Teen Wolf



Welcome to Teen Wolf, a world of Werewolves, Kitsune, Kanima and all manner of supernatural beings. You arrive on the day where teenager Scott McCall is bitten by then Alpha Werewolf Peter Hale; turning him into a Werewolf and forever changing his life and starting everything off.

Enjoy!

Here is 1000 CP for you to use!

Location

You only have one location choice here, and that is Beacon Hills, a small city in central California. This is the main location in this jump and home to a quite sizable supernatural community. It is in this place that the Alpha Werewolf Peter Hale begins his revenge on those that murdered his family, where the Kanima Jackson committed murder on the behalf of his master, where the Alpha Pack was decimated leaving only one Alpha and two Beta's behind, where the Nogitsune was released and trapped again, where the Bone Woman and the Benefactor were beaten and that was just four of the six seasons; not including the film.



The Position In The Pack

Gender is up to you, age is also your choice; however, if you pick companions, then you can decide for your age to be the same as them. You can alter your origins as well i.e. if for example in the companion section it says you have a parent, you can choose the parents to have passed away when you were a kid and you were emancipated (can also choose date of death, how etc) or if the origins say you are not rich but you purchased millions or Beacon Hills well you do have/had rich ones etc. And for those the same age as the main cast, you are students at the same high school as them.

The Alpha: You didn't grow up in a gigantic house with rich parents, you grew up with a single parent working a normal job to support you. And this shows in the person you are, a person who is pure of heart and willing to do whatever it takes to help others, a person who isn't arrogant or spoiled, a person who has your back when and if you need it. A person who comes along once in one hundred years.

The Drop-In: There is nothing to say here, you are no one, you have no history, no background, no friends, no allies, nothing. What you make of yourself in the here and now is up to you.

The Druid: You stumbled upon the supernatural by chance, however while others became supernaturals and gained power through that you took another method and decided to master the supernatural using the greatest gift that humanity possesses; intellect. You learned the rules and history of the supernatural, the power that lies in the natural world and more importantly, your place within it.

The Hunter: You hunt those who hunt you or you protect those who cannot protect themselves; you have made it your mission to follow one of the two codes. To hunt supernaturals either because of vengeance, bigotry or to protect the innocent. Regardless, the life of a Hunter has bestowed you many gifts, the gift of violence, the gift of knowledge and the gift of death. How you use these gifts is up to you and the Hunter you are is a choice you must make for yourself.

The Genius: You grew up different from everyone else, you grew seeing the world different, thinking differently and being all around different. Seeing links that others couldn't and having interests that others didn't get. It wasn't until a while later that you found that the best way to become social with others was to hide who you truly were; squirrelling away your true personality and masquerading as someone else.

The Gifts For All

Aged Up (Free): All of the characters here are aged two years making those at 16; 18, 22-24 and so on. This alters the world so sophomore year of high school now starts at 18 instead of 16 and the world changes to encompass that so no one thinks it is peculiar and life expectancy is raised a tad bit.

Hale, McCall, Stilinski, Martin (Free): Or would you prefer Deaton, or Argent or Martin, it's completely your choice, by taking this you can decide to alter your origins so to speak allowing you to pick your bloodline for example, do you want to be a Hale maybe Peter or Talia's kid with Deaton as your father or maybe their brother, Alison's uncle or aunt or sibling or Stiles little sibling etc. Your choice.

Pain (Free): I'm pretty sure every character (barring a few exceptions) in this setting has been tortured at least once, whether by having electricity forcefully running through them, fingers cut off, shot, stabbed, had holes drilled into their heads etc. They have all been subject to inhuman suffering and sorry to be the bearer of bad news, but chances are you are going to be the newest member of the let's be tortured club. So to be merciful I'm giving you an immense pain tolerance letting you stand being shredded by two out of control Beta's, electrocuted, talons being plunged into your neck and so much more.

The Bite (Free/200 CP): Turning into a Werecreature isn't the only outcome of a bite, sometimes the body rejects the transformation with the recipient dying slowly and often in great pain. It is the same with the Chimera's, bar one all of the ones bestowed powers by the Dread Doctors began to leak mercury and die as their conditions worsened. However, for one reason or other, your body does not seem to suffer from incompatibility with any biological or supernatural 'upgrades' or 'treatment' you receive; your body accepts them as if you were born with them without any issues whatsoever. And **for 200 CP**, you can take it with you into future jumps allowing your body to possess universal compatibility towards any biological or supernatural enhancements and changes.

Hollywood Cast Looks (50 CP): The most common perks in the history of Jumpchain, but then again, Jumpers are vain beings are you and what embodies vanity more than appearance.

You are quite attractive with a flawless appearance; out of 10, you are now an 11. Your appearance, skin colour, skin texture, hair, height, endowments, how large your muscles are and their appearance (for free, you gain physical qualities equal to the build you go for, for example a bodybuilder, swimmers etc, you gain physical capabilities equal to them or you can say build like Derek Hale), how much hair you have on your body and face and if any grows and where, what you naturally smell like, etc all of it is up to you; and your Benefactor will tweak and improve your build so if not already there it will reach 11 out of 10 looks things like dental hygiene you no longer have to worry about your teeth will always be sparkly white and perfectly healthy no matter what. Lastly, your build and fat (which you have a healthy amount of), muscle etc does not change no matter what you eat or how little you exercise but you can improve your body's capabilities by exercising and working out, it is only static in the sense that it does not degrade but it can be improved. Basically, you are everyone's type.

Enough To Fill The Pages Of A Bestiary (100 CP): Sometimes you need to bring a little excitement into the world, sometimes you need to open the door to a little fantasy, open a door into the supernatural; turning a world filled with normality and make it into one filled with Druids, Darachs, Werecreatures, Kitsune, Hellhounds, Ghost Riders and all manner of supernatural entities, materials, locations etc. And you can do this in every world you go into.

One Size Does Not Fit All (300 CP): People don't always fit into group or cliques do they, life is just not that simple it's kind of like the opposite of the saying that one size fits all, everyone is different and trying to confine them to a group or origin just doesn't work; especially for beings like you. So you can now pick a second origin with the perk discounts that entails including getting the 100 CP perk free. And you get an extra 600 CP to spend but **only** on the second origin. This can be taken to future jumps, allowing you to choose a second origin.

However, whether or not you take this to future jumps is up to you; you can choose for it to apply only to this jump if you want.
THIS JUMP ONLY - Can be purchased multiple times.

The Alpha

Not Even A True Alpha (100 CP): No one is above greed and selfishness, not a priest, not an Imam, not a Rabi and not even a True Alpha. Except, you didn't hear me say not a Jumper did you; because you **are** above all of that. You cannot be manipulated or controlled or swayed by things such as money or power or men/women etc. You are now and forever more incorruptible.

Empathy (200 CP): A unique and rare ability in this and every world, the power to understand and intuitively sense the emotions of others regardless if they are animals, humans, and supernatural creatures (which coupled with super senses could allow you tell an individual was having an epileptic attack or is about to faint etc) as well as the ability to lead them. Whether through charisma, presence or empathy (hint, it's not the first two) you know how to get others to listen to you, how to get those with opposite personalities to work together, how to boost morale, to inspire others and gain their loyalty, to think on your feet and use your enemies weaknesses against them and outthinking others from a few decades old Hunter to a thousand year old Nogitsune. To be a leader is to take responsibility for the lives of those who follow you, to be an Alpha (even when you are technically not an Alpha) to be a light that leads others to be the one that just being around always give hope and the day you stop believing in it, will be a very dark day.

Purely On The Strength Of Character (200 CP): Among Alpha's, there lie the greatest of them all; Alpha's who did not have to kill to gain their power, who became Alpha's based on the strength of their character and because of that strength, they are able to gain power without the whole murder aspect. And you too can partake of such chances, allowing you to acquire abilities, increases in power or status, new transformations etc without any pre-requisite requirements only your willpower so for example, if you were a Werewolf as an example; you could by using your willpower ascend to the level of a True Alpha; of course, it isn't as easy as it sounds, you have to possess an incredible quantity of willpower.

Virgin Killer (400 CP): Murder as I have said before in your previous jumps is the easy way out, murder is easy, slitting throats is easy, snapping necks is easy. But what isn't, is beating your enemies, defeating them without taking lives, without leaving only death and destruction in your wake. By being better than those you stand against. However, life is not just that simple, there are sometimes no other options than murder and that is okay for some but if some of you Jumpers wish not to kill and to find alternative ways. Then simply take this and fate, destiny or luck whatever you want to call it will make sure that no matter the situation, there will always be a way to end it without taking lives; it will not be easy, but it will be worth it.

True Alpha (600/800 CP): To make a long story short, this gives you 2400 SP to use in The Bestiary & The Gifts section. **For an extra 200 SP,** you now possess 3200 SP **instead** for use in The Bestiary &/or The Gifts section.

The Drop-In

Story Demands It (100 CP): Classic plot armour, nothing more to say really.

Something Truly Good (200 CP): To create true evil is only by corrupting something truly good, something like you, someone like you. Someone who is more than willing to help whenever and wherever they can, someone whose heart is so pure and is so inherently good that they are willing to do whatever they can to help others, one who could become a monster and still not do monstrous things, one who is always about one thing - willing to do anything and everything to save those they love and whose ability to see the good in everyone allows them to bring out that goodness in those around them as well, with them becoming better than they were before.

My Mind (200 CP): While mental abilities are quite rare, they are no doubt insanely dangerous, for example, take the Nogitsune. His power was such that he could possess others and create life-like illusions which can basically fool anyone. Except those whose minds and souls are rendered unimpeachable such that no illusions can ensnare, whose minds cannot be entered or controlled or placed in a trance and whose souls and bodies cannot be possessed regardless if it's magic, science etc. But those who possess such qualities are rare; are you one?
(P.S, this lets you see through all illusions including the glamour of the Darach and you can decide the in-jump reason e.g. is it your willpower, is it your abilities that are preventing them taking hold etc).

Bring Her Back (400 CP): As I mentioned in the New Moon perk below, death for quite a few characters just doesn't stick with all of them getting second leases of life and another chance. For some it took decades, others it took months and for a select one individual it took a few days. For you, it takes a day for you to be brought back to life, your body regenerating all damage and your mind if harmed brought back. However, if you died or were buried with no clothes then you will be brought back naked; and if buried and trapped underground, your resurrection will break open the ground allowing you to escape. Can only be used once per jump (if you decide to stay or post-jump it's once every decade but old age does

not count). You can decide the reason for this e.g. was your regeneration supercharged, did it actually not kill you it was just close etc. You can also choose an aesthetic for your regeneration.

Walking Talking Mountain Ash (600/800 CP): Not literally of course that would be preposterous, what this does is far less stupid than becoming living Mountain Ash. It just renders you immune to supernatural abilities as well as nullifying the abilities of all supernaturals and supernatural materials upon physical contact. The latter is quite obvious, when you touch a supernatural; their powers are nullified no supernatural strength, speed, pyrokinesis, venom etc they can't use any of the abilities that stem from the supernatural (and this will also affect the Dread Doctors as while their powers were acquired via science, they are still supernatural) and before anyone asks this works through clothes, armour etc. The former aspect works by nullifying any supernatural abilities used on you e.g. if a supernatural uses electrokinesis on you it will not affect you as it is a supernatural power, if an incredibly physically weak individual were to strike you with their strength coming from their supernatural physicality or telekinesis instead of any muscles they possess than you would not feel it, a Hellhound tries to burn you with it's flames, you would not even singe and a Banshee screams in front of you you would not be affected at all etc. Comes with a toggle if you want and if you want this can be a supernatural ability like those from The Gifts section.
For an **extra 200 CP**, the range at which you can nullify supernatural powers and materials is enhanced to 20 metres; with you being able to feel when a supernatural enters your range as well as allowing you to select what abilities you wish to nullify and which to keep active.
Regardless of which price you paid, your ability can possess an aesthetic e.g. glowing supernatural eyes (if you have them) when in use, a glow surrounding those affected etc your choice (if you want there to be one).

The Druid

The Balance (100 CP): To maintain the balance of nature requires more than just courage, sometimes it requires the deaths of innocents and the loss of life. Sometimes, to maintain the balance it requires one to be cold and distant, to have no feelings, to have no empathy.

Neutrality (200 CP): Druids are emissaries caring only for maintaining the balance of nature; because of that, they are known to be neutral; at least that is how it's supposed to work. Of course, things don't always go the way they should with some Druids actually being targeted and killed. However, so long as you stay out of supernatural situations (giving advice doesn't count), you will be deemed as neutral and left completely alone.

Healer (200 CP): Druids are more than just Emissaries, they are philosophers, scholars and in some cases healers; whether it be vets, doctors, philosophers etc. And while it is not a requirement for a Druid to walk down this path, doing so does come with certain benefits. Those who walk the path of a veterinarian are experts when it comes to the health and medical treatment of animals, which extends to supernatural creatures such as Werewolves, Werecoyotes, Kitsune, etc. Those who walk the path of a doctor are experts when it comes to the health and medical treatment of humans which again can translate into supernatural beings, illnesses and maladies. Those who walk the path of a psychologist are experts in terms of the mind making them masters in terms of tactics and strategy. And you may walk one of these or another path to do with healing, gaining the knowledge and skills of a true expert (and if you are old enough, you gain the credentials and experience as well) as well as an ability that bestows upon you all of the most recent medical and surgical knowledge and skills. If taken by a Jumper deciding to be an adult; you can choose to be a Doctor or Veterinarian etc.

Wise Oak (400 CP): To be worthy of the name requires one to have more than just power, to be a Druid is to be foremost a scholar, a philosopher, an intellectual, it requires one to possess information on a variety of topics from botany, to pharmacology, to folklore to anthropology, to mystical rituals to

herbs and plants. To be a Druid is to possess knowledge of a variety of subjects, to not be a jack of all trades but a master of all.

Druid (600/800 CP): Congratulations, you are now a fully fledged Druid with all of the abilities that role entails. First is mastery of the use of Mountain Ash, allowing you to use your own willpower to manipulate the ash into the shape you require as well as the ability to control it e.g. forcing the ash into a supernatural creature's nose, creating a perfect circle or straight line by simply throwing the ash in the air. The second is the ability to partially manipulate the transformations of others; more specifically forcing a supernatural creature back into their human form e,g, forcing a transformed Werewolf back into their human form and thirdly (and an ability that I giving to you as you are paying CP) is telekinesis; more specifically, the telekinesis that the Darach had (just without any sacrifices that she may have performed to acquire it). This telekinesis isn't like comic-book telekinesis but it does afford you some power. For example, controlling dozens of shards of glass with expert control and directing them with just a thought with the force of bullets, pushing others back by just pressing the air, creating pulses to damage objects, cutting a piano wire to slit someone's throat from another room, things like that.



