Out of Context Twilight Saga Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have Twilight vampires and shapeshifters within its continuity.

By taking this Supplement you have chosen to become a vampire, human, or werewolf of some sort and you will enter into a continuity that lacks Twilight type vampires or werewolves as a Drop-In opening your eyes in a small town you've just moved into.

As a Twilight-Type Being gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, a human-vampire hybrid, a shapeshifter, or a vampire. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen form in this jump follows you as an alt-form you can don at will (barring drawbacks).

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

Origin:

Human-Vampire Hybrid

Rare children, born of a female human and a male vampire. Human-Vampire Hybrids are rare due to the difficulties many male vampires have with controlling bloodlust for humans while in such close, intimate proximity to them. Many male vampires either turn or outright slay their mates. Nonetheless, as the characters of *The Twilight Saga* discovered, it is indeed possible for humans and vampires to produce children with traits of both parents. Some hybrids produce venom (though this isn't guaranteed), and some hybrids have gifts (though this isn't guaranteed either). Human-Vampire Hybrids grow at exceptional speeds, have enhanced intelligence, are strong, warm, and in your case (assuming you take this as your origin) are as durable as normal vampires, as well as can eat normal food, are immortal, have beating hearts, slightly glow in the sun, and age to physical adulthood at stunning speeds (in about 7 years).

Shapeshifter

There are two distinctive types of shapeshifters in *The Twilight Saga*. The so-called *Children of the Moon* are what many in the west would recognize as werewolves; humans who involuntarily shift into the forms of gigantic animals (gigantic wolves specifically) during the full moon, and another type of shapeshifter, those of the Quileute tribe who can control their shape shifting and have other enhanced characteristics such as the ability to run at superhuman speeds and exhibit superstrength as well as a telepathic connection to other members of their "Pack". Quileute tribe type shapeshifters also possess the notorious *Imprinting* ability; an involuntary process by which they immediately emotionally attach to their soulmate.

Vampire

Vampires in Twilight have multiple things in common with conventional notions of vampirism. They are predatory beings who feed on blood (able to survive off of both human and non-animal blood), can spread their condition with a bite (assuming the victim survives), and are biologically immortal. Vampires in Twilight are also beautiful, fast, and strong. There are also several differences between Twilight vampires and non-Twilight vampires. Twilight vampirism is conferred through venom itself transmitted into victims through a vampire's bite. Vampirism in Twilight does not render vampires vulnerable to the sun, with them instead painlessly sparkling in the sun thanks to the venom which has transformed their bodies and granted them things like their immortality. Additionally, some vampires in *The Twilight Saga* have singular, unique abilities known as *Gifts*. These abilities tend to have two distinctive sources; in some cases (Alice & Ben) the gifts are natural evolutions of abilities they possessed as humans. In other cases gifts, be they full gifts (Singularly full powers) or especially pronounced examples of what other vampires can do, are developments of something from a vampire's human life (both Jasper's and Edward's gifts are examples of this, developing from natural facets of their personalities rather than some natural ability that venom supercharged).

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

New Kid Effect - Free
When you first move into a new place, or otherwise become a new member of an organization (including populations such as a student body or work force) you'll be the center of attention in a positive way for a short time. People will be interested in you, will want to learn about you, go out of their way to help you out, for a time period lasting a few weeks to about a month or so (with how long this grace period lasts depending on how different the circumstances you're entering are from other circumstances you've been in. This means that if you go from one school to another school and both are normal, public schools, this grace period won't last as long as if you go from being home-schooled to being in a public school, or if you go from not being schooled to suddenly enrolling in a wizard school.), giving you time to acclimate to new situations. During this time you also get a passive boost to your charisma, though a fairly minor one.

Moving Origin Perk - Free (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a *Twilight Type Being* moving into a small town.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Love Story Lead -100 CP
You are an eyecatching 7 out of 10 at a minimum, on your worst day. You have the sort of attractiveness that actually turns heads and gets people talking, as well as appeal to people's other senses with the same universality and potency. With this you'll be everyone's type, provided they are attracted to your gender.

