and don't have to fear being burned up from it.

Gold Ichor (600):

- You were given Angel Blood during infancy while still in the womb. This gives you innate strength and natural skill far superior then ordinary Nephilim, all of which continue to improve slowly over time and with practice. You have a connection to runes unlike anyone, even Claire. You are able to write runes with ease, intuitively knowing how to do it without thinking, and any Mark drawn by you is stronger than it normally would be. As if that wasn't enough, While Clary has access to runes that the Gray Book doesn't cover, you are capable of creating new runes by merely desiring an effect and then getting fed the knowledge of the rune granting that effect, the power of the effect possible to achieve with the rune depending on your own level of power, as it can't be that far beyond your own. Fanwank responsibly, and think about the comparison between Shadowhunters before runes and after. The runes will

therefore always scale to be a factor more powerful than yourself. Any rune drawn by you will never create a Forsaken or any other drawbacks, and can be made permanent or temporary even if it normally wouldn't be.

A side effect is that any vampire that drinks your blood will become a daylighter, capable of walking and living in sunlight without fear and granting them the Daylighter Perk. But this only happens when the blood is freely given. Another side effect is that your blood is now extremely tasty and incredibly delicious, almost addictive, granting whomever that drinks it a feeling and sense of euphoria. You can also create and control Heavenly Fire, never having to fear it burning up yourself.

Black Ichor (600):

- You were given Demonic Blood during infancy while still in the womb. This gives you superior strength and agility compared to even Nephilim given the Gold Ichor Perk. Unlike a certain other individual, this has not given you the cruelty that comes with the demonic nature. Instead, the demonic side has fused with your mind, body and soul, granting you a protection against Magic and other similar powers that targets you in any way you don't want it to. This works both subconsciously and consciously, in that you don't have to know you are being hit by Magic you don't want to affect you for it to protect you, but if you do want some form of Magic that would be non-beneficial for you to affect you, then it will. This will also protect you against heavenly fire, making you immune. It also gives you the fortitude to go through hard choices, increasing your willpower and determination to near infinite amounts. At will, you can possess others, gaining control over their body. You will eventually become more powerful than all the Greater Demons, and more mighty than the Asmodei. You have large amounts of Magic and Demonic energy to play with. You are also granted the gift warlocks inherit from their parents, namely their immortality. Once you reach your physical prime somewhere around your early to late twenties, you will stop aging.
- Optionally, you have a pair of beautiful black angel wings, tipped with silver, on your back that you can hide and spread out at will, granting you fast and fluid flight. You can also make your eyes turn Black similar to Sebastian Morgenstern, but at will instead of constantly.

- Lilith will see you as her child if you have this perk, as it was her blood you were given.

Downworlder perks:

Encanto (100):

- You have the ability of the Vampires name Encanto. This allows you to mesmerize or hypnotize the Mundane and essentially control them. It works via eye contact and verbal commands, and allow you to impose your will on others.

Semi-Immortality and more (100):

- You are, like warlocks, an immortal being. At one point in your life (of your choice), you will stop aging. You don't have to worry about "fading" and "petrifying" if you grow bored or unsurprised by life. You have also inherited an ability from your parent. This can be the ability to Change; the demonic power to shape-shift into another person, or some other ability of similar level of power.

Lycanthropy (200)

- You have received a demonic disease in the form of Lycantrophy, which gives you the ability to transform into a powerful wolf. Normally, a werewolf would change either under the influence of the full moon or at will. You however don't have to worry about the moon, being completely in control over your change. In both lupine and human form, you possess inhuman strength, speed, and other enhanced capabilities, with strong claws and canines. You are also able to Change partially, "half in and half out of wolf form", with their wolf ears, taloned hands, muzzle, and some fur, but giving you the ability to speak. While Turned, you can bear a little bit of resemblance to your human self through your coat's color or pattern, though your eyes become that of a wolf's (*you can choose to have your eye color change to either blue, or a bright color ranging from yellow or yellow-green, to orange or gold*). In human form you have gold ringed pupils signifying your Lycanthropy. Your senses are much sharper, able to hear, smell and see very well, even in the night or in dark places.

In addition to supernatural strength, grace, and reflexes, werewolves have the same unnaturally accelerated healing abilities as most other Downworlders. you cannot regenerate a severed limb, but can recover quickly from most mundane wounds. Werewolves are however mortal, meaning you will age and die normally like ordinary humans, but even old, you will retain most of your physical strength. Do however be aware your weakness to silver.