For an **extra 200 CP**, you have acquired further abilities of the Darach; most specifically, the Warrior and the Healer (again without the whole mass murder sacrifice thing). With the Warrior, you have acquired the strength of an Augmented Alpha (now the Darach acquired strength greater then the Augmented Alpha Kali but it was far below Deucalion but you are paying CP so it is) equal to

Deucalion (**250 SP**) letting you crush metal with your bare hands, break a Beta's ribs with a single hit and snap the neck of an Alpha with no issue. And with the Healer, you have acquired the power to heal yourself and others manifesting in an accelerated healing factor (**400 SP**) and a healing ability (**600 SP**) (which is augmented compared to what the Darach got).

The Hunter

It's Perfectly Reasonable (100 CP): For you to have a 175 lb draw tactical crossbow, carbon steel Marine combat knife, a 50 Desert Eagle (handgun) and a smoke grenade with pull ring ignitor. What, you don't know what that is? Oh right, I haven't exactly given you the perk yet have I?; oops, basically what you are going to get is all the knowledge of the myriad weaponry that "a highly respected private security consultant and a federally licensed firearms dealer" has. As well as the abilities to disassemble and reassemble all the weapons you possess knowledge of.

Robin Hood (200 CP): To put it briefly, you possess near impeccable aim with every single ranged weapon you can think of. No missing with you at all whatsoever.

Even Oni Fall (200 CP): At least to you because you are one of the greatest CQC fighters in the entire supernatural world, allowing you to go toe to toe against three oni with only your fists and a silver knife and beat them back to wherever they came from, battle crazed werewolves using only your hands and win and murder entire packs with just a sword. You are one if not the greatest CQC experts in the entire world. Also comes with the ability to get out of normal restraints I.e cuffs, cable ties and the like.

Argent Family History (400 CP): In the supernatural world, the Argent family is legendary. You see, it states in myth that silver kills Werewolves; however in reality it is the Argents (the French word for silver) that performs that task. Their family name is forever immortalised in history as Werewolf killers. And as a result of their legendary history, the Argents have amassed a bestiary containing knowledge of the myriad supernatural creatures walking this world including their supernatural characteristics, strengths, weaknesses and their nature. But come on, who the hell can remember that, seriously, I mean sure you might be able to for some supernatural creatures but not all of them; but for 400 CP, you possess a self-updating grimoire inside your head concerning all supernatural beings existing in this world, all the stories, all the folklore

everything ever written and passed down and so much more which updates as you travel from jump to jump or as things change in this world.

New Moon (600/800 CP): Why can't people stay dead, I mean first Peter, then kind of Kate, the Beast Of Gevaudan and then Allison like seriously, can't anyone just have the decency of staying dead after all the effort (or lack of effort when it comes to Kate) towards killing them in the first place. So tell me, why can't people have the decency to stay dead in this world; I mean, people you kill stay dead and buried, no coming back for them or anything like that so why can't everyone else.
For an **extra 200 CP**, your ability to bring true death has been augmented where before to bring true death, you had to work hard to bypass accelerated healing, immortality and the like which basically prevents them/makes it difficult for your target to die. Now, any injury you inflict onto another that would normally kill an ordinary human will kill your target regardless of how durable they are, what regenerative abilities they possess or whether they would even die from that injury in the first place. Regardless, if an ordinary human would perish, so too will your target.

The Genius

Being Stiles (100 CP): Say what you want about Stiles, no matter how bleak or tense a situation, he always manages to brighten things up. A smirk on his lips and a joke just waiting to be unleashed no matter if it's running away from an enraged werewolf, tending to a coach pierced by an arrow or even being held prisoner in another dimension, he always manages to bring a sense of humour to it; something that you also seem to possess, always bringing a smile and a laugh to your surroundings and turning the most tense of times just that little bit more bright. Also, for free this comes with a mind incapable of fear such that nothing and no one, not even the famed Anuk-Ite, is capable of inducing fear into. Lastly, this comes with the ability to know exactly what to say in any situation whether it's a rousing speech or comforting a crying classmate; you always know what to say.

The Rules Of Law (200 CP): If you are looking into a life of law enforcement, you are going to need to know the law to a T or is it an L? You are going to need to know what's illegal and legal in the different states, what constitutes a misdemeanour or an actual crime. You are going to need to know law enforcement protocols, the shorthand, the codes used day in and day out. The basic things that all law enforcement need to know; you know.

Multi-Faceted (200 CP): Life isn't about hunting and surviving, it is about having fun, learning new things and mastering new skills and about becoming a better, wiser and more knowledgeable and interesting individual. Now of course, you can go about and do the actual thing like learn the piano, german etc or you can just pay **200 CP** and gain mastery in five skills or languages like instruments, writing, languages e.g. Archaic Latin, pickpocketing etc but no careers e.g. no medicine or things like that. **Every 50 CP allows you to purchase five additional choices**.

Career In Law Enforcement (400 CP): Why not? You certainly have the mind for it, being able to decipher clues and recognise patterns, being inquisitive, asking the right questions that seem to always lead to clues and epiphanies, connecting the

dots with all the pieces of information you possess as if by magic. Give me one good reason why not!

170 (600/800 CP): Your IQ which I am told is quite above genius range (Hawking apparently had an IQ of 160). And we all know what someone with a genius or above genius IQ can do; learn new skills with incredible ease, absorb knowledge with an almost voracious hunger and acquire immense quantities of academic knowledge with little to no trouble, who can by seeing the little things differentiate between reality and an illusion that is indistinguishable from the former. For example, Lydia, the other individual who has a 170 IQ will be able to develop a company that will try to develop a way to convert any sound energy into green energy. This comes with a free add-on perfect memory with instant recall.
For an extra 200 CP, this comes with a unique specialty; the manipulation of the supernatural via science. In essence, the specialty of the Dread Doctors. With it, you can create objects and machines that could turn humans into supernatural creatures without them actually being supernatural, create masks that can harness electromagnetic forces, give others abilities while still remaining human, resurrecting the soul of a deceased and so much more; with this you can blend and break the laws of science and the supernatural.

The Armoury

Can discount two items of each price tier barring 600 CP items which you can discount only one and 100 CP, which you get for free and can discount one other. Unless stated otherwise, all items can be purchased multiple times and if the first purchase was discounted then future purchases are also discounted.

Jumper House (100 CP): An incredibly large brick house with a spacious yard in the front and back, ten 30 square metre bedrooms, five bathrooms (the exact same size as the bedrooms), a kitchen, dining room, office, armoury, attached garage, large driveway and a finished patio complete with a gigantic swimming pool in the back. And, for those Jumpers who want a little extra, you can also get a hot tub, jacuzzi, home-gym, sauna (one for free each gender), state of the art cinema room & state of the art wine cellar filled to the brim with the very best but this is optional. All of the services are automatically paid for money periodically leaving your account but it's up to you to clean the place and have it fully stocked. As for furniture and other amenities, you Jumpers can choose and your Benefactor will add it to the house and wire it up if needed for free just this once.

Money (100 CP/Two Purchases Free With Beacon Hills): 117 million dollars all of it yours and all of it completely legal. Can be present in bearer bonds, in cash or in a bank your choice. Can be purchased multiple times and refills every year (this will be due to sensible and highly profitable investments that will never flunk which your Benefactor has put in place for you). Every purchase doubles the money you get e.g. two purchases (I.e 150 or 100 CP if first purchase is discounted) gives you 234 million, three purchases gives you 468 million, fourth gives you 936 million, fifth gives you 1 billion 872 million, sixth gives you 3 billion 744 million and so on. Also, don't worry about inflation or ruining the economy or anything like that. Purchases after first are discounted or double-discounted if the first purchase was discounted. For free, you Jumpers can have an accountant that deals with all monetary aspects, is professional and incredibly loyal to you and his pay will be dealt with by your Benefactor or you can choose to be paid from the money you get from this jump if you want.

The Jeep (100 CP): A 1980 CJ5 Jeep, immune to breaking down, possessing infinite fuel (you can decide how this works, e.g. is it powered by an experimental source and not petrol/diesel, is it just magic etc your choice), cannot overheat at all – again decide the reason, cannot be stolen and damaged as if a guardian Angel is watching over it. This Jeep can hold five people, three in the back and two in the front. You decide the colour. If taken with insert and you choose to be Stiles, this Jeep is his with the upgrades. If however you don't want a Jeep, you can choose to get **any** car with the upgrades and I mean any car e.g. Pagani Zonda, Lykan Hypersport, Bugatti Bolide, Bugatti La Voiture Noire, Toyota Yaris etc. However, the seat size is not an upgrade. And no one will ever think it is suspicious that it is never damaged and if you pick a white colour for your vehicle, it will never get any dirt or mess on it remaining pristine. Purchases after first are discounted.



Green Energy (200 CP): Not really, but it is a way to for lack of a better term generate it (even though energy cannot be created or destroyed). You see, this contains instruction as well as the science behind converting energy from all sounds into green sustainable renewable energy. With it you could make the world a better place or make yourself filthy rich.

Mountain Ash (200 CP): Created from the Mountain Ash/Rowan Tree, this ash possesses the ability to defend against the supernatural by preventing them from coming into contact with it or warding a space against supernatural creatures or creating a trap to capture them. This ash can also be used to also modify

behaviour as well as force supernaturals to shift back into their human form. Mountain Ash also is mystically drawn to itself, allowing any human to create perfectly formed barriers by throwing the ash into the air and willing it to form a perfect circle and an almost impenetrable barrier that no supernatural creature can cross. If touched by a supernatural being, the ash will zap them as if they have been electrocuted.
You get a limitless quantity of this ash and post-jump, it will work against supernaturals just as it does in this jump.



Really Didn't Want Us In There (200 CP): And this will keep them out. This is a box made up of Rowan Wood and filled to the brim with Mountain Ash. What it does is prevent any supernatural from touching this as well as touching anything inside of the box. So for example, if you possessed an item that you wanted kept safe from any Werewolf, Kitsune, Berserker etc you can just place it into the box and let it sink beneath the Ash. The exact quantity this box can hold is limitless and by thinking about what you wish to retrieve and sinking your hands beneath the ash; you can bring it back up. If you are a supernatural that normally cannot touch Rowan Wood and Mountain Ash then for one reason or other you can touch this. And if you guys want you can again have a legend created about this box with an appropriate tale as to why you are able to touch it.

The Deadpool (200 CP): A supernatural hit list containing the names of all supernatural beings on the planet as well as their locations and species. However,

if you want to do a Meredith and hire killers and the like; you are going to have to pay for it yourself. Cannot be purchased more than once.

Beacon Hills (300 CP): Otherwise known as the Beacon for the Strange and Supernatural is a small city in central California home to a supernatural community and the Nemeton; an ancient and powerful tree (fully powered I might add and sacrificing virgins to the Nemeton gives it more power and with a way to decrease and increase its nature to attract supernaturals with it starting deactivated if you desire) and a beacon to the supernatural and one of seven existing in the world (which I should add is further powered by a large number of strong telluric currents, a network of mystical energy that runs through the earth and in places where these currents meet make them "hot-spots" that contain a great deal of mystical energy).

The exact population of Beacon Hills is 30,000 and the city as well as the surrounding three thousand square mile Beacon County which contains 500,000 people all legally belongs to you; as in you legally own the land itself including all of the buildings and all the businesses paying you a percentage; as for houses, apartments, lofts etc all pay you rent which you can control (but don't get too greedy and I would just leave them as they are but it's up to you or you can do the opposite and suspend someone's rent if you want). As for the paperwork aspect, you have a whole team which deals with the legal and paperwork part. And like the money item, you can choose to have an accountant that deals with the finances with the same exact loyalty.

For aspects like the Sheriff Department, budgets and other businesses and aspects that are paid by the city, that is paid for automatically from a limitless bank account created in your name (don't worry, you will get all of the paperwork showing the amount paid and to whom and no one will suspect anything or be suspicious of it and like the money perk, anyone looking will find highly profitable and sensible investments like with the money item and legally, you will not be able to access that account for anything not to do with your property). As for what you get paid, that depends on how successful the city is but at a minimum I will say two purchases of the money perk or half of what you further

purchased from the money perk and if it is in the high hundred millions or billions than the businesses in the city are upgraded so it makes you the money and don't worry, this won't change anything about the city at all. Cannot be purchased more than once.



Dread Doctors Research (300 CP/Free For 800 CP 170 Perk): This is a whole compilation of the research of the Dread Doctors from their experiments into the creation of chimaera's, to their dabbling into electromagnetism to achieve supernatural abilities, to their knowledge of bringing back the spirit of a deceased and allowing it access to a host body. Every single iota of knowledge that the Dread Doctors possess and have uncovered is all here.

Dread Doctor Green Serum (300 CP): A green, watery fluid created by the Dread Doctors and enhanced by the accelerated healing factor of an Alpha Löwenmensch and the venom of the Ghost Riders. This serum when injected regularly allows the injected to heal their injuries and illnesses and extend their lifespans; revitalising tissues and allowing one to live longer. Now in canon, the serum does not halt or reverse ageing and while it can allow for an indefinite life the body is left ruined and ragged; yours however truly gives eternal youth temporarily stopping the ageing process. The most important part of this serum is that it allows for the resurrecting of the dead so long as the deceased body is in a liveable condition. You get a limitless supply of this serum (you decide how this manifests) and because you are paying CP, this does not manifest a person's inner darkness

when they are resurrected. However, bathing in this serum for decades will not increase your power unlike the canon one. Comes with a recipe on how to easily produce it if you do not want a limitless quantity for whatever reason.



Fox Hiding Inside A Teenage Boy (300 CP): And this will get rid of it, by simply stabbing this katana into a possessed person, this katana will exorcise them with the good thing being that the stab wound doesn't have to be fatal it can e.g. be on the arm. You can decide for there be stories, myths and legends concerning this sword and it's power.

Dread Doctor Mask (600 CP): Created using genius and madness, this mask was made by harnessing electromagnetic fields, infusing it with a unique and deadly ability; clairvoyance. The mask can be used to detect supernatural and unnatural creatures, view memories of the past as well as allow the wearer to see and hear things others cannot perceive. Now normally, the masks require the wearer to possess electromagnetokinetic abilities or else it will kill them; but your mask works without that requirement and does not cause pain upon use.



The Gun & The Whip (600 CP/Discounted With Ghost Riders): With this purchase you get two weapons. First is a gun that possesses the ability to fire magic bullets with those who are hit being erased from reality and sent to the Phantom Train Station (post-jump, those who are hit are simply erased from existence) and which can also extinguish a Hellhound's flames. The second weapon is a whip that cannot only bind someone but can also be used to break through Mountain Ash barriers as well as possessing a venom (made up of nine different venoms) that can prevent wounds from healing even in those possessing accelerated healing and can kill a normal human with enough exposure; though it can be reversed with a potion made up of nine herbs to counteract those nine venoms. Exact appearance of the whip and gun is up to you.