Monstrous Myths -200 CP
You are remarkably adept at learning lore that accurately conveys the abilities, strengths, and weaknesses of various supernatural beings. This is organic, letting you have a curious luck when it comes to happening across folklore that actually tells you what various kinds of monsters, gods, and spirits can do and even with a glance at a supernatural being you can detect some of its capabilities. This only grants you knowledge of the history of monstrous beings if such knowledge is actually important to their abilities, such as if one's heritage directly affects how their powers manifest.

Scientifically Supernatural -400 CP
Much like how Carlisle Cullen discovered that vampires and shapeshifters have a different number of chromosome pairs than humans do, there is some attempt to mesh science and the supernatural in your biology. This is something you can twist to your advantage, letting you have the ability to figure out how to do things like create artificial blood that vampires can safely and freely drink (which provides the same benefits as drinking human blood) or create an injection that can safely awaken the dormant genes inside of shapeshifters without them coming close to vampires. Someone wise enough with this perk may eventually figure out how to convert the abilities supernatural beings here possess into medical treatments or procedures that can grant humans things like biological immortality, or discover a medication that can awaken or strengthen a psychic skill without converting a human into a vampire.

Supernaturally Attractive -600 CP
You are an apex member of any of your alt-form species in one very specific area. You are incredibly good at attracting and keeping mates. Everything about you is good at attracting individuals you are attracted to aesthetically, romantically, and/or sexually and this also remarkably improves your ability to perform intimately, causing your body to endlessly arouse and satisfy. This can be seen as being akin to a *Singer*; someone whose blood is delicious smelling to a given vampire, but in a way that is only a boon to you (causing those you're attracted to to want to devour you in *other* ways, rather than literally eat you or drink your blood). Your powers take on facets of this as well, with such powers subtly changing in ways that give you chances to woo and court those you are interested in. This perk can also allow you to turn

things that are linked to your powers and alt-forms that typically cause pain into things that do not cause pain or even cause pleasure. With this you can make those you feed on, if you're a vampire, experience a constant stream of pleasure, or cause your normally painful transformations to feel good (whether this is in reference to your own transformations causing you pain or things like your venom hurting those it turns into vampires).

Scientifically Supernatural Booster: Transformation Sharer
You have studied the nature of your supernatural states, and the supernatural states of other appropriate lifeforms and now possess a unique gift. You can easily, safely, harmlessly, and painlessly share your alt-forms with people. This goes from sharing things like vampire forms with mortals to sharing human forms with monsters and inhuman creatures. You can decide how this works, from sharing it with a kiss to requiring full blown adult activities to share it. When it comes to this ability what matters more than anything else is intent.

You can decide if individual conversions, which work on humans and non-humans alike, come with chances to develop unique abilities such as *Gifts* though without the right perks you won't know if a conversion would result in someone becoming *Gifted* unless you go ahead and transform someone.

Human-Vampire Hybrid Perk Tree:

Hybrid Physique -100 CP (Free & Only Available To Human-Vampire Hybrids)
This perk confers all of the facets of the Human-Vampire Hybrid's physiology to you while you are in your H-V Hybrid form. This version of said physique comes with things like the ability to produce venom (which is, in the book continuity, only an ability Nahuel possesses), the glowing skin, the enhanced growth rate (which you can easily transfer to other alt-forms if such a trait would be advantageous for them), the strength (which matches that of a normal vampire, at least for the purposes of this jump), the ability to subsist on both human food and blood, and every baseline, purely physical trait exhibited by Renesmee, Nahuel, Serena, Jennifer, and Maysun. This version of the physique also gives you a normal level of fertility, allowing you to have kids if your partner would be able to, which will have traits of humans, vampires, and anything else as determined by your partner.