Vampire (200):

- Like werewolves, Vampires possess superhuman strength, grace, and speed, and are able to heal quickly from most mundane injuries. They also have enhanced senses—smell, sight, and hearing. They can easily adjust their eyes to seeing in the dark, as well as almost instantly adjust when shifting between light and dark. Vampires also gain sharper eyesight than humans, and any fledgling who wore glasses in life will no longer need them as a vampire. Vampires also have the power of the encanto—the ability to mesmerize and essentially control others. They can also shapeshift into bats, rats, and dust, while maintaining their intelligence in any form. Power from a sire—the one who gave them the vampire blood that enabled them to turn—is also seemingly shared or transferred to some extent, mainly because it is through blood that vampires pass their powers to each other.
  You do not get one from your sire, but can instead create one yourself here at purchase, which you can chose to share with whomever you sire.
  Vampires are resistant to large temperature differences due to their undead nature. Extreme heat no longer matters to them nor does extreme cold affect them either. Vampires can also cope with physical exertion and deprivation much better than mundanes or Shadowhunters.
  Vampires generally tend to look pale, sallow, and thin, though this is not always the case, so you get to choose. The blood of vampires shimmers bright red, and they are incapable of shedding tears and instead, it is blood that leaks through their eyes. Being reanimated corpses, they do not have a heartbeat and do not need to breathe, although they are still able to inhale and exhale oxygen, in order to utilize their heightened sense of smell, to pass as human, or to blow on something. Their lack of

breath makes them impervious to such things as asphyxiation, drowning, or gases.
Vampires also cannot be tracked by normal tracking magic, neither demonic nor Nephilimic; however, powerful vampires tend to travel with mundane subjugates which can be tracked. Like warlocks, vampires are immortal and sterile; though unable to bear children, they are able to continue their vampiric bloodline by turning humans into vampires. Vampires do however carry several weaknesses, including silver, sunlight, fire and Holy items.

Magic (400):

- You now have access to what is commonly known as Demonic Magic, the Magic of Warlocks, which is used to manipulate their surroundings, rather than using pure magic as brute force. Battle Spells, Dimensional Magic, Geas and transportation spells are just some forms of Magic you now possess. You have a couple of centuries in experience, equal to Magnus Bane. Usually, ones power in Magic would be dependent on the Demonic Parent, but you are considered powerful no matter who your parent is.

Daylighter (400):

- This allows Vampires to expose themselves under the sun without burning, bring the dead back to life with their own blood without turning them into vampire (*unless that is what they want*) and allows them to heal grave wounds by pouring their own blood over the wound. Not only that, but you lose any other vampire weakness from any vampire strain you come across your chain, like Holy water or needing invitation to enter a home.

Mark of Caine (600):

- You have been marked by the Mark of Caine, the Mark being placed anywhere you wish on the body. Anyone who attempts to hurt you will be punished sevenfold. When you are attacked, the Mark burns white and the assailant is attacked by a being that falls from the sky with the

same intent that was to be used against you. This does make you invulnerable to attacks from others, you can still kill yourself and accidentally through inanimate objects, so be careful. This does however grant you the burden of living eternally, as it prevents your death. Your Mark does not however act directly on others, like an external force that will turn you into a Wanderer by cutting you away from your family. You can turn this on and off at will, the Mark disappearing when off.

Commands perfect love and loyalty (600):

- Numerous Faerie spells have been cast on you, making it so that all who come within your presence feel naturally inclined to serve and protect you, with very few able to resist the urge to drop their other priorities for you. Anyone you order will become unable to resist your orders, and will not be able to betray you.

Items:

Generic items:

Adamas Mine (200):

- You now own a never emptying Adamas mine, which exists in a personal pocket dimension you can enter at will and bring others into.

The Gray Book (400):

- The Gray Book, formally known as The Book of Gramarye, is a tome that contains an exact replica of the original Book of the Covenant, in which the Angel Raziel inscribed the runes, or Marks, the Nephilim are permitted to use. There are only a few copies of the book, as each has to be specially made by Silent Brothers, particularly because it requires special paper to withstand the power of the runes. This is yours, and will in the future be filled with any magical runes that exists in any worlds you know.