The Cane (600 CP): Tempered from steel with wolfsbane, mistletoe and mountain ash, forged with the blood of the Maid Of Gevaudan under the light of a full moon and the greatest supernatural killing weapon to ever exist. This weapon can kill any supernatural entity in this universe (as you are paying CP, yours can kill entities from other settings as well) with just a single deep enough stab. If you take this, this can be the original Argent Cane with The Surgeon no longer possessing it and yes it is still fiat backed.



The Bestiary

1 CP = 2 SP

All Jumpers gain 1000 SP to utilise for this and The Gifts section.

Jumpers can improve their powers by purchasing new abilities below or upgrading existing powers e.g if you possess 200 SP strength and want 300 SP strength you just require using an extra 100 SP. However, if you purchase the same ability or tier more than once or pay the full cost of a higher tier for example using strength you purchase 350 SP strength twice then you are twice as strong as The Beast Of Gevaudan or if you purchase the 300 SP & 350 SP strength option you will have the strength of The Beast and a Hellhound/Ghost Rider, or if you purchase the pyrokinesis ability twice than yours is twice as strong as a Hellhounds.

Now these races can be alt-forms, you can turn your base form into the chosen races or choose to simply gain the powers without any changes or alt-form.

If you Jumpers decide to create a new supernatural species (and yes purchasing the ones down there and purchasing new abilities can count or or you can just choose to be one of the races below with just a few extra powers like a once in a thousand years mutation), you can choose to create a legend about them in this world e.g they existed for centuries and you are the last one left or just fanwank. Or you Jumpers can choose to remain completely human with just abilities and again create a legend that states that once in a millennia or something a human is born with abilities that allow them to tap into the supernatural while still retaining their humanity or something like that. And yes these abilities can be passed down to your progeny with 100% success rate. For Supernaturals, your children will either be your race or your partner's race or an amalgamation of both (but which one it will be is up to chance).

Race prices can be decreased by 'giving up' racial abilities for example, using the Hellhound option as an example by giving up the Immortality ability the price drops by 150 SP (and that applies to all races except The Beast Of Gevaudan where

if e.g. again you give up the Immortality ability the price drops by 300 SP as The Beast price is not discounted). Or by giving up SP and reducing abilities to lower tiers e.g giving up 100 SP from Kitsune to reduce Longevity to the 100 SP tier which reduces the price by 50 SP.

Kitsune (550 SP): A supernatural species of Japanese fox spirits; Kitsune unlike the vast majority of other supernaturals possess the ability to live for centuries, growing more powerful as they age. Kitsune are also spiritual beings; as such, their physiology differs from that of other supernatural beings. There are apparently thirteen different types of Kitsune; however only five have been directly named: Celestial, Wild, Ocean, Thunder and Nogitsune. With only two of the types having been fully explained in detail. So, you can choose to be one of the named thirteen types but for those beside Thunder & Nogitsune, you are going to have to fanwank the abilities and cost.

Now, Kitsune apparently possess a 'true form' with those old enough being able to shapeshift into a human form; however, a Kitsune's true form is unknown so you are going to have to fanwank: (though it is speculated that it is similar in shape to a Kitsune's aura). A aura is a flaming energy field that surrounds their human bodies and is in the shape of a large fox which increases in size (as well as beginning to look more and more fierce) as a Kitsune gains more tails (normally a Kitsune is limited to 9 though as you are paying SP, there is no limit). This aura can be seen with flash photography, and supernatural creatures utilising their enhanced vision (though, Kitsune can be taught how to hide this aura). And can be made visible to the naked human eye when they will it, or if they lose control over their inner Fox spirit. Lastly, Kitsune can make their eyes glow orange/gold (or in cases of Nogitsune their eyes become white and they grow fangs).

Now, let's start with the tails, most of a Kitsune's power comes from their tails, with a Kitsune gaining a tail when they meet certain milestones. These tails are normally present on the Kitsune spirit however, a Kitsune can create physical representations of their tails in order to keep them safe on Earth, a method that

you now also possess. Tails possess great mystical power which can be used to perform powerful spells; however, doing so will cost the Kitsune the tail they are using as a power source with the older a tail the more power the tail contains. Kitsune are also fluent in Japanese; vocal, reading and written (regardless of canon).

The most common abilities a Kitsune possess are:

- **Intuitive Combat and Weaponry Skills (100 SP)**
- **Super Strength (100 SP)**
- **Super Durability (100 SP)**
- **Super Speed, Agility & Reflexes (200 SP)**
- **Longevity (200 SP)**
- **Shapeshifting (200 SP)**
- **Accelerated Healing (400 SP)**
- **Foxfire:** The ability to produce fire or lightning, otherwise known as foxfire from within the body. The colour of the Foxfire varies based on the Kitsune type; Thunder Kitsune produces ice-blue electricity and Celestial Kitsune produces reddish-pink sparks. As a result of this, Kitsune are immune to the effects of electricity.

Celestial Kitsune possess the abilities of (100 SP)

- **Astral Projection (200 SP)**

Thunder Kitsune possess the abilities of (250 SP):

- **Electrokinesis (500 SP)**

Void Kitsune possess the abilities of (750 SP):

- **Nogitsune Flies:** The ability to control flies around you letting you possess them and control them as well as augmenting pre-existing emotions.
- **Pain Absorption (300 SP)**
- **Teleportation (300 SP):** Even though it has never been confirmed that the Nogitsune possesses this power; you will.
- **Illusion Casting (400 SP)**
- **Possession (500 SP)**

Kitsune do possess certain weaknesses; first is Wolfsbane however, it does not weaken Kitsune as much as Werewolves/coyotes and second is Letharia Vulpina otherwise known as Wolf lichen which can temporarily weaken a Kitsune, Werewolf/coyote if injected or eaten.





Chameleon (700 SP): A relatively unknown species with their only existing one individual belonging (or in his case half belonging) to the species.
The abilities of Chameleon is:

- **Super Speed, Agility & Reflexes (100 SP)**
- **Super Durability (150 SP)**
- **Super Strength (150 SP)**
- **Accelerated Healing (400 SP)**
- **Adaptive Camouflage/Dimensional Shifting (600 SP)**



Werewolves/Werecoyotes/Löwenmensch (850 - Base Price & If you purchased 300 SP shapeshifting perk - 900 SP): The most common supernatural species in this world, Werewolves/Werecoyotes are shapeshifters who have the ability to transform from an ordinary human appearance to a partially-wolf/coyote form which includes glowing eyes (which can range from gold, blue, or red), pointed ears, mutton chops, claws and fangs, and a ridged brow. However, there are cases where Werewolves/Coyotes possess advanced shapeshifting capabilities that allow them to transform into a real wolf.

There are two ways to be a Werewolf; one is to be born a Werewolf and the second is to be bitten by an Alpha. However, in some-rare occasions, the claws of an Alpha can turn a human into a Werewolf if they are scratched deep enough (you can choose to be born a Werecreature or being bitten). Though, the children of Werewolves have been known to be born human so it isn't a certainty for a child of a Werewolf to be Werewolves themselves.

With Werecoyotes, there is only one way to become a Werecoyote and that is to be born from one. It has been shown that during the birth of a Werecoyote from a Werecoyote mother; the mother loses part of her power with that going to the child (however, the same may happen with male Werecoyotes at the moment of conception but as you are paying SP, the child still gains power from you, but the portion given regenerates immediately).

A Werewolf/Coyote is strongest when they are in a pack with one Alpha and at least three Betas with the Alpha drawing power from their Betas, and vice-versa, making them stronger, more mature and more effective in battle. However, those without a pack are known as Omegas.

Now, a Werewolf/Coyote gains their power from the moon, full moons (and especially on supermoons, when the full moon is even closer to the Earth than it normally is) are when they are at their strongest. However, this also causes their animal instincts and heightened aggression to be at their peak, resulting in them being more likely to lose control and causing harm to or killing another by accident. As a result of this, most Werewolves are trained to control themselves

on a full moon, some utilising an anchor (which can be a person, a relationship, an object, emotion or a Werecreatures own will) to help them remain connected to their humanity.

As you are paying SP, you possess the control of Satomi Ito a 110 year old Alpha Werewolf who possesses an exceptional amount of control and is capable of remaining completely human, even during full moons with your anchor being your own willpower (or you can choose one of your companions either in this jump or previous jump companions if you have any to be your anchor). You can also control your body enough to hide your scent as a supernatural being. For free, you can alter your background so that you learned this and the mastery of your Werewolf/coyote/Löwenmensch abilities from Satomi Ito and as such have a history with her; you decide the particulars.

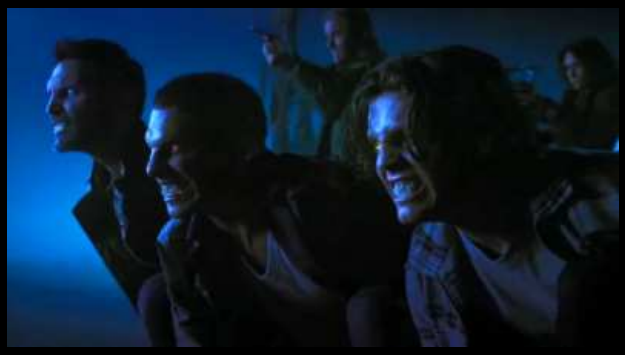
There are three 'kinds' of Werewolves/Coyotes. An Alpha who are the strongest of the Werecreatures and are distinguished by their red supernatural eyes. There are only two ways for Werecreatures to become Alpha's; first is by killing another Alpha and stealing their powers and the second and more rare case is by ascending due to the sheer force of will.

As aforementioned, Alphas are the only beings capable of turning humans into other Werecreatures (normally Werewolves and in some cases a Werejaguar as well as activating latent supernatural genes for example, in the case of Lydia it activated her Banshee abilities inherited from her grandmother). Alpha's also possess the power to force other Werecreatures to turn into human forms or partially shapeshift using their roar and the injuries they inflict on lower-ranking Werewolves/Coyotes take much longer to heal.

The Second kind are Betas, werewolves/coyotes who belong to a pack,
Betas possess the abilities of an average Werewolf/coyote, with them either having Gold eyes or Blue Eyes; the latter being the result of having taken an innocent human life regardless if it was an accident, cold-blooded murder or mercy killing someone to end their suffering even with their permission.

The third type are Omega's, Werewolves/coyotes who regardless if they are Alphas or Betas do not have a pack.
The abilities of a Beta Werewolf/coyotes are:

- **Longevity (100 SP)**
- **Pain Absorption (100 SP)**
- **Super Speed, Agility & Reflexes (100 SP)**
- **Super Strength (150 SP)**
- **Super Durability (150 SP)**
- **Super Senses (200 SP)**
- **Shapeshifting (200/300 SP)**
- **Memory Manipulation (300 SP)**
- **Accelerated Healing (400 SP)**
- **Animal Instincts:** Not an ability but as Werewolves/ coyotes are apex predators, they can assert dominance over other animals such as dogs, cats and deer; forcing them to be quiet, leave the area, stand down if they are acting aggressively etc.
- Werewolves can become Alphas by killing Alphas and taking their powers but that is the only power theft they can perform.






Löwenmensch: A species that are much like Werewolves except Löwenmensch's are half-wolf and half-lion, whereas Werewolves are not (and yes you will be this regardless of whatever canon says). The exact abilities and weaknesses of a Löwenmensch are exactly the same as a Werewolves. Now, Löwenmensch may be stronger given they are half lion; however, since we cannot be sure we'll just say power-wise they are equal to Werewolves. They also gain power from being in a pack like Werewolves and no it doesn't have to be made of other Löwenmensch.




For an additional 300 SP, you can choose to become a True Alpha, an Alpha that does not need to kill to gain their power, one who rises on the strength of their convictions (and who's power can only be taken by a Beta of their own making). This new status is proven by the Red Glow of your eyes (for those who truly want to prove you are True Alpha's in universe, you can take this with all the abilities and just choose for your eyes to remain gold until you choose to become an Alpha whereby your eyes will turn to Red permanently or you can choose for the tale of you being a True Alpha to have spread throughout the supernatural world but no one knowing your name only knowing it's a Werewolf/Werecoyote /Löwenmensch in Beacon Hills and for some reason no one has come yet (obviously different supernatural entities will come as the series progresses)). By taking this, your abilities are augmented to:

- **Power Granting (100 SP)**
- **Super Speed, Agility & Reflexes (150 SP)**
- **Super Strength (200 SP)**
- **Super Durability (200 SP)**
- **Healing Disruption (300 SP)**

- Healing (**600 SP**): Alphas can also heal however it requires a ritual of sorts and comes at the price of losing Alpha status. This works as a more advanced form of Pain Absorption; but, instead of simply taking away pain, it also takes away wounds and injuries. However, as you are paying CP, you can heal without losing your spark and it does not require any ritual at all. Also, regardless of what canon healing is capable of, yours can do exactly what the ability states; although be warned, you will feel the injury and pain the target feels as you are absorbing it all (before anyone asks, you will not suffer from what you are absorbing).
- Alphas can also force other Werewolves to transform via their roar.

For a further 200 SP, you can choose to gain the powers of an Augmented Alpha-the equal of Deucalion the very strongest of the Augmented Alpha. Now before you ask, this just comes with the power of an Augmented Alpha your powers are not corrupted, your eyes truly bright red and not the faded or the dull colour of the rest of the Augmented Alphas and you have not killed any Beta's or stolen any powers (you are still a True Alpha). You can also choose to have a transformation similar to Deucalion because to be honest I think it looks cool but it is optional and will look different for Werecoyotes & Löwenmenschs but will have the same overall appearance.



- **Super Strength (250 SP)**
- **Super Speed, Agility & Reflexes (250 SP)**
- **Super Durability (250 SP)**

Werewolves/coyotes however while powerful do possess weaknesses:

- First is Wolfsbane which is extremely toxic to Werewolves/coyotes with most forms killing a Werewolf/coyote if the wolfsbane reaches their heart.
- Second is Electricity which Werewolves/coyotes are incredibly vulnerable to and which interferes with the nature of their powers.
- Third is Letharia Vulpina, a species of lichen which while not fatal to Werewolves, Werecoyotes and Kitsune weakens them for several days until it wears off.
- The Fourth weakness is the Full Moon which while it does provide a Werewolf/coyote it's abilities, comes with a price, which is that during a full moon; the Werewolf/coyote becomes extremely feral, bloodthirsty, and easy to anger. And during times when the moon is covered up I.e a Lunar Eclipse, Werewolves/coyote will be cut off from the source of their powers (though as Jumpers are paying CP, this does not affect you but the full moon still gives you power).
- The Fifth weakness is the fact that a Werewolf's/coyote's transformation can be easily triggered by intense emotions.
- The Sixth weakness is Loud Noises with which Werecreatures can be incapacitated especially at extremely loud decibels, as well as sounds at ultrasonic and subsonic frequencies. The last and most common weakness with all supernaturals barring one or two exceptions, is Mountain Ash.