Mythic -100 CP (Free for Human-Vampire Hybrids)
Human-vampire hybrids are things of myths; poorly understood, dreamed-about creations of minds enchanted by the notions of a vampire who learned to love their human neighbors. You are something out of myth and people who discover your existence will be swept away by the romance of their ideas of your conception and birth. They will view you as the product of a love story and be more inclined to like you or think positively of you.

Two Parent Jumper -200 CP (Discounted for Human-Vampire Hybrids)
You are a hybrid. Sure, you may be a drop-in, but this origin is about you being a hybrid. You might as well get the best traits out of your parents, right? With this trait you can always select two humanoid characters from the same time period and setting (or not humanoid if you're in a

setting where humanoids are not the central focus, like *The Lion King* or *Warriors*) and get traits derived from them, getting a buff to your appearance and direct physique as though they were parents. This by itself does not grant you a special ability. These characters can be members of different species, seeing as this fits your nature as a hybrid though in terms of appearance you'll have an appearance that lets you pass as a member of a single of the two species of your parents (which one is up to you).

Everyone's Jumper -400 CP (Discounted for Human-Vampire Hybrids)
You have a very curious ability; the power to pass as for whatever is best for you in the eyes of those who are perceiving you. This means, in the context of *The Twilight Saga*, that you look human in the eyes of those who'd most want you to be human, or you look vampiric in the eyes of those who want you to be a vampire (so long as they wouldn't want you to be a vampire so they can hurt you, such as the Volturii wanting Nessie to be a vampire child). People will always have a beneficial first impression of you, particularly as it relates to things like your biology, always assuming you are like them or NOT like them in ways that they'd want you to be. You never have to worry about someone jumping to some deeply negative or harmful conclusion based on your appearance.

Scientifically Supernatural Booster: Food For All
Human-vampire hybrids have a very special ability that gives them a unique edge compared to their parents in *The Twilight Saga*. A human-vampire hybrid can survive entirely on blood, or entirely on normal human food, or on a mixed diet, without any negative health effects! You have been inspired by this and have taken its implications to heart. You know how to treat and prepare food such that it can be eaten by anyone without causing negative health effects. This means you can make human food that a vampire can eat that can sustain them and even give them the positive effects of drinking blood! You can do this for all beings, but it's easiest to do for beings you have alt-forms of (such as feeding a deity if you have a godly alt-form, or feeding a ghost if you have a ghostly one). Food prepared by you is actually enough to subtly enhance those who feed on it, making them just a bit smarter, stronger, and faster, unless you wouldn't want them to get enhanced by your food. It also tastes delicious, and a single meal is enough to sustain someone for some time.

Hybrid Heart -600 CP (Discounted for Human-Vampire Hybrids)
You can mask yourself perfectly, utilizing traits of both of your parent species to perfectly resemble one or the other. You have the ability to lean into one line of your heritage, and can extremely easily pass for a member of that species, even physically, and can pick and choose which line you lean into. This trait allows you to, for example, make your heart beat loudly if you lean into your human side, or allow you to focus how intensely you glow in the sun if you lean into your vampire side That said this also gives you the best of the common facets of both of your heritages, making you a peak human and peak vampire at the same time, with whichever half of your lineage is more beneficial for you at a given time being the one that presses most dominantly on you giving you the power to utilize the strength of a newborn vampire with the growth potential of a human, giving you the power to become even stronger over time and with training.

Two Parent Jumper Booster: Best of Both Worlds
This perk takes *Hybrid Heart* and amplifies its effects. With this you get the physique of a newborn vampire, perpetually, meaning you always have the enhanced strength of a newborn. More importantly, however, this trait gives you a *Gift*. This *Gift* is a unique ability that is derived from your parents. In future jumps this gift grows, taking on new facets derived from past parents you've had/chosen for yourself as per *Two Parent Jumper*.