Shadowhunter Items:

Stele and a Seraph Blade (100):

- Steles are the tools used by Shadowhunters to draw runes onto their skin, weapons, and other materials. They are made of adamas and crafted by the Iron Sisters. Steles have a sort of aura to them, a ghostly imprint of their owner's personality. When not in use, steles are inert but they warm and glow while drawing runes. You can call your Stele into your hand at, which will teleport it to you.
- Seraph blades are the primary weapons of the Shadowhunters. They are made of adamas and crafted by the Iron Sisters. They call upon the power of angels' names to access the power of the blades. Before the blade can be used, a Shadowhunter must name it to invoke its power. Any angel's name, except for Raziel's, can be called upon. Within the Shadowhunter community, it is often believed that when a Shadowhunter names a seraph blade, the blade not only becomes engulfed by heavenly fire, but some of the named angel's spirit is infused into the blade as well. Seraph blades are an efficient way to kill demons and Downworlders. When used against a mundane, the seraph blade has been observed to be vastly overpowering, causing the mundane to burst into flames upon the first blow. Although they are chiefly for the killing of demons and rogue Downworlders, seraph blades are known to also affect angels. This is a reusable Seraph Blade, and can be used infinite amount of times. You can call your Seraph Blade into your hand at, which will teleport it to you.

Family Swords (200):

- These swords have been in your family for a long time, and are just as effective as Seraph Blades when it comes to fighting demons and Downworlders. Both of them are made perfectly for you, being the perfect weight, size and balance for you to wield them like extensions of yourself. They will never blunt nor break, and needs no maintenance to keep in order.
- The main blade is a massive sword, about twice the length of the shorter blade. It is made of gold and adamas, but was dipped in dark silver that it sometimes looks almost black.

- Said to be the length of a forearm, the shorter blade is half the size of the larger one. It is described as beautiful and is made of black gold and adamas. The cross-guard, grip, and pommel are gold with obsidian, and the blade is a silver so dark that it looks nearly black.
- You can import any weapon you own into this, where it will either become two weapons with one large and one shorter version without losing any power/ability, or you can import it into one part of the item, leaving the other normal. Or you can import two weapons, one in the large sword and one in the short one.

The Mortal Cup (400):

- The Mortal Cup is one of the Mortal Instruments given by the Angel Raziel to Jonathan Shadowhunter, the first of the Nephilim. The Cup is a gilded, glassine chalice carved from adamas and dipped in gold, and is the size of an ordinary wineglass, though heavier. You have your very own copy of it. Because of its mysterious transformative properties, drinking from the Cup turns mundanes into Shadowhunters. It is presumed that it became sacred and magical after Raziel used it as the vessel for his blood, imbuing it with his vast angelic power. Unlike the original, this one is guaranteed to make any mundane who drinks it into a Shadowhunter.

The Mortal Sword (600):

- This is a copy of the Mortal Sword gifted by Raziel to Jonathan Shadowhunter. An enormous silver sword, shaped like a typical arming sword from the Middle Ages. It has a straight double-edged blade and a one-handed hilt, made of pure Adamas, with an elaborate design of outspread wings, emerging from the point where blade meets handle. Unlike the original, this sword does not feel agonizing to bear, nor does it give holder a tingling sensation, as if hooks embed their hands onto the sword, contributing to the mental pain truth compulsion it triggers—metaphorically pulling the truth out of someone. It will still force the truth out of anyone other than you that holds it, but it will not be agonizing. Optionally, you may have the sword gain the ability it would from being demonically-aligned, where the Sword can be used to

summon demons and allows its wielder to have control over them. You can import any weapon you own into this,

Downworlder Items:

Teleportation ring (100):

- A beautiful ring that will always fit on your desired finger. Merely twist the ring while on your finger, and you and anyone you touch will be teleported to wherever you desire.

Inter-dimensional apartment (200):

- This apartment is laced with magic, able to move in and out of worlds—specifically, between dimensions. Because of this, the apartment is also able to appear and disappear from one location to another. When used to travel, it travels through dimensions, and when it passes through points where dimensions intersect, dimensional pockets are created. The apartment can then remain in these pockets, preventing it from being tracked. It also comes with a fiat backed pocket dimension that always exists. Can be used as a retreat and an undetectable mode of travel. The apartment is a large penthouse-esc suite, fully stocked and with every single thing a penthouse from the 21st century should have, including incredible WiFi and a large Smart TV with all the Streaming Apps already active in the living room. The food, ingredients and drinks are restocked every day, and is whatever you want it to be. You don't have to worry about the power, as it will always have enough. Nor do you have to worry about water or sewage, everything being handled completely by its inter-dimensional nature. The windows show the scenery you desire, whether that be an Italian village, the sunset on a beach, the city of New York or the Milky Way. No one can find you while here, and no one else can enter the apartment unless they come alongside you. Comes with a teleportation ring that can only teleport to and from the apartment, and when you teleport from the apartment, you will return to the place you teleported from. You can with this ring only carry yourself and one other

living person. If the ring is gifted to someone, then they become able to teleport to and from the apartment.