Anuk-Ite (1200 SP): An ancient shapeshifter and creature of disharmony that can manipulate others into turning against each other. It does this by creating and amplifying fears, paranoia, panic, anger and even suicidal thoughts and feelings (as well as imbuing locations with this ability as well). Which can cause/manipulate others into committing violent acts or becoming hostile to the source of their fear. With the Anuk-Ite all the while feeding on the negative emotions of those affected by its abilities, making it more and more powerful. You look like a normal human.
To start with, the Anuk-Ite possesses:

- **Telepathy (300 SP)**
- **Illusion Casting (400 SP)**

- **Zoopathy (400 SP)**
- **Pathokinesis (700 SP)**
- **Petrification (600 SP)**

However, Mountain Ash can redirect your petrification back to you, turning you to stone instead.

Banshee/Can Only Be Taken By Females Or Those Who Identify As Such (1650 SP): Special human women who possess the ability to sense the death of another. As a result of their unique abilities; Banshee's are considered harbingers of death and are referred to most commonly as the Wailing Women because of their characteristic scream which they do to announce the deaths of another. Unlike other supernaturals, Banshee's are completely human and do not possess the common ability of shapeshifting or the increased physical attributes such as strength, accelerated healing, stamina etc. This is because Banshees are not true supernatural beings but are instead, humans with access to the supernatural; though they do possess a connection to other Harbingers Of Death such as Banshees and Hellhounds. Now, normally every Banshee does not have the same exact powers but as you are paying CP, you possess all of the abilities below with the potential to develop more. Your abilities are on the same level as Lydia's, who will become an exceptionally powerful Banshee.

Banshee possesses the abilities of:

- **Harbinger Connection (100 SP)**
- **Clairaudience (200 SP)**
- **Death Sense (200 SP)**
- **Supernatural Sensitivity (200 SP)**
- **Telepathy (300 SP)**
- **Banshee Aura (500 SP)**
- **Divination (500 SP)**
- **Premonitions (500 SP)**
- **Banshee Scream (600 SP)**
- **Supernatural Immunity (800 SP)**

And any other abilities not covered here you will also possess the same.

Hellhound (2200 SP): Now this one is a bit special; you see, a Hellhound is not born; but is instead formed or made when an amortal supernatural spirit possesses the bodies of humans.

Normally, when a Hellhound is first created, the spirit and the host are separate with the spirit controlling the body and repressing the host during the night and the host being unaware of their supernatural identity. However, you have fully merged with the spirit, allowing you to become one with the Hellhound and it with you, bestowing you conscious control over your abilities (and no, you and the spirit cannot separate and no you are not two separate beings just one). Also, normally a Hellhound can be controlled by Ghost Rider or a being who possesses a Ghost Riders abilities; but as you are paying CP, you are immune to that ever happening to you; additionally, you are immune to having your powers deactivated by the Ghost Riders whips or guns preventing you from becoming vulnerable to them.
The abilities a Hellhound possesses are:

- **Harbinger Connection (100 SP)**
- **Shapeshifting (200 SP)**
- **Super Senses (200 SP)**
- **Immortality (300 SP):** This isn't fully proved that a Hellhound cannot age, but because you are paying CP, you are now biologically immortal. If discarded you still get the first tier Longevity for free as a result of your healing factor but again you can discard that.
- **Super Durability (300 SP)**
- **Super Strength (300 SP)**
- **Super Speed, Agility & Reflexes (300 SP)**
- **Accelerated Healing (400 SP)**
- **Rift Manipulation (400 SP)**
- **Premonitions (500 SP)**
- **Pyrokinesis (600 SP)**
- **Supernatural Immunity (800 SP)**



The Beast Of Gevaudan (2750/3050 SP): The most famous Werewolf to exist and one which warrants a separate purchase option from standard Werewolves. By taking this, you possess the exact same abilities as the legendary Beast and for free you can choose to become a direct descendant of the famed Beast; Sebastian Valet making you a distant cousin of the Argents. Now, you can choose for no one to recognise your relation (except barring the Argents) or you can choose for their to have been a legend stating that the bloodline of The Beast survived and that it is will one day activate, causing all who see your shapeshifter form to know who you are or fanwank.

The Beast possesses powers of:

- **Pain Absorption (100 SP)**
- **Super Senses (200 SP)**
- **Immortality (300 SP):** It is not proven in canon that The Beast is immortal but by taking this you will be. If discarded you still get the first tier Longevity for free as a result of your healing factor but again you can discard that.
- **Memory Manipulation (300 SP)**
- **Super Durability (350 SP)**
- **Super Speed, Agility & Reflexes (350 SP)**
- **Super Strength (350 SP)**
- **Accelerated Healing (400 SP)**
- **Shapeshifting (400 SP)**
- **Animal Instincts:** Not an ability but as Werewolves are apex predators, they can assert dominance over other animals such as dogs, cats and deer;

forcing them to be quiet, leave the area, stand down if they are acting aggressively etc.
- You Werewolf jumpers are also given the training to control your bodies allowing you to control your scent and stop others with super senses smelling you as a Werewolf.

The Beast is immune to the majority of Werewolves weaknesses so Wolfsbane, Kanima Venom & Electricity no longer affect you. However, mistletoe and Mountain Ash can still poison and trap you.

As you are paying SP, you possess the control of Satomi Ito a 110 year old Alpha Werewolf who possesses an exceptional amount of control and is capable of remaining completely human, even during full moons with your anchor being your own willpower (or you can choose one of your companions either in this jump or previous jump companions if you have any to be your anchor). You can also control your body enough to hide your scent as a supernatural being. For free, you can alter your background so that you learned this and the mastery of your abilities from Satomi Ito and as such have a history with her; you decide the particulars.

Also, your eyes can start as Gold, the normal Beta Werewolf colour (you can choose for your eyes to glow like the picture below or like a normal Werecreature and the Löwenmensch above).

For an **additional 300 SP**, you can choose to acquire the abilities of an Alpha I.e not the physical aspects but the
- **Power Granting (100 SP)**
- **Healing Disruption (300 SP)**
- Healing (**600 SP**): Alphas can also heal, however it requires a ritual of sorts and comes at the price of losing Alpha status. This works as a more advanced form of Pain Absorption; but, instead of simply taking away pain, it also takes away wounds and injuries. However, as you are paying CP, you can heal without losing your spark and it does not require any ritual at all. Also, regardless of what canon healing is capable of, yours can do

exactly what the ability states; although be warned, you will feel the injury and pain the target feels as you are absorbing it all (before anyone asks, you will not suffer from what you are absorbing).

- Alphas can also force other Werewolves to transform via their roar.

aspects. And yes you can choose to be a True Alpha and you can have the Red eyes and you can have the same offer as I mentioned above. Discarding the abilities of an Alpha gives you half the CP they cost.

Also, Supernatural Immunity is discounted as The Beast is immune to Wolfsbane, Kanima Venom & Electricity already with only Wolfsbane, Mistletoe & Mountain Ash affecting him.

Before anyone asks about the price, this is because The Beast is more powerful than even a Hellhound and so the price therefore has to be greater; that's why the price isn't discounted like the others. (Like with the Werewolf/Coyote & Löwenmensch option, the full moon still powers you but you will not lose your powers when the moon is obscured).






Ghost Riders (3100 SP): Otherwise known as the Wild Hunt. The Ghost Riders are an incredibly powerful group of supernatural beings who utilise their abilities to ride the storm and collect souls and erase others from reality for all of eternity. Jumpers before you ask do not need to look like Ghost Riders and for those who don't want to can choose for their eyes to glow green instead if they desire (like a Werecreatures supernatural eyes). You Jumpers can choose how you gained these powers and/or how you are a Ghost Rider for example, was your mother pregnant when she was taken or were you exposed to the Ghost Riders in-utero, were you forcefully turned but your will was too strong and you gained the benefits without the drawbacks etc. Either way, you decide the backstory and no before anyone asks you not dead or undead so unlike other Ghost Riders you can tire and still need sustenance.
Ghost Riders possess:

- **Teleportation (300 SP - Free With Atmokinesis)**
- **Power Granting (100 SP)**
- **Telepathy (100 SP)**
- **Immortality (300 SP)**
- **Super Strength (300 SP)**
- **Super Speed, Agility & Reflexes (300 SP)**
- **Visual Identification (300 SP)**
- **Super Durability (400 SP)**
- **Adaptive Camouflage/Dimensional Shifting (600 SP)**
- **Pathokinesis (600 SP)**
- **Atmokinesis (700 SP)**
- **Electromagnetokinesis (700 SP)**
- **Compulsion (800 SP) - Ghost Riders possess the ability to compel Hellhounds.**
- **Reality Warping (1000 SP)**

Rift Manipulation (400 SP - Full Price) is discounted as Ghost Riders have been seen to be able to pass through rifts with no problems but not tear them open.

Ghost Riders have been shown to possess few weaknesses. One is that they are vulnerable to Mountain Ash, but it can be broken through with assistance, such as using the whips of a rider with enough force or compelling a Hellhound to use

their fire to burn through the barrier. Additionally, they can bypass Mountain Ash by teleporting through lightning strikes to the location they want, however, this can be hindered if the Ghost Rider is in a location that is immune to lightning strikes.

Another weakness are relics, which are objects belonging to victims that are for some reason or other not erased with them. Which with time can help a person to regain their memories of the erased.

Lastly, the Wild Hunt are not indestructible and while considered dead can still be physically hurt and killed for example, having a chunk of their skull eaten, having their internal organs being damaged irreparably, stabbed in the throat and shot with their own weapons.





Chimaera (Varies): A living being possessing more than one set of distinct DNA in their genetic makeup and also used to describe those bestowed abilities of at least two supernatural species by the Dread Doctors.

You are much like them in the regard that you are a hybrid of more than one supernatural race; containing both abilities within yourself affording you immense power. However, unlike the Chimaera's that will one day be created, you are not artificial and birthed by science but are natural; one born the way they are and the children of two/three different supernatural species.

The **way this works is that you can purchase two or more of the races above paying the full cost of the two most expensive races** (including any additional points for power ups e.g. 900 SP for Werewolf with advanced shapeshifting and 300 SP for True Alpha) **and half price for the second or third race if both or all three are same price than just discount whichever one.** (If the combined price has 25 SP e.g. 1225 SP at the end round it to 1200 instead I'll take off the 25 for you or if the price ends with 75 SP round it to 50 SP, the same rule with discounts that you get for abilities as well. Banshees cannot be taken by male Jumpers).

Jumpers can also choose to reduce the prices of the races by discarding certain abilities e.g. reducing the prices of Ghost Riders by 500 SP by discarding Reality Warping so while Ghost Riders in universe possess the power for one reason or another you don't. As for any discounts the races might possess, if all the races you pick possess the same discounts then it is triple-discounted or you can instead discount three purchases letting you purchase the ability three times at discounted price.

As for weaknesses e.g. Mountain Ash, Wolfsbane, Electricity etc, if one of the races has Supernatural Immunity then that basically gets rid of ALL of them but if both have the same weaknesses, nothing changes in the sense that you are NOT doubly or triply weak to them compared to others.

And yes for whatever reason you can choose to purchase the same race twice or even three times for whatever reason even if technically and genetically that doesn't make you a Chimaera.

You can decide how you are a Chimaera e.g. as above-mentioned, you can be the children of two supernatural races, you can be one supernatural race and the 'genes' of that race activated dormant ones inside you or something else entirely or you can choose to just possess the abilities of that extra race without any DNA change and you just possess those powers.

You can also choose to just be a new supernatural species that just contains the same abilities as the ones you picked and if you choose it, it will create a legend of your species in this world. As for supernatural eye colour in the case where all the species have different ones; you decide how it works e.g. does each eye have a different colour belonging to two of the three races, have both colours mixed, is it just one colour etc your choice.

The Gifts

All the abilities here possess no inbuilt limitations meaning that with time, training and effort there is no limit as to how powerful they can become. And you begin with utter mastery over your powers as well as the ability to teach others with similar or the same powers to master them as well.
Taking abilities more than once increases their power, range (but if tactile they will remain as such) and speed for all of them barring shapeshifting.

Scent Inhibition (50 SP): As the name states, this is the ability to quite literally turn off your own scent making it so that you do not smell of anything, preventing Werewolves and others with super senses using their noses to track you. Comes with a toggle if you want.

Harbinger Connection (100 SP): An ability possessed by all Banshees and Hellhounds AKA Harbingers Of Death who possess an almost telepathic connection to each other and others of their kind. Allowing for Harbingers to communicate with others through large distances as well as locate them with relative ease when needed. (Even though a part of this connection has been shown to occur due to telepathy, by taking this it works as stated).

Intuitive Combat and Weaponry Skills (100 SP): An innate ability which gives mastery towards CQC more specifically with melee weapons e.g. swords, nunchucks, staffs, and even to a lesser degree crossbows.

Longevity (100/200 SP/First purchase free for Accelerated Healing, 200 SP free for Kitsune): The ability to possess a longer than average lifespan equalling a few dozen years into the 100's. **For 200 SP**, you possess the lifespan of a Kitsune allowing you to live for thousands of years with no issue. While this is free with Accelerated Healing, it's not compulsory.

Pain Absorption (100/200/300 SP): The power to absorb pain from animals, humans, and other supernaturals via physical contact. This ability works by touching the person who is in pain and drawing that pain into themselves which manifests as the user's veins darkening. At the beginning, a user is only capable

of taking a part of a being's pain, but with practice, they can learn to take it completely. But, as you are paying SP, you acquire complete mastery. **For 200 SP**, you can possess the (non-canon ability) to also take mental pain and conditions as well as physical; when I say mental, I mean for example a person suffering from anxiety, stress, panic attacks and depression or a Banshee being bombarded by voices and noises etc; you can syphon their conditions away giving them moments of reprieve and again you have complete mastery. **For 300 SP**, you can choose to acquire the advanced version belonging to the Nogitsune which gives you power and sustenance by using the pain you absorb.

Power Granting (100/200 SP): The ability to endow humans with supernatural abilities and in basically all cases, turns the recipient into another species. For Werewolves, this is limited to Alpha's who can turn humans into Beta Werewolves (though in some cases, they can be turned into Werejaguars) through a bite or a deep enough scratch. However, as you are paying CP, both Werewolves/coyotes and other supernatural beings can decide how you turn ordinary humans into others of your kind; meaning the way it is done is up to you, e.g. do you require a bite or scratch like Werecreatures or can you do it with just a touch and a few seconds of time up to you and you do not have to worry about a recipient rejecting your bite; it is now universally compatible. Lastly, you Jumpers can decide what in-jump abilities you pass on to recipients.
For 200 SP, while not a canon power you can bestow both supernaturals and humans with out of jump powers with just a touch (or a bite depending on how you can turn others) without needing to convert them into others or your kind. Of course, you can give both supernatural and out of jump abilities and change races as well.