Supernaturally Attractive Booster: Heartachingly Beautiful
Like the infamous *Immortal Children* you are heartachingly beautiful. This gives you a level of innocent, impossibly youthful beauty which enchants and ensnares those around you. To see you is to love you, though not romantically (however it can be turned romantic with just a little bit of effort on your part). You are stunningly beautiful, and unlike *Immortal Children* you are beautiful in a living, life-like way. The color in your cheeks is enchanting, and the beating of your heart is music. This is a uniquely powerful charisma booster, one with a profound and mighty effect on both supernatural lifeforms and mundane beings, enchanting and ensorcelling them even without active intention on your part. It becomes incredibly difficult for someone looking at you to want to harm you, and this effect is so profound that even just hearing your voice inspires some degree of protectiveness. **This effect is weaker if you are not a *Human-Vampire Hybrid* or not in your *Human-Vampire Hybrid* form, but is still present even then, causing hesitation and sadness in your foes when they think of opposing you and doing you harm. Most creatures can power through this, but the hesitation alone can buy you valuable time or even open the door to a path that leads to converting foes to your side!**

Shapeshifter Perk Tree:

Shapeshifting Anatomy -100 CP (Free & Only Available to Shapeshifters)
This perk grants you almost all of the physiological and supernatural abilities of the shapeshifters of the Quileute Tribe; their controlled shapeshifting, their telepathy, their enhanced physiques, and their unique form of immortality. So long as a Quileute shapeshifter shapeshifts with some regularity they will cease physically aging giving them a conditional state of biological immortality. This perk does not give you the ability to imprint, nor does it give you the ability to convert others into shapeshifters, which is a benefit in this instance since contagious shapeshifters share a negative version of shapeshifting which is involuntary and causes those who shapeshift to temporarily go feral and attack anything they can.

Supernatural Workout -100 CP (Free for Shapeshifters)
This is a very curious ability. With this exercising your powers counts as exercising your body. When you use your powers you are effectively exercising, growing in strength, speed, agility, and perhaps most importantly developing your muscles. This means that the more you use your abilities the more shredded you become. How this manifests aesthetically is up to you, it'll never make you look out of sync with your ideal self, and instead passively inches you towards your most handsome or beautiful self. This power kicks into overdrive when you use abilities that wholly shift your appearance, such as spells or abilities that turn you into a monster and

accelerates your transformation into your ideal vision of yourself aesthetically. This also applies to your alt-forms as well, pushing them toward their idealized, most aesthetically attractive states even when you aren't in them (though at a slowed rate).

Know Your Roots -200 CP (Discounted for Shapeshifters)
You understand your ancestry, and the ancestry of monsters as well. You intimately know all of your community's folklore and are well-versed in religion and theology broadly, allowing you to understand the origins of monstrous abilities. You also precisely know your own family tree, and when you honestly communicate it to people (and intend for them to believe you) they believe you. This also enhances your ability to study other families, and to gain valuable information by understanding someone's heritage.

Consistent Physiology -400 CP (Discounted for Shapeshifters)
A shapeshifter is stronger in one form than in another. Shapeshifters have some measure of enhanced characteristics while in human form, some hints at their greater nature, but they are only at their strongest when they are shapeshifted. This is a disadvantage that clever vampires could take advantage of, in fact it may well be a necessary advantage for them to exploit if a lone vampire is at war with a group of shapeshifters. Thankfully you don't have this weakness. You are as fast, as strong, and as dangerous in your human form as you are in your shapeshifted form, and can actually benefit to some extent from the strength of your full alt-forms as well. This does not grant you true Kryptonian in yellow sun strength if you are in a human or human-like form but it does grant you some vestige of that, making you stronger than a human could ever be. This is true of all facets of your physiology, not just strength or speed.

Scientifically Supernatural Booster: In Control
The kind of shapeshifter you are, as opposed to a *Child of the Moon*, grants you at least some measure of control over your shapeshifting. The term *Some measure* is important since newly awakened shapeshifters do not have hair-trigger control over their shapeshifting, but they have much more control over it than a *Child of the Moon* does. And your nature as a jumper has resulted in you gaining two new abilities related to this. Firstly you can share your shape shifting nature and abilities with others, allowing them to mature into shapeshifters themselves, and secondly you can save *Children of the Moon* and other such cursed or infected shapeshifters from involuntary transformations. With a transfer of bodily fluids in some way, and intent, you can grant *Children of the Moon* control over their involuntary transformations, and also grant them the many of the same basic boons a shapeshifter like you have; enhanced physiques, enhanced senses, and elevated body temperature.