The White Book (400):

- The Book of the White is a spellbook, one of the most powerful and famous volumes on supernatural work in the world, along with the Gray Book. It is an ancient tome of extreme power known to the beings of the Shadow World and is considered an article of dark magic. It is a small book bound in white leather, with the title written in gilded Latin letters, its contents written in Greek. You are able to read it no matter what, even if you don't understand Latin or Greek. The book contains several different recipes for potions, incantations for spells, some of which are black magic, as well as additional information which can be used for research, with the book specializing in binding and unbinding spells, specifically the kind that tie and untie the soul to the body. You will find that it in the future will contain any potion or spell that exists in future jumps. It will also contain any that existed in any former jump you have been to. It can be merged with any other similar items, even if they aren't books.

The Infernal Cup (600):

- The Infernal Cup is the demonic equivalent to the Mortal Cup, used to turn Shadowhunters into Dark Shadowhunters, changing their angelic alliance to demonic. It is a glassine chalice and an almost exact replica of the Mortal Cup, except for its midnight black color. This endlessly filled cup will turn whoever drinks from it into Endarkened. They will gain enhanced strength, speed, agility, stamina, and coordination superior to even Nephilim, which will continue to improve over time and practice. They are also granted the Sight, but will not be able to use Angelic Runes due to the demonic blood they have partaken in, only being able to use demon runes.
- All those turned into Endarkened are eternally and irrevocably loyal and faithful to you. They do not have to be Nephilim to be turned into Endarkened.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Star crossed lovers (Free):

- You can choose any character form the mortal Instruments universe. They will be destined to meet and fall in love with you, the love being true and deep, and will last for eternity being just as strong and vivid. If you desire it, then you will be their very first love and lover, though the last part will be unable to happen if they are parents, unless you arrive before they become parents. If you pick more then one or you get other lovers, they will be willing to share you. Some may not be happy about it, but they will because they love you.

Older Sister (Free):

- Your sibling, or maybe not, we'll see how the story unfolds. She is incredibly beautiful and naturally talented at almost anything she tries her hand at. One could say she is the perfect sister, if one didn't know that she is so in love with you that the world would burn to ash before she would ever hurt you knowingly. Kind of obsessive and a tiny bit possessive when it comes to you, all she desires is your love and acceptance, even when she knows it's wrong. Should you give her the relationship she desires, then you will find no better partner. She shares the same background as you, so if you are a Shadowhunter, so is she, and the same whatever Downworlder you are. If you want, this can be an Older Brother instead. Or a younger sibling instead of older.
- She comes with the Heavenly Appearance perk, the Pure Breeding perk and any Origin Perks you buy.

Jane Christina Nightshade (Free):

- With startlingly clear blue eyes and platinum blonde eyes, Jane is an incredibly beautiful and fit shadowhunter.
- As a result of experiments done on her by her parents, she is a Shadowhunter born with demon blood. Yet unlike with Sebastian Morgenstern, this didn't leave her cruel and instead left her cold and unfeeling, making her believe she was incapable of feeling any emotions at all. At least until she met you. The moment she saw you, she felt her heart beat in a way it had never done before, and for the first time felt something other than indifference. So she decided to find out and decided to approach you. As she slowly got to know you, she became more and more emotional when it came to you the closer you two became, until one day when you were attacked by some lowly downworlder and nearly died. The feelings she felt where unlike anything else, fear so cold it made her indifferent state seem preferable and wrath so hot it almost burned her soul to ash. After destroying the cretin that hurt you, she turned around and found you alive. While waiting for you at the hospital, she began to realize that she cared about you, more than anything else. And when she saw you laying on the hospital bed, she felt an emotion that had built slowly over time, an emotion she now realized was Love. She swore then and there she would do anything to protect that love. Anything, for without you, the world wouldn't be worth living in and her life would have no meaning.
- She has received training since birth, being an absolute monster in combat, fighting with a cold indifference and pure skill. Her Shadowhunter family is dead, having died in a fire long ago and left her alone.
- She comes with the Heavenly Appearance perk, the Nephilim perk, the Valentines Training perk and the Black Ichor perk. She also comes with the Stele and Seraph Blade item, the Family Swords item and the Teleportation ring.