Super Durability (100/150/200/250/300/350/400 SP): The **first purchase** gives you the durability of a Kitsune able to survive being stabbed in the heart for a short period, having a lightning rod stuck into your eye and handling slashes on your legs, arms, and across your abdomen with no issue. The **second purchase (150 SP)** gives you the durability of a Beta Werewolf, able to let you survive gunshots, stab wounds, claw wounds etc but without regenerative healing, you could die from such injuries after a while. The **third purchase (200 SP)** gives you durability

equal to an Alpha letting you survive direct impalement through the chest, superheated wire sharp enough to remove heads and a nick from the whip of a Ghost Rider. The **fourth purchase (250 SP)** gives you the durability of Deucalion letting you be hit with a telekinetic attack from a Darach empowered from nine sacrifices (who could beat other lesser Augmented Alphas) with literally no issue and have the durability of an Alpha and a dozen Betas. The **fifth purchase (300 SP)** gives you the durability of a Hellhound who can handle wounds from The Beast Of Gevaudan which can easily rip apart normal humans and Werewolves with ease with only silver bullets to the head being able to kill them. The **sixth purchase (350 SP)** gives you durability equal to The Beast Of Gevaudan bestowing invulnerability to conventional weaponry such as firearms, arrows and blades and supernaturals such as the claws of Werewolves. The **seventh purchase (400 SP)** gives you the durability of the Ghost Riders, which basically makes you near unstoppable; capable of surviving firearms such as handguns, assault rifles, M24s etc, bladed weapons such as arrows and knives, the claws of shapeshifters etc with the only thing capable of taking you down being a Banshee's screams (and not for long) and a Ghost Riders whips and guns.

Super Strength (100/150/200/250/300/350 SP): A very common supernatural ability, the **first purchase** bestows you the strength of a Kitsune, able to break katana's in half, sink swords into cement and break off obsidian into shards. The **second purchase (150 SP)** gives you the strength of a Beta Werewolf which gives strength great enough to break through chains and deadbolt locks, punch through brick and marble, throw grown men across a room with no issue and snap a neck with one's hand. The **third purchase (200 SP)** gives you the strength of an Alpha who can easily throw several grown humans at the same time, cause multiple spiral fractures with simple flicks of their wrist, break apart gigantic stone entrances with a single punch. The **fourth purchase (250 SP)** gives you the powers of the Augmented Alpha Deucalion, one of the strongest Werewolves to exist, his strength was such that he can casually slaughter other Alpha's, crush other Augmented Alpha's skulls and possessed the power of an Alpha and a dozen Beta's. The **fifth purchase (300 SP)** gives you the strength of a Ghost Rider and Hellhound (they possess the same level of physical strength) a supernatural strong enough to flip over jeeps and easily beat an Augmented Alpha with relative

ease. The **sixth purchase (350 SP)** gives you strength equal to The Beast Of Gevaudan, physically the strongest being in this world.

Super Speed, Agility & Reflexes (100/150/200/250/300/350 SP): The **first purchase** gives you the level of a Beta Werewolf able to let you keep up with motorbikes and cars (normal cars like jeeps not sport cars) at top speed, jump several stories with no problem, perform acrobatics like professional gymnasts and dodge speeding bullets. The **second purchase (150 SP)** gives you the level of an Alpha, the **third (200 SP)** to the level of a Kitsune, the **fourth (250 SP)** to the level of an Augmented Alpha, the **fifth (300 SP)** to the level of a Hellhound who was able to take a body impaled with a steel pipe, clean up the the crime scene and vanish in less than a minute. The **last (350 SP)** level takes you to the level of The Beast Of Gevaudan who is so fast that a Hellhound can barely keep up with it.

Telepathy (100/300 SP): The power to look into and read the minds of others. This is split into two tiers; the first gives you the telepathic communicative capabilities of the Ghost Riders letting you talk directly into someone's mind so long as they are a few metres from you, but for those of the same race as you, there is no limit in distance. However, you cannot read people's minds, only communicate. The second tier gives you the capability of Banshee's which are the only race to possess this ability at this strength. This affords them the power to communicate with other Banshee's and Hellhound's, hear the thoughts of other supernatural races such as Werewolves as well as communicate with others.

Astral Projection (200 SP): The ability to project the spirit, this ability both allows you to remain unseen by others or make yourself visible. Also, abilities like telekinesis or telepathy that do not require you to physically come in contact to use can be used while you astral project.

Clairaudience (200 SP): The ability to be tuned to levels of the universe that only you can hear. This lets you discern details of a person's death or impending death via sounds only you can perceive. Which can include voices e.g. whispering or screaming but also gunshots, electricity, buzzing, fighting, etc. As a side-effect of this ability or as a by-product, you possess hearing more powerful than ordinary

humans, resulting in greater sensitivity to loud noises and the ability to hear sounds that the average humans have difficulty picking up.

Death Sense (200 SP): The ability to sense when someone has or is about to die. Normally, this is accompanied by a trance-like state that subconsciously draws you to the location where someone has recently died or is about to; however, with experience and training (or paying SP), you can learn to remain somewhat conscious during this event.

Super Senses (200 SP): As the name says, this bestows Enhanced Senses. Allowing for the ability to see in total darkness and across large distances with incredible clarity, track scents for up to several miles as well as smell and interpret chemicals that can indicate identity and emotional states (including sexual desire) and hear whispered conversations across distances and from outside of buildings with ease. A supernatural can via using supernatural eyes allows for the perception of supernatural phenomena that cannot be perceived by human eyes, such as a Nemeton, or a Kitsune's aura. Those who take this gain supernatural eyes if they did not possess them before and colour is up to you or the same as mentioned in the race description e.g. Ghost Riders. Purchases after the first increase the strength and range of your senses.

Shapeshifting (200/300/400 SP): The ability to alter your shape in a number of ways, e.g. growing claws, fangs, changing the colour of your eyes, increasing height and physical size etc the changes and alterations are dependent on the nature of the supernatural in question. For example Hellhounds can alter their bodies so they can have glowing orange eyes, black charred claws, fangs and a magma looking body that gives off heat as well as engulf their entire or part of their body with fire. Nogitsune can have their eyes glow white. Löwenmensch can cause their eyes to glow as well as grow fangs, claws, mutton chops, pointed ears etc. Werewolves and Werecoyotes can turn their features into that of a partially lupine form, which involves glowing eyes, fangs, claws, a ridged brow, pointed ears and large sideburns and in some rare cases (or **if you pay 300 SP**), a **Werewolf and Werecoyote can turn into a complete full Wolf and Coyote,** Löwenmensch can turn into (I believe) a complete Lion or Wolf (one of the two)

and Werewolves/Werecoyotes taking this count as Evolved Werewolves and Werecoyotes & Löwenmensch as Evolved Werecoyotes & Löwenmensch's (though this part is not canon or mentioned so you might want to fanwank).

For all supernaturals with this power, they can transform only a few selective features as needed, such as only extending their claws, their fangs, or simply making their eyes glow to enhance their eyesight or display their nature (for forms like the Hellhounds which burns clothes or the full animal form of 300 SP shapeshifting you can decide for your clothes to either for example to be fireproof or when you transform for them to magically disappear and reappear when you transform back but that is if you want it.).

For 400 SP, you instead of the normal shapeshifting I described above possess a more advanced form seen by only one individual; The Beast of Gevaudan who could summon and draw shadows and darkness to himself to form a shell around his body to create his Beast form which was an nine foot tall monster that was so powerful that it took most of a pack as well as a Hellhound to defeat him. Not to mention, while in this form, Sebastian possessed a continuous aura of shadows that surrounded him as he moved. But you can choose what this looks like or how you transform. Also, as you are creating what is basically a shell around your body, you are not naked when you transform back.

Supernatural Sensitivity (200 SP): The ability to sense, seek out, and identify supernatural energy and supernaturals themselves. For example, the Banshee Meredith is/was able to sense the supernatural identities of various supernatural creatures in Beacon Hills.

Healing Disruption (300 SP): An ability that has been thus far unique to Alpha's, this is the power to inflict injuries that can take much longer to heal. Now, normally this is only effective for lower-ranking supernatural creatures but as you are paying for this, I will say that you can inflict injuries that take longer in those weaker than you and I mean weaker as in you could kick their ass weaker. These can be claw marks, busted ribs, cracked bones etc so long as it was

inflicted with your bare hands. The source of this power is due to a mystical energy that you possess which impairs wound healing. While not canon, you can choose for wounds you leave behind that this ability used on to have an aesthetic for example, do they glow gold, are their blue flecks on the wound, is energy wafting off the wound/s etc, your choice. If purchased more than once this increases the time it takes for injuries you inflict to heal.

Immortality (300 SP): The ability to not age.

Kanima Venom (200 SP): A paralytic venom normally produced by either a Kanima or a Kanima-Chimera; It is an incredibly potent toxin which can render nearly any living entity paralyzed in seconds. However, the severity and length of the paralysis varies based on the healing ability of the victim, how they were exposed, the quantity of venom they were exposed to and the strength of the supernatural in question for example, The Beast even though he is a Werewolf is immune to Kanima Venom as well as Deucalion who only suffered from instability of his motor functions for several hours. When exposed via physical contact, those exposed will be paralysed from the neck down within seconds which can last for several hours. However, if a human or entity with no accelerated healing is injected intravenously with the venom, their diaphragm will be paralysed as well as their motor functions, causing them to suffocate and die in a matter of seconds. How and where you produce this venom is up to you e,g, can you produce it anywhere on your body, do you produce it only on your claws (if you have any) etc it is up to you and you can more importantly turn it off when you want so if you don't want to produce venom, you can control it so you don't.

Memory Manipulation (300 SP): An ability unique to just Werewolves/coyote's /Löwenmensch's, the ability to perform a memory-sharing ritual, which by sticking their claws into the back of a person's neck allows for the viewing of a person's memories, sharing their own with the target, creating false memories, placing entire lifetime worth of experiences into others or even suppressing, stealing or removing them entirely etc. Lastly, while it is not proven that Peter used this ability to connect his spirit to Lydia's, you now can, allowing you in the event of your death for you to 'haunt' one being that you previously used this

power on. Which at first, will manifest as hallucinations and flickers of you but as time goes on, your control will begin to grow until you are able to control what the target sees even eventually enabling you to have conversations with them. This also comes with knowledge of how to remove the spirits of others. Using the Peter & Lydia example, you could if you desired cut the connection between Peter's & Lydia's spirit removing him from her mind and curing her. For those not comfortable sticking claws into peoples necks or not liking inflicting pain onto others you can choose how to utilise this ability or simply make it so that when you utilise this power when you insert your claws into their necks the one the ability is used on feels nothing.

Teleportation (300 SP/Free With Umbra And/Or Atmokinesis): The ability to travel from one place in the range of five miles you can teleport others by touching them if more than two people, so long as the ones you're touching are touching them you can bring them with you. You can choose the aesthetic of this ability.

Visual Identification (300 SP): The ability to know and target individuals who have seen you, as well as letting you locate them.

Accelerated Healing (400/500 SP): The ability to heal quickly from gunshots and stab wounds from minutes to hours (depending on the severity of the wound) broken arms, legs, and spines near instantly, slit wrists immediately with blood loss being replaced and a buckshot to the stomach within minutes. Also, those with this ability are immune to the vast majority of human illnesses and conditions such as colds, cancer, epilepsy, asthma, etc and cannot get high on drugs or get drunk. Also, as a result of the increased cellular healing; they possess incredibly heightened lifespans letting them live a few decades into the 100's. In the case of Hellhounds, the wounds literally smoke.
For an **additional 100 SP**, you possess an enhanced regenerative healing factor akin to a Kanima allowing for near instant healing from injuries including entire clips of bullets blasting through you or crossbow bolts to the head with no problem or damage etc with you regenerating brain matter straight away (and I mean that). And regardless of price, any foreign objects will be dislodged by this ability.

You can choose the aesthetic of this power regardless of race. As you are paying CP, you also possess the training that lets you utilise your own force of will to prevent yourself from healing so long as you are conscious; preventing others from realising your true nature which you can teach to other supernatural beings with this power.

Illusion Casting (400 SP): The power to create and implant insanely realistic illusions into the minds of others. For example, tricking people that others are in danger, convincing Derek that the Darach was back, creating an illusion of an undead trickster to fight against others (if you possessed a telepathic ability to look into the minds of others). So powerful that if a person were to be injured via your illusion, they would actually believe and feel it.

Rift Manipulation (400 SP): The unique power of Hellhounds due to their connection to the Wild Hunt. This is the ability to cross through rifts in the fabric of reality and use your physical strength to manually open a rift so that others can safely travel through.

Zoopathy (400 SP): The ability to control animals, specifically spiders, with which you can perform a variety of functions. For example, you could induce negative emotions more remotely than before, consume the genetic material of others stealing their DNA and any traits and abilities they possess as well as using spiders to control the corpses created due to that ability.

Banshee Aura (500 SP): The ability that allows Banshees to imbue their environments with their supernatural aura that allows for immense control as well as the ability to affect other non-Banshees via it. For example, the one Banshee who possessed this power could induce hallucinations into others both non-supernaturals and supernaturals alike as well as create ghostly manifestations of others with the apparitions possessing the memories and appearances of the original and can utilise the Banshee's aura that created them.

And lastly, via control of their aura, a Banshee can manipulate the objects in their environment through sheer force of will.

Divination (500 SP): The ability to divine which basically can be done using sound for example, dropping bullet casings to find the location of the person the bullets were shot at or entering a trance like state and freely writing without being consciously aware of it.

Electrokinesis (500 SP): The ability to generate your own electricity as well as syphon electricity from any source. You can choose the colour of your electricity or colours of it and if not obvious, this makes you immune to being electrocuted and affected by electricity.

Premonitions (500 SP): Normally belonging to Harbingers Of Death, you have the power to experience premonitions that allow you to sense a person's death, which allow you to know how and when a person dies as well who/or what will cause the deaths. These premonitions can take the form of noise to you and as they grow more powerful they can become visual. And in time as your powers grow, you will be able to astral project yourself into them letting you pause and examine the vision as well as interact within them; if not obvious, this is the level you are at.

Possession (500 SP): The ability to possess the bodies of ordinary humans as well as other supernaturals.

Adaptive Camouflage/Dimensional Shifting (600 SP): The power to make yourself and others via physical contact near invisible to the human eye by blending like a Chameleon. The way this works is that the user creates a visual field around themselves with the user existing partially in the normal world and partially in the reality inhabited by the Ghost Rider's; post-jump, this power works by allowing you to coexist in a fiat backed dimension that no others can enter. This ability also enhances the sight of the user and the person they are utilising their power with, as well as allowing them to see things that cannot be seen by normal

human eyes including objects erased from reality via reality alteration. However, while using this power, you can still be smelled.

Banshee Scream (600 SP): As the name states, this is a Banshee's most important and most well known ability, with which a Banshee can announce a death, enhance the power of their premonitions and their hearing/Clairaudience. This scream itself is a powerful concussive force capable of (with training) blowing ⅓ of a person's face straight off, shatter bullet proof glass, overload electronics, break skulls and throw grown men across rooms. This ability can be further channelled by funnelling the scream through the user's hands to push others and objects backward and bringing back memories of an individual or forcing a Werewolf back to its human form by screaming the person's name. A Banshee also does not require screaming in order to affect their environment with them simply shaking furniture and objects with a simple emotional outburst.

Healing (600/800 SP): The ability to heal others of severe and even permanent wounds and illnesses which even accelerated healing cannot overcome. This is done by placing your hands over the wound or person and focusing, and because you are playing CP; there is nothing you cannot heal, no genetic condition, no poison, no illness, no injury including mental attacks e.g. catatonic states brought about by memory manipulation rituals, coma's, broken minds etc, you can also heal things like scarred bodies e.g. the Darach, supernatural injuries for example, things caused by Wolfsbane like Derek in S1, Ghost Rider whips, rejection from a Bite and supernatural afflictions and maladies etc and the healed will feel no pain or discomfort and you will not be weakened (this ability can also work on dead bodies as well in case for whatever reason you want to 'heal' a corpse). Also, any foreign bodies in the wound are magically pushed out by your ability.

For an **extra 200 SP**, your healing capabilities has been enhanced to a level beyond absolutely anything possible affording you something seen very rarely in this world; resurrection. Yes, you heard me right, you can literally resurrect another (so long as the body is intact and the injuries on the body are healed as there's no point resurrecting someone if their body is too damaged to sustain

their life) and unlike with Werewolves, you no longer require an Alpha Werewolf, a worm moon and moonlight directly shining on the corpse to resurrect someone. However, this does not come without drawbacks; after all, you are going against nature here there have to be consequences. The first consequence being that you are only able to resurrect two individuals per month (at the beginning) and the second being that each resurrection drains you; nothing that a weeks rest won't cure with your abilities regaining their strength from their weakened state but doing both resurrections at the same time will drain you completely for a month meaning you will be as powerless as a human as your abilities return bit by bit. Lastly, you can choose the aesthetic of this power e,g, does your hand glow with a white light, do your eyes (if you have a supernatural eye colour) light up, does both happen, do your veins turn black as you absorb the injury etc your choice and yes like a Werewolf/coyote/Löwenmensch you can choose to feel the pain and injury of the target as you heal the injury and/or resurrect the person/s.

Pathokinesis (600/700 SP): The ability to manipulate emotions, more specifically negative emotions such as fear, panic, anger etc. This ability allows the user to induce fear into living beings e.g. animals supernatural, humans etc on top of amplifying previously existing fear and other such emotions. This can be from a simple fear e.g. acrophobia to people being driven to violently kill others or even killing themselves. The first tier affords the capabilities as described above; the second tier allows you to feed on those negative emotions, making you more powerful.

Petrification (600 SP): The ability to petrify anyone who makes eye contact with you into stone. Now, this is fatal for normal humans, but for those supernatural beings with Accelerated Healing abilities they will be in a state of limbo for a time before they die. However, this can be reversed via killing you and mountain ash can be used to reflect this ability back towards you turning you into stone instead which will kill you.

Pyrokinesis (600 SP): The ability to produce flames from within your body. These flames can be used to produce several different effects. For example, using flames

to ignite bodies, coating fists or your body with flames to enhance the damage of your attacks and set others ablaze with physical contact. The property of the flames can also be altered i.e you can choose whether or not the flames you produce damage others or not. As a 'side-power' of the pyrokinesis, you can generate immense quantities of heat which you can direct via your body e.g. sending out waves of heat to heat up guns used by Hunters, it is also this power that makes the Hellhound immune to Mountain Ash as it literally burns the mystical properties out of the material. And lastly, you are immune to fire and increased temperatures. You can choose the colour of your fire and you can choose for it to be more than one colour.

Umbrakinesis (600 SP/Discounted To 400 SP Shapeshifting): The power to control, create, and manipulate darkness and shadows. The exact applications of this ability are limited to imagination and intellect. But what was seen was the ability to teleport through darkness within seconds (same range as teleportation and this works by summoning darkness around you), increase the amount of darkness present within an area, blend into shadows allowing for intangibility and creating a shell made of darkness and shadows. If Jumpers decide to use shadows and darkness to shapeshift like The Beast then this is discounted. And for free, you can create shadows and darkness much like how a Hellhound is able to create flames.

Atmokinesis (700 SP): The ability to control the weather in a limited fashion, allowing you to create thunderstorms, lightning bolts, powerful gusts of wind, teleport through lightning (same range as teleportation) etc; with time and effort who knows how powerful this ability can become maybe you might be able to control hurricanes and tornadoes, send down rugby ball sized hailstones across an entire city etc.

Electromagnetokinesis (700 SP): The ability to manipulate electromagnetic energy, allowing for the control of electricity and magnetism for example, causing clocks to stop, cars to be disabled, metal controlled.

Power Theft (700 SP/Discounted To Werewolves/Coyotes, Löwenmensch & The Beast Of Gevaudan): The ability to steal the powers of another gaining their strength, speed, durability and other supernatural abilities they may possess. Now normally, this ability is fatal and requires stabbing the target with your nails to trigger and requires a few seconds in order for the theft to be complete. However, as you are paying SP, you can steal the powers of others by just placing your hands or a hand onto the target and within a few seconds, you will have taken their abilities. When powers are stolen, your supernatural eyes (if you possess any) glow even more brightly than normal and can in the cases of Werewolves/coyotes & Löwenmensch be accompanied by a change in eye colour to reflect a new status as in going from Beta to Alpha. Also, your powers won't be corrupted and neither will you.

Lastly, when all of the abilities of the supernatural are completely taken the target can become human and/or totally powerless (this will be your choice but you will have to choose which outcome it is now) and the abilities stolen by yourself can be transferred to another the same way you take them; however, those the abilities are transferred to do not become another race, they remain the same as they were before just with new powers and if you want, you can even transfer your own abilities to another. Post-Jump, this ability works on other powers such as quirks, X-Gene abilities, TVD vampires, werewolves, witches, Naruto bloodlines but not power sources etc. for Jumpers who want to add a time lag onto this ability you can so if e.g. you want so it takes 25 seconds to take abilities you can; this can be something you can only choose now or it can be something you could change at the drop of a hat.

Compulsion (800 SP): The ability to compel and control a supernatural race to do what you desire, controlling their actions and forcing them to do as you command. How this works is that individuals from the race in question are placed into a trance with them obeying any commands you will (literally, all you must do is will them to obey and they will (pun not intended)). Those controlled by you will have their eyes glowing the same colour as your supernatural eyes (if you have them) and their abilities will be coloured the same; for example, Hellhounds controlled by Ghost Riders have their eyes, their shapeshifter form and their

flames be green. The range at which you can compel them is only 10 metres but once placed under your control, they remain under until you release them (and before you ask, Mountain Ash does not stop this ability working). What species you can control is up to you for example, Werecreatures (which includes Werewolves, Werecoyotes & Werejaguars), Löwenmensch, Kanima, Kitsune, Hellhounds, Berserkers, Wendigo's etc. However, Banshee's do not count as they are not technically a supernatural race. P.S, you cannot place thoughts into their heads or control the way they think, this is more the mind being put into a trance and the body controlled type of thing. Every purchase you can either gain the ability to compel a different race or it can increase the range at which you can do it by 10 metres. Purchase after the first is discounted (and taking Ghost Rider who comes with this counts as a first purchase).



Supernatural Immunity (800 SP): The ability to be immune to the effects of supernatural weaknesses. For example, being turned by the bite of an Alpha, not being paralyzed by Kanima Venom and crossing and using Mountain Ash. This also gets rid of other weaknesses as well, for example with Werewolves you are immune to Wolfsbane and all the other materials as well even if it doesn't count as supernatural. You Jumpers can decide how this works e.g. do they simply not affect you as if you are human, (if you have pyrokinesis) do you burn the mystical properties off of them, or kind of like Scott did against the Darach for example, does a blue mystical barrier appear when you attempt to cross mountain ash and you simply without issue force your way through either way it's your decision.



Reality Warping (1000 SP): One of the rarest and most powerful abilities; the ability to manipulate reality, specifically how others perceive reality to be. This power can be used in a variety of different ways. For example, the Ghost Riders have used the power to literally erase a person from existence which in itself possesses different aspects; first is Memory Manipulation in which the Riders modify and/or remove the memories of the erased in the minds of anyone who knows them. However, this power doesn't work properly on people with dementia or similar neurological conditions, as Elias Stilinski, a man with dementia, was able to remember the erased Stiles and knowing that Stiles's mother was supposed to be dead or those trapped in magical prisons. And in at least one case to prevent a person's memories from returning, the Riders were able to create a phantom of a deceased individual. And the second aspect is matter manipulation in which the Riders manipulate matter for example altering documents, photographs, apartments etc to ensure nothing remains of the erased. The Riders can also conjure/create things and beings into existence for example, creating a phantom of Claudia Stilinski and that is just what was seen, who knows what the true limits of this ability are.

The Pack

Import Companions (Free): Can import however many companions you possess into this setting; all of them gain 1000 CP and can choose one of the perk lines; they also get all of the discounts that you are entitled to.

OC Companions (Free): You can create however many original companions you want. They get 1000 CP and can choose one of the perk lines; they also get all of the discounts that you are entitled to.

The Jumper Twins (400/600 CP): It seems you are not an only child after all, you have a younger twin sibling (same gender as you) who possesses the exact same abilities as you do at least in terms of abilities from this world. But that is not the best thing; what is, is that you and your sibling possess the ability to fuse together into one entity by just grabbing each other's arms (the clothes the fused being wears is one of you twos outfit). This combined form and its abilities are two-three times stronger than both of your twos base strength. For 600 CP, your twin also possesses your out of jump abilities.

Your First And True

Now feelings here are quite powerful with some being in love with each other even decades after they have last seen one another. And by taking a companion below, you can choose to imbue that relationship with some of that emotion, a love so strong that even when your memories are gone, you still would not be able to hurt each other, with you being able to bring each other back no matter how far either of you have gone. You two understand each other so much you can read each other's emotions by looking into each other's eyes and being able to read each other's minds (not literally but as close as can be) as well as knowing when the other is in danger.

You both pay attention to each other, listen to each other, you are both each other's true loves and soulmates, a match in every way that matters with this relationship lasting forever and yes they know literally everything about you including your origin and powers and you know literally everything about them. For companions who you are not together with at the moment, be warned that if you were to 'go out' with and/or flirt with others they would not be happy (think more angry and jealous than anything) and vice versa, but you wouldn't do that would you. And you and they don't have to worry about other romances or anything when you both decide to get together; as you both will literally last and love each other endlessly.

Lastly, much like with the twins Ethan & Aiden, you can feel each other letting you know when the other is in trouble, if the other is in pain or distress or anxious or depressed etc and syphon that pain and emotions away regardless of distance as well as pass on your courage, hope, and other positive emotions; and this works both ways. Lastly, both of you can silence this connection when you want, preventing one from knowing/sensing what the other is feeling and it is only willingly that the connection can be silenced it can never be forced; however even when silenced, you two can still feel if the other is in trouble. But before you ask this is not mind-reading nor will it ever be.

Anyways, the nauseating part is over.

You get memories to do with the background the companions give you and I should mention, the companion section doesn't just give feelings to who you pick but to you as well equal to what they feel for you; this is because we don't want this to be mind control and also while your love will be forever, you should put work into your relationship.

For free, you also get a social capabilities upgrade which basically means that your charisma and your conversational capabilities are increased making you a more charismatic individual, an amazing conversationalist as well as some 'other' skills as well IF you want.

For Drop-Ins you don't possess a history with those you choose.

All companions below gain 1000 CP and can choose one perk line. They also get the same item discounts you do. However, what you pick cannot be for you and/or to help you and must be for them.
If however you want other canon companions not down there you can pick them instead.

Alan Deaton (Free): Veterinarian and Druid, Alan was the emissary of the Hale Pack, a secret known only to four people. It was during this role where you two first met one another, him an emissary and you a very close friend to Talia. Maybe it was because you two had to spend a lot of time together alongside Talia thinking of ways to outmanoeuvre the Hunters and other packs, maybe it was a mutual attraction between you both that grew as you spent more and more time together; regardless, at some point you two fell in love and seven years ago, you two decided to seal the deal and marry (whether or not you two have children is up to you) and you two are still very deeply in love being as close and knowing each other as much as humanly possible. Or you can be the best of friends as close as Stiles and Scott akin to siblings.



Derek Hale (Free): Beta Werewolf & son of Talia Hale, when you met in New York, Derek was a sad as well as aggressive Werewolf beaten down by grief and survivor's guilt following the death of his family. He was prone to anger and violence, and had very little patience with everything and had tons of unresolved issues. However, despite his outward personality Derek possessed and still does possess a selfless nature and a desire to protect the innocents around him. Now, you were probably wondering why the past tense when talking about his less than perfect personality and that was because somehow (and this astonished Laura) after meeting you three years ago (when you were both 18 and he accidentally shoved you to the ground) and after several months of dating; he began to change and with your help, he began to get over his hang-ups (which took quite a long time a year or so to be more precise) as well as relax and mellow down as well as see life in a new way, making him in a long time content. It has been three years since you first got together and you two are going more than strong being as close as humanly possible and knowing each other more than you know yourselves. Or you can be the best of friends as close as Stiles and Scott akin to siblings. Comes with Werewolf race at Beta rank.



Isaac Lahey (Free): A timid, shy man, Isaac is the product of the abuse heaped upon him by his father resulting in him being fearful of those around him as well as being burdened with a version of PTSD as well as claustrophobia. That was before his father was arrested (or not, your choice but I have a special hatred of abusers but again your choice) and you were able to fully come into the picture free of Isaac's fathers influence. You see you and Isaac much like with Matt have known each other since you were kids; spending all your time together (when Isaac's father wasn't beating the crap out of him that is); of course, you tried to do your best, boost his confidence, letting him stay at your place and eventually helping to get Isaac's father arrested. Because of your influence Isaac actually found someone who cared about him, who helped build him up instead of tearing him down with you becoming one of the most important people in his life. If not obvious, romantic feelings have began to develop between you both with Isaac currently trying to gain the courage to ask you out and if I was you, I would wait until he does. Or you can be the best of friends as close as Stiles and Scott akin to siblings.



Scott McCall (Free): At first glance, Scott is what you would expect from a teenager brash, immature and hormone driven. But deep down Scott is a compassionate selfless and kind individual who is willing to do whatever it takes to help his friends and those he cares for. You two have known each other for quite a while since elementary school during that time you, Scott & Stiles became as thick as thieves but it wasn't until the start of your last year of elementary school that your relationship changed. Maybe it was the hormones, maybe he already had a crush like Stiles does for Lydia but regardless, Scott found himself asking you out on a date. The date went well which turned into a second and a third etc and before even Stiles knew what was happening; you two were dating with you somehow (his mother is still thankful for this) getting Scott to become more confident in himself. Now, it's been two or so years since then and you guys are as close as two people can be and can basically read each other without even saying a word. Or you can be the best of friends as close as him and Stiles akin to siblings. Regardless, in circumstance when and/or if Scott's family ever needs financial aid, he knows he can always come to you with you not having him owe you anything and with you having no ulterior motives.