Loli Warlock (Free):

- This is a warlock girl who had the misfortune of halting her aging while still a child, even if her mental growth still continued. She was lucky, or unlucky, in that her Warlock markings came in the shape of a decent sized pair of breasts, which on her frame looks quite bountiful. She has never had a relationship nor known love due to most believing her to be far younger than she is, or being disgusted when finding out. So when she met you, she was already starving for affection, but hid it behind a snarky exterior. You quickly befriended her and soon became her closest friend. Over time, you two grew slowly closer and closer, until one day, the little girl kissed you. Shocked, you where unable to grab her when she ran away, afraid that she had destroyed your friendship and believing no one can love one who looks like a little girl. She is now despairing alone in her home. Perhaps you should go and talk to her. You will find that if you reciprocate her love, you find that she is a woman who has been starved for love over centuries and will cling to any chance she has at having it. God forbid whoever hurts you, as she is a master magician, having almost no equal in skill and power, and will be ruthless against those that hurts her Love.
- She comes with the Heavenly Appearance perk, the Semi-Immortality and more perk, Magic Perk, and the White Book item.

Police girl (Free):

- This blonde girl is a newly turned vampire. She is an attractive young woman with blonde hair cut into a flare cut and blue eyes. She has a fairly broad-shouldered torso, yet maintains a very voluptuous and buxom figure, which is further accentuated by the fact that she is considerably shorter than virtually anyone around her. She just recently finished her education and started as a police officer, she ran a foul a female vampire who loved the idea of virgin blood. You came in and managed to save her, then helped her through the first few weeks of transitioning. Having never had anyone who cared for her before, being an orphan from a bad neighborhood, this showcase of compassion striked directly to her heart, causing her to fall in love with you instantly and deeply. Do be careful around her, as she is still a maiden who is unfamiliar with the ways of love, both how to receive and express it, but

once you get past the first stage you will find no one more loyal and caring then her.
- She comes with the Heavenly Appearance perk, the Encanto perk and the Vampire perk.

Little Red Riding Hood (Free):

- An incredibly confident woman and a born werewolf. She uniquely has full control over her wolf, able to resist the call of the moon with ease, though the full moon is incredibly hard to resist, so most of the time she just doesn't. Born with an unnatural yet beautiful color of red hair. This hair color combined with her striking emerald eyes, just enhances her pale beauty when combined with her lithe, yet defined and muscular body and incredibly attractive features. Due to her hair, she of course grew up with the nickname Red, which she took with a cool acceptance. You two met at an internet café, where you accidently spilled some tea on her. As an apology, you asked her out for a meal, where you two got to know each other. You found out she is a lawyer, and a bloody good one, but also found her to be incredibly charming, her calm confidence an almost irresistible thing which drew you in. So imagine your surprise when the very beautiful, very confidant woman, was single and had never been in a relationship, outside of some experimentation with a girl friend from college. You exchanged numbers, and later that week found yourself invited out on a date with Red. You two have been going strong for several months now, her wolf finding you intoxicating and her human-self finding you cute, her dominant side always appearing when she gets a bit aroused around you. She is even thinking about telling you about her werewolf side and explaining what she really does on her trips once a month.
- She comes with the Heavenly Appearance perk and the Lycanthrope Perk.

Drawbacks:

Supplement Mode - 0cp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Shadowhunters (free):

- You can choose to instead of being in the book universe, be in the Tv Show universe.

Chosen Family (Free):

- You can choose whatever family you wish to be born into. Perhaps you want it be Magnus's younger sister or Jace's twin brother. Be the Morgenstern Heir if you want, as it is all for you to choose.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Warlock Mark – 0cp/100cp/200cp+100cp

- A warlock mark is a distinct or strange physical feature that identifies warlocks. Warlocks may hide or disguise their more extraordinary marks with glamour to blend in among mundanes, but for 100cp extra, you became unable to hide your mark.
- For 0cp, this is some mark that only enhances your appearance or something you want, like unnaturally blue eyes.
- For 100cp, this is something you cannot help but notice, like glowing eyes. If you can turn them on and off at will, this will be worth 0cp.
- For 200cp, this is something hideous or in the way, like being so fat you cannot walk through doors or gigantic antlers that prevents you from going through doors.
- Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Wrong Side of Heaven, or the Righteous Side of Hell – 400Cp:

- You either have the Shadowhunters out to get you, or the downworlders. This means that they will continuously hunt you down with the desire of killing you. If you want both sides to hunt you, you can take this drawback twice.

Hell on Earth – 600cp:

- Hell is now open, and demons are free to enter earth. Good luck surviving this apocalypse.

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.

Shadowhunters level of strength:

- I have always considered Shadowhunters to be equal to Captain America in the MCU, when they aren't using any runes. Do with that what you want.

Buying both Ichor perks:

- Buying both perks will not make you experience any negative consequences. It will also allow you to change the color of your wings and the color your eyes can turn into.