Stiles Stillinski (Free): To quote the wiki, Stile is an anxious, hyperactive, curious and anxiety ridden and bad news hating individual who is also a notorious bookworm that excels at piecing together clues and figuring out mysteries and is very loyal and will do anything to protect his loved ones. You and him along with Scott have known each other since you were children and were the closest of friends with Stiles eventually getting a not-so temporary crush on you; anyways, your friendship changed during the last year of elementary school when he asked you out on a date; something he honestly thought you would say no to (though in his defence he had taken some liquid courage beforehand). Obviously in true Stiles fashion the date went terribly wrong yet was somehow enjoyably fun. For some reason and with Stiles (and basically everyone) being incredibly surprised you had fun and this time you asked **him** out for a second one which was just as enjoyable and a few dates down the line you guys cemented your relationship into an official couple. Now, fast forward two or so years and you guys are as close as can be, being absolutely perfect for each other and knowing each other inside and out. Or you can be the best of friends as close as him and Scott akin to siblings. Comes with Rules Of Law & Career In Law Enforcement.



Allison Argent (Free): A strong-willed kind individual, Allison has never had many friends due to the fact that she has had to move constantly due to her family's job as Hunters; but for those she cares about, Allison is willing to do whatever it takes to help. You two haven't met yet seeing as how she is only just moving to Beacon Hills now and the fact that she moves around constantly makes it hard for anyone to know her long; but, the moment you two meet you two will develop romantic feelings for each other which will grow stronger the more you two spend time with one another. However, if I was you and I was supernatural I wouldn't hide it for long, nothing like telling her on the first date but make sure not to take too long; you know Hunter family and all. Eventually, you two will become as close as two people can become, knowing each other's minds as well as you know yourselves. Or you can be the best of friends as close as Stiles and Scott akin to siblings.



Erika Reyes (Free): A shy, quiet girl afraid of being humiliated and making friends again. Erica during her childhood developed severe epilepsy that resulted in dozens of hospital trips; during one of these seizures a few months ago, Erica wet her pants which was recorded and shown to everyone, humiliating her as well as affecting her self-esteem and confidence causing her to become a shy, quiet loner with no friends. Except for one, one friend who refused to abandon her and stuck with her since childhood regardless of what was said or done, a friend who truly cared for Erica and was her rock throughout elementary and highschool no matter what. The one person she could hang out with, go shopping with, go to the movies, have fun and really enjoy herself with; you. You were the one person who truly cared for and backed Erica, who tried and partially succeeded in helping Erica increase her confidence, belief and opinion about herself as well as knowing everything about her (and vice-versa and I mean everything-everything). As a result of how long you have known each other on top of how close you are (think two people who know each other inside and out) Erica and you have fallen for each other with Erica being too afraid of doing anything for fear of driving you away as well as believing you would never love her.
(ONLY FOR THOSE WITH POWER GRANTING) - However, Erica will change if you were to turn her into a supernatural and that would be an amazing surprise for her especially if you can heal her and seeing as how you did not have that power before (accelerated healing will do) (after all, why didn't you turn her before), allowing her to become more confident and love herself. Or you can be the best of friends as close as Stiles and Scott akin to siblings.



Katherine Argent (Free): Daughter of Gerard and sister of Christopher Argent. Kate is an accomplished and skilled Hunter, raised from an early age to think of any supernatural creature with bigotry and hatred by Gerard. Kate is a tough, fearless, sadistic, prejudiced, and extremely bloodthirsty woman who never turns down a chance to hunt down, torture, and kill any supernatural, regardless of guilt or innocence as well as showing no remorse towards the deaths of humans and children as collateral damage. She is also incredibly smug about the death, carnage & devastation she brings and is overconfident when it comes to her ability to take down any threat that comes her way. And lastly, Kate is extremely manipulative, filled with sexual innuendo, using her charm, and sexuality to manipulate others in order to get what she desires. At least that's what she was like before you two met, it was in the middle of a hunt where you ended up saving her life (without showing any abilities) and she thanked you by attempting to punch you in the face which resulted in an impromptu match that resulted in you both running away when the local constabulary turned up. Unfortunately for both of you that wasn't the last time you two met, with you two coming across each other a week later when you both found each other sitting in the seats next to each on the same plane. Thankfully for the passengers, you two decided not to try to kill each other and found that you both got on surprisingly well, having quite a lot in common and getting along like a house on fire. Anyways, after the plane landed you two said your goodbyes and went your separate ways. However, fate apparently had other plans and four months hadn't even passed before you two met a combined total of nearly 30-40 times early on. It was just a few minutes of convos and going for coffee or lunch which eventually turned into dinner and dates. Over the next eight years after that you and Kate became closer and closer with you two learning literally everything there is to know about one another and because of your influence, Kate became more tolerant towards those with abilities and less sadistic and bloodthirsty as well as developing a consciousness. As aforementioned, it has been eight years since you met and there are no words to describe just how much in love you two are with one another with you both having married half a decade ago (so legally you are now Jumper Argent). Of course, your true nature and supernatural abilities (if you have any) are kept a close secret from the rest of the family but your powers have helped a lot during hunts (but still if I were you I'd get supernatural

immunity or the secret may be out soon. However, if you are still human but still possess abilities and chose the legend as mentioned above, the rest of the Argents can know about your powers and will be okay with them). (You can decide whether or not you and Kate have children). And this is your decision, but you can decide for another person to have started the Hale Fire six years ago and you can choose for them to have been caught and arrested alongside their compatriots for it. You can also decide for you and Kate to have moved to Beacon Hills alongside Chris and his family with the Jumper House being your new family home. Or you can be the best of friends as close as Stiles and Scott akin to siblings. Kate comes with **It's Perfectly Reasonable Robin Hood &** Even Oni Fall perks for free (which upgrades Kate's canon human capabilities).



Kira Yukimura (Free): Daughter of Noshiko & Ken Yukimura, Kira is a quiet, shy, loyal, brave woman who is willing to lay down her life to help others and cannot bear the thought of her loved ones getting hurt oh she is also a Thunder Kitsune as well. You and Kira met when she and her mother moved to Beacon Hills (with her father staying in New York to work at Columbia) where you both started Sophomore year at high school and literally bumped into each other in the corridor. From the first moment you met, there was a mutual attraction between you two and as you got to talking you two found you just got along; at first, you and Kira were nervous and awkward around each other even when you were talking but after a while, you two warmed up to each other with Kira becoming more and more confident, charming and showing her dry sense of humour. It wasn't long before you and Kira started spending the majority of your time together with Kira's confidence increasing, letting more people see the person she really is. However, the mutual attraction between you did not disappear and instead has grown over the past year (along with your trust and knowledge about each other; you two can safely say you know each other inside and out) to the point where everyone (even Kira's parents) know you two fancy each other; so come on, think it's time you both made a move. However as Kira is a Kitsune she possesses an extraordinary lifespan, so if I were you I'd purchase one. Or you can be the best of friends as close as Stiles and Scott akin to siblings. Comes with Kistune race as well as Thunder Kistune abilities.



Lydia Martin (Free): On the surface Lydia Martin seems to be the stereotypical mean vain ditzy, shallow girl who cares about boys, shopping and being the queen bee; however, that is just a facade with the real Lydia Martin being a genius with a 170 IQ who is kind, loyal, and determined to help people however she can. You and Lydia are not together, however both of your mothers have been best friends all their lives so you and Lydia have known each other since you were literally babies being the very best of friends throughout your whole lives. Unlike the rest of the world, you two have never had to hide anything about yourselves, with you Lydia had more than just a best friend, she had support with you being there through her grandmother's death, parents divorce and everything else encouraging her and bolstering her self-esteem when it dropped, being the one she could confide in and the one she could just be herself with, not having to hide behind her fake, shallow, vain personality and actually show her true intellect as well as being admired for it and just being herself. And in cases when she needed and needs support dealing with anything no matter how painful or traumatic or distressing, she didn't and still never needs to repress them or keep them to herself and instead opened and opens up to you and vice versa as well; with her being everything to you as you are to her and you being as open and honest to her and she is to you (and that includes your origins, powers etc everything and I mean everything, likes, dislikes, favourite food, film etc and that is for both of you) with you both knowing more about each other than anyone else including what you are thinking at any given moment being basically one mind in two bodies.

Of course, if not obvious there are incredibly deep romantic feelings between you both (that literally every single person who knows you both can tell even though Lydia is still dating Jackson); however, as of now they have not been addressed, though if I was you I would give it time, Lydia and you will admit it when you are <u>both</u> ready in the meantime, just stand by each other and take care of one another like you have both done all of your lives (and you don't have to worry about Lydia and other Banshee's having premonitions to do with your death, they won't; though at the moment, her latent Banshee abilities have not been activated and if an Alpha does not bite her they will not be) and if you are both Harbingers the romantic feelings are not caused by the Harbinger Connection

and/or are affected by it at all. Or you can be the best of friends as close as Stiles and Scott akin to siblings and speaking of Stiles, he does not have a crush on her. But regardless, I hope you Jumpers have money because you will be and have been throughout your twos past paying for basically all of her shopping sprees as well as when she needs something and in cases if Lydia's family ever needs money, she knows she can always come to you with you not asking for anything and not having her or her family owe you anything and with no ulterior motives whatsoever. Comes with 600 CP 170 Perk with the add-on memory upgrade.



Malia Tate (Free): Daughter of Peter Hale and the Desert Wolf and Werecoyote, you two met when you were ten years old; one year after Malia's family's almost met a tragic accident and where Malia went missing after Maria transformed into a coyote and almost attacked her then unconscious family and spending the following year as an animal (now normally what would have happened was Malia transforming after her birth mother tried to kill her and killing her family but as I am a bit of softie that's didn't happen; the Desert Wolf never found Malia and instead an accident happened). You were playing in the woods when you came across Malia (fully clothed before any of you pervs say anything!); maybe it was the fact that you were the same age or maybe that it seemed you were having fun and she wanted to join in but either way that was your first meeting and not your last. Every week since then, you two met to play, talk and basically do everything kids your age normally did. It took a year and a half for you to get Malia to understand that what happened wasn't her fault and come with you to your parents and then to the police where Malia was reunited with her loving family. Both of yours twos parents decided to stay in contact especially after seeing how close the two of year were and as such the both of you grew up together, having each other's backs with the both of you constantly being sent to the principal's office for beating up those who were stupid enough to try to bully and/or make fun of her. Now, fast forward 10 years and you two are as close as two people can possibly be basically being able to read each other's minds and knowing what the other is thinking, having grown up side by side with each other. As a result of so many years with each other you and Malia know literally everything about each other (and I mean everything not just powers, origins, but also things like favourite foods, music etc you and Malia know more about each other than any two people on the planet) and now at 18 years old you are both grown up with Malia having grown into a confident, self-assured, and content young woman who trusts herself, her instincts, and you unconditionally (it's a wonder what being raised by a caring family and alongside a loyal friend can do) the latter being vice versa; Malia also hates being lied to especially being lied to by those who she cares about which is why it's great that you are 100% honest with her; not hiding a thing (and I mean that literally). If it's not obvious, you and Malia now harbour insanely deep romantic feelings for each other being absolutely in love with one another and having started going out the last year of

elementary school after Malia made the first move (you weren't going fast enough) and it's been two year or so and yours and Malia's relationship has only grown stronger and stronger with you two being equal romantic partners always. Or you can be the best of friends as close as Stiles and Scott akin to siblings. Comes with Werecoyote race at the Beta rank.



Mellisa McCall (Free): Mother to Scott and an experienced nurse, you and Melissa knew each other for years long before she went nursing school; back when you were kids. You were there when she went and graduated from nursing school helping her to study and revise, when she married Rafael you were one of the close friends invited to the wedding, when she had Scott you were one of the first to hold the newborn, when Rafael's alcoholism got worse; you were the one to help her throughout it and when Rafael left, you were the one to support her and Scott through it. Now, you both don't know when you started to fall for each other but it wasn't until a few years later that you both acted on them and started going out with each other resulting in an incredibly happy and loving relationship and four years ago, you decide to tie the knot in a move that Scott one hundred percent backed (after all, you were a parent in all but name with the marriage finally adding the name on). And you and Mellisa are insanely happy and are as close as two people can possibly be; knowing everything about each other and being able to read each other without words being needed. Or you can be the best of friends as close as Stiles and Scott akin to siblings.



The Balance

Insert (+0 CP): You can insert into any character but do not gain any of their powers but you do gain their memories and gender is changed based on the gender of you Jumpers. For Jumpers who choose to insert into Scott, you can choose for the supernatural abilities and race/s you picked to be awoken by Peter biting you (which will be rendered a fixed point so it will happen the night you enter this world).

Retconned (+0 CP): This lets you erase or change the story of any character you desire from the history of the setting and/or alter the story somewhat; however, the butterfly effect does exist so if e.g. you erase Kate Argent the Hale Fire never happened so no fire, no Peter becoming Alpha (unless he kills Talia), no Scott becoming a Werewolf, or making that Scott never got bitten or that Peter never bites anyone at all so no Scott which means no main character so no Alpha Pack being beaten, no Deadpool being stopped etc. Or having Gerard die of cancer a few months to a year before the series began.

Erased (+0 CP): For those who simply wish for certain seasons not to happen, this is for you; what it does is simple, pick a season (or seasons) and the events of the season don't occur. For example, if you chose season 6 what it does is stop the Wild Hunt, the Ghost Riders, Woden's Hunt etc from appearing or stopping at Beacon Hills, which stops Stiles from being taken, the Anuk-Ite being released and a worldwide army of Hunters from being created. This also gets rid of Der Soldat as well e.g. maybe he died in the tube when The Beast attacked, maybe he was too weakened to heal etc your choice. If you decide to choose season 5, this stops the Dread Doctors (and Theo) from arriving at Beacon Hills, which stops Chimaera from being created and The Beast from being arrived; this can be because the Doctors were destroyed or Theo killed them but died in the process. This can be taken multiple times.

Aquaphobia (+100 CP): The fear of water and the name of your condition to be precise.

Barefoot (+100 CP): It seems you are allergic to wearing shoes or socks or footwear of any kind. Which kind of means the only way you will be able to walk anywhere is by being barefoot.

Darach (+100 CP): Dear lord, what the fuck happened to you Jumper, I mean seriously we're you mauled in the face by a Wolf or something. Oh, you haven't looked in a mirror yet have you; I'm so sorry but I have to tell you but your face has been scarred beyond recognition, your hair has been lost, your mouth rendered crooked and your eyes rendered white but thankfully not blind. However, you must live like this until you leave the jump or the jump ends and you decide to stay (applies to all drawbacks) as I'm sorry to say, I cannot intervene and heal you until that occurs.



Extended Stay (+100 CP): You want to stay longer, my my what is it that entranced you Jumper or who. Okay okay, I'll stop teasing; you are no fun, regardless, every purchase here increases your stay here by half a decade. Can be purchased multiple times for a max of 3000 CP (150 years) and if you do not possess a longevity or immortality perk then there is a chance you will die of old age but if you have decided to stay here then it doesn't really matter does it.

Mieczysław (+100 CP): To make a long story short, you have been burdened with a name that no one can pronounce, so if I was you I would try to make up a good nickname.

Claustrophobia (+200 SP): Whether due to horrendous abuse or a terrible incident in your childhood, you suffer from a severe case of claustrophobia triggered whenever you are forced into a small space. These attacks can start with symptoms such as nausea, feeling faint, headaches and dizziness, confusion and disorientation but will progress into full scale panic attacks, fainting and losing control over yourself including hurting others in order to escape your 'confinement'.

Heliox (+200 CP): Arriving here did a number on you, particularly on your lungs, nothing so extreme as lung cancer or Dementia or a rejected transformation just damage. Enough damage to cause coughing attacks so severe that for several minutes they will cause you to be incapacitated and you will not be able to stop. Now, this damage can be mitigated via heliox treatment but unlike with Der Soldat, this cannot be healed not until you either leave this jump or decide to stay here.

Raving Lunatic (+200 CP): Something that you will more than likely end up as if your companions or someone else doesn't help you soon. Because let me tell you, being stuck in your own body drove Peter Hale mad and vengeful and I do not want to know what it will do to you.

Sees Like A Wolf (+200 CP): Deucalion that is, you not so much. As while he can see like a Wolf to offset his blindness, you however, don't have that luxury and are just blind.

Solely Human (+200 CP): Sorry to tell you this, but your arrival here kind of showered you with something and I say something because I have no clue what it is that while it doesn't really affect or harm you it has a 'unique' effect on supernatural abilities. To be precise, it totally and completely destroys them so we kind of can't give you any of the supernatural abilities from the jump until the 'something' is gone which will be until this jump ends and then you can acquire them. On the bright side, you have your health.

The Mute (+200 CP): You have no mouth, literally no mouth whatsoever, where your mouth should be, is just a patch of skin.



Der Soldat (+300 CP): It seems Garrett isn't the only one who fell victim to the Dread Doctors. Whether due to naivety on your part thinking that they could help you or an unfortunate abduction on the Doctors part you, like Garrett, have been injected with the Dread Doctors green serum and sedated, chained up, had an oxygen mask placed on you and have been imprisoned in a tank of their serum. And unfortunately unlike Garrett you will not gain any increased abilities.

Hunger (+300 CP): Wendigos are cannibalistic shapeshifters cursed to desire and forced to feed on human flesh for the rest of their lives which in the absence of they will die. Something that in exchange for 300 CP you too will be burdened with; meaning that until this jump ends or you decide to stay, you must devour human flesh on a regular basis to sustain your life; so either you better get murdering or stealing or possibly grave-robbing. If taken with Mute, you are going to somehow find a way to get human flesh into you as obviously you don't have a mouth.

Nope (+300 CP): No out of jump powers except bodymod and perks and abilities you purchased in this universe.

Nope Two (+300 CP): No out of jump items.

Nope Three (+300 CP): No companions from outside of this jump are allowed here. If no companions from outside of this jump, then it's just a free 300 CP.

Venom (+300 CP): Fascinating, this interaction has never once been seen in the history of this world; while it is well known that Kanima Venom can cause a being paralysis (though you can still talk and move your eyes) with supernaturals with it wearing off over time; a reaction like yours has never once been recorded; to think that exposed to you Jumpers, it would causes a paralysis that will last for years (funnily enough the exact same amount of time until you leave this jump).

Whipped (+300 CP): Now, this is going to be a story, because to be truthful I can't think of how you both managed to come across the Wild Hunt and managed to survive them with only a light whip wound. Well, I say light except that's not exactly true because well the whips possess a type of magical venom that prevents wounds from healing in supernatural and pseudo-supernatural beings and can kill a human after a long enough period of exposure. Now, while you aren't human, for one reason or other the venom recognises you as a normal human being and is slowly poisoning you to death. The good news is that this can be reversed with a potion made out of the nine herbs to counteract nine supernatural venoms mixed with honey.

Cancer (+400 CP): As the name states, you are dying of an unknown form of cancer and one which cannot unfortunately be cured via medical science; However the supernatural may have an answer.

Deadpool (+400 CP): The Deadpool was a supernatural hit list created by Meredith Walker to kill every supernatural in Beacon Hills. As a result of it and the quantity of money offered, teams of hired killers swarmed the city in droves hunting down and murdering innocent supernaturals all for money. And now, that is going to happen a lot earlier with one key difference; the killers are coming

after you, you see someone has put a hit on you and now nothing will stop the hit men, assassins and opportunists from trying to kill you. And no, you will not be able to pay them off.

Frontotemporal Dementia (+400 CP): Otherwise known as Frontotemporal degeneration is a group of disorders caused by progressive neuronal loss in the frontal or temporal lobes of the brain. This loss leads to several functions in the brain regions declining resulting in deterioration in behaviour, personality and/or difficulty with producing or comprehending languages. And those with this condition tend to live six to eight years with this condition, sometimes longer and sometimes much less. And you must somehow stay alive until the end of this jump while battling this irreversible condition. Good luck and Godspeed.

Rejected (+400 CP): I don't know whether to be proud of Scott for what he did to Gerard or terrified of him because of what he did. I mean the guy poisoned Gerard with Mountain Ash and then had Derek bite him causing a rejection to occur and while it did cure Gerard's cancer, it also caused his body to begin to produce black blood from most of his facial orifices as well as causing him a significant amount of pain. And you know what's coming don't you, if you want the 400 CP, you too will be cursed with such a condition until either this jump ends and you leave or you stay and you are not a werewolf so curing yourself using Wolfsbane will not work.



Silver (+400 CP): IT'S ALIVE, IT'S ALIVE, jokes aside exactly HOW are you alive, I mean I'm no Doctor; but I would think getting shot in the head would, you know, kill a guy except you are obviously not dead. So how are you alive? Especially since you were shot by a silver bullet and it's you know melting inside you so how are you still talking to me.



Master (+600 CP): A Kanima is a mutation of the Werewolf gene often caused by the personal demons of the Werewolf which causes them to mutate into a reptilian form. Now, while Werewolves seek a pack, a Kanima seeks a master; someone to control them and once a connection is made with it's master the Kanima will do whatever it's told and if strong enough, the master only needs consciously will their intentions, and the Kanima will carry it out. Which can eventually grow to the point where the master only has to think of who they want to kill or gesture toward them before the Kanima will end their lives. Obviously, you are wondering what is with the impromptu lesson; you see, something very similar has occurred to you; you have a master now, an individual who commands you every action turning you into a tool at their disposal. Now this connection is not as strong as that of a Kanima's so you can fight their commands but you must do so every second until either you leave this jump or you stay so let slip for even a moment and you will fall under their command. And when I say that, I mean obey even one order, and you will be forever under their thrall until the jump ends or again you stay.

Petrification (+600 CP): I have some good and some bad news. Bad news first, the Anuk-Ite has been released, has fully merged with both of its faces causing it to become whole and nigh unstoppable and has turned you into stone. Good news is that the Hellhound Hawlyn has woken up and the fact that while you are currently stone you are still alive and will remain alive for 24 hours (in the show their isn't a definite time given but I'm say a day); giving your companions enough time to kill the Anuk-Ite and be saved. But after 24 hours you are dead and this petrification cannot be reversed.

Woden's Hunt (+600 CP): Imagine an army not burdened with the weakness of ordinary soldiers, men who don't need food, who never grow tired. An army of unstoppable warriors. The Wild Hunt, Ghost Riders of the Storm, an unstoppable army and made up of the dead and possessing great power. With there apparently being hundreds if not thousands of riders existing in the world. And all of them coming after your head. Good luck!

Void Jumper (+600 CP): A Nogitsune is a Void Kitsune, a true trickster who relishes in creating chaos, strife, and pain, along with other negative emotions, in order to feed and gain more power. And a Void Kitsune has possessed you, right now, it hasn't gained enough strength to control you and exert its will but overtime, the spirit will begin to increase its power and gain more and more control over your body. And while you may fight, without somehow expelling the spirit you WILL lose (remember you are getting CP for this) and the Nogitsune will have full control over your body and any abilities you possess. Currently, the only way for the Nogitsune to leave a body is by changing the bodies vary nature e.g. via the bite of an Alpha.

The End

Return To Your Original Den: You have decided to return back home with the results of your Omniversal journey.

Stay With Your Pack: This place is now your home and the people you met your pack, you cannot and will not leave them. You gain an additional 3000 CP and if you Jumpers want, you can choose to gain this CP retroactively and instead use it at the beginning of the jump instead; but in doing so your decision is already made for you and you will stay here forever.

Return To The Hunt: As good as this world is, it isn't your home and so have decided to go on to travel to the next jump and the next adventure.

Notes

Before anyone tries to change some of the spelling, I'm British so I used the British way of spelling the words; but I do admit in some cases my spelling may be wrong and/or my punctuation may not be the best so if you guys want to fix it please be my guest and I mean that no sarcasm of anything.

For those who choose to insert as Scott or Stiles etc and are insanely rich, they can choose to create an in jump reason for it e.g. an inheritance, parent was actually rich or something else entirely.

All drawbacks that end when you leave this jump will also end if you decide to stay.

For those complaining about the CP given to Jumpers that are staying in this jump; well I want Jumpers to have enough CP to get what they want on the basis they decide they stay in this universe.

Okay obviously some perks interact with the companions e.g. you can't choose a companion that you are related to e.g. you can't pick Derek if you are his sibling or if you erase him as he literally doesn't exist. But no taking The Beast Of Gevaudan does not stop you picking Allison or Kate as you would be veeeeery distant family with their being one common relation two to three hundred or so years ago.

Rule on power granting perk regardless of tier, when you are turning people into your species, you can decide which powers (either in-jump abilities or out of jump powers if you purchased the second tier) to give e.g. if you possessed the strength of the Beast and you turned a human into the same species as you you can decide for them to either possess the same strength as you or one the lower tiers and this is the same with the other perks (using the pyrokinesis perk as an example if you have purchased it twice, you can choose for those who you turned to possess a one purchase equivalent pyrokinesis).

For Chimaera's if you pick Hellhound, you can choose to have merged with a Hellhound spirit or be the kid of a Hellhound etc, it's up to you.
And if both races possess shapeshifting abilities you can either discard one shapeshifting perk to reduce the price or you can merge them together creating an amalgamation of the two shapeshifting form and you decide how that looks. If you Jumpers have purchased the same race than the perk increases the size of the shapeshifting form and the power it bestows (if it bestows any that is). If you have more than one 'copy' of an ability you can upgrade both copies by just paying the CP difference for example, you possess two 250 SP durability you can upgrade both to 300 SP by just paying a combined total of 100 SP (50 SP per durability you have).

How companions work when it comes to being friends is up to you. E.g. if you choose to be best friends with Stiles and choose Lydia to be with or vice versa, you choose how that works like is Stiles hanging with the popular kids now like how he and Scott started to when Scott became a star player at lacrosse.

Yes if you purchase resurrection twice then the number you can resurrect per month is 4 people.

Power Transfer - when transferring your own abilities the way this works depends on how much of the ability you possess. For example with out of jump abilities you can transfer 40 50 60% of your power permanently weakening it until you take it back (the same way you give it), for abilities where you have more than one e.g. super strength in this jump if you purchased it more than once like two 350 SP purchases you can choose to transfer one of those and keeping the other. And for things like super senses the eye colour the transferee gains is the exact same one you get so e.g. if you are an Alpha then the transferee gains Red Eyes but not the other abilities of an Alpha unless of course you transfer them. If the transferee is human or not affected by supernatural materials like Mountain ash for example Banshees than you don't really need to transfer Supernatural Immunity to them as the transfer doesn't change their race just gives powers. You can if you possess two copies of an ability at a high tier transfer the low tier to another but keep the higher tier for example using the

800 CP healing ability if you have two give the healing ability to them but not the resurrection aspect letting you keep the amplified resurrection capabilities and resurrect four people per month. And of course, that is just with your abilities, you can transfer the abilities you have stolen to others.

Transferring abilities back to those you stole can either turn them back into what race they were before or just give them the abilities while they remain completely human (again it's your choice but you can only choose this once).

If The Pack section is too cheesy or corny oh well.

Money Item

Seventh Purchase is 7 billion, 488 million

Eighth Purchase is 14 billion, 976 million

Ninth Purchase is 29 billion, 952 million

Tenth Purchase is 59 billion, 904 million

Eleventh Purchase is 119 billion, 808 million

Twelfth Purchase is 239 billion, 616 million

Thirteenth Purchase is 479 billion, 232 million

Fourteenth Purchase is 958 billion, 464 million

Fifteenth Purchase is 1 trillion, 916 billion, 928 million

Sixteenth Purchase is 3 trillion, 833 billion, 856 million

Seventeenth Purchase is 7 trillion, 667 billion, 712 million

Eighteenth Purchase is 15 trillion, 335 billion, 424 million

Nineteenth Purchase is 30 trillion, 670 billion, 848 million

Twentieth Purchase is 61 trillion, 341 billion, 696 million

Pretty sure no one will purchase more than 2-3 purchases but I'm a bit OCD and for some reason I needed to do 20 for it to feel complete.

Reason I didn't add the Werejaguar option is that too little is known about their abilities. And the same with Kanima & Berserker and the fact that to be honest didn't know their strength fared against the other races.

If you take Hunter and/or Argent with supernatural race, maybe you were adopted by a family of Hunters or maybe you became a supernatural hunter hunting other supernaturals as a way to protect humans.

If you take Walking Talking Mountain Ash and choose to remain human you can create a legend that states that once every few thousand years a human is born with that ability that allows them to go toe to toe against other supernaturals. The same if you pick other abilities from The Gifts section.

ChangeLog:

- Changed Capstones of Hunter & Drop-In as I felt that nullification of supernatural abilities was more in line with what a Hunter would possess.
- Added the choice to remain human but still have abilities.
- Amended Beacon Hills to include Beacon County and the size is based on Bernalillo County a county in New Mexico with a population of 676,444; which is 176,444 greater than Beacon County and as you are paying CP, Beacon County becomes this size.

- Power Theft is discounted to Werewolves/Coyotes, Löwenmensch & The Beast Of Gevaudan as all of these races (remember The Beast is a Werewolf) all possess the power of Power Theft seeing as how they can all kill Alpha's and take their power. Not to mention, Theo, a chimaera Werewolf/Werecoyote hybrid was taught how to take the powers of other chimaera's.
- Increases the price of one size does not fit all but kept the perk as I feel it is a good perk.
- Added picture to Compulsion that shows a Hellhound under the control of a Ghost Rider.
- Added Kanima Venom to The Gifts section.