Dual Imprinting -600 CP (Discounted for Shapeshifters)
This perk gives you one of the most unique facets of *Twilight Saga Shapeshifters*; imprinting, but in a controlled manner so not at all the incredibly dangerous and distracting thing that occurs to Jacob. You can imprint, which in your case requires making eye-contact with the person you're imprinting on and intent, with an adult/appropriate person of your age of your choosing once per jump. Once you've imprinted on someone that person and you become uniquely, nearly exclusively attracted to each other, and both of you intuitively, instinctively understand each

other. Your connection to that person and their connection to you is something neither of you can honestly deny, and is an active source of strength for you both. Falling in love, truly and utterly head over heels in love, with someone you imprint on would be remarkably easy. **You also possess a platonic version of this that creates an equally deep and intense version but for platonic relationships instead, creating an instant connection that allows you to easily and truly befriend one person per jump without regard for things like species or other significant differences.** This secondary version of the power's once-per-person limit does not use the same type of imprinting as the romantic one does, allowing you to use this power twice per jump (once for a romantic soulmate, and once for a platonic best friend). This ability takes on different facets if you are not a shapeshifter, such as causing others to recognize you as their imprinted mate if they are shapeshifters or causing someone to become a bit of a singer to you if you are a vampire or human-vampire-hybrid (though you'll never struggle to control your urges around them, even in dire situations).

Know Your Roots Booster: Astral Ancestry
It seems that your nature as a jumper, mixed with your knowledge of your roots has done something quite unusual. You have reawakened the great spiritual powers of some of the Quileute tribe, the astral and psychic powers of the Spirit Warriors. You can astral project, influence animals, and exert control over nature itself, and every five jumps your psychic powers will noticeably grow in potency, taking on new facets and maturing as you do. You can have these abilities even if you are not a shapeshifter, perhaps as a result of a keen connection to nature or a deep understanding of your psyche allowing you to project your spirit elsewhere.

Supernaturally Attractive Booster: Pack Physiology
You are more than just an idle shapeshifter, jumper. You are an alpha! This grants you greatly enhanced strength, speed, and also grants you control over the pack-based telepathy shapeshifters possess. You can use this to influence other shapeshifters, even ones not in your pack. If you are not a shapeshifter and you possess this perk then you are a peak member of any species you become and are incredibly charismatic to other members of your species, and you can influence and even command them if they are weak-willed or if there's a vast enough difference in willpower between the two of you. You can also break people out of pacts, and induct them into yours so long as they are willing to be inducted into your pack. This trait also persists across species boundaries, though you can't communicate telepathically, precisely, with members of your pack that are not the same species as you (however you can transmit images and feelings to them, and they can be taught how to do the same with other members of the pack).

Vampire Perks:

Vampire Physiology -100 CP (Free & Only Available to Vampires)
You have standard vampire physiology. This gives you vampiric venom, enhanced beauty, strength, speed, skin that sparkles in the sun, biological immortality, a need to feed on relatively fresh blood, and the power to convert others into vampires as well. This does not give you a gift in and of itself, but it does give you all other facets of *Twilight Saga* vampirism.

Classically Charismatic -100 CP (Free for Vampires)
You are classically charismatic. This does enhance your looks, serving as the sort a booster that gives you classical western vampiric good looks (it makes you look sharper, paler, and stronger), but more than anything else it's a personality enhancer that makes your personality more intense in all of the best ways, amplifying your best traits and making you more charming while also enhancing your ability to overcome your fears and hesitations allowing you to seize on opportunities to be social if you'd want to be without fear or anxiety.

Gifted Vision -200 CP (Discounted for Vampires)
You can tell what gifts others have, and incredibly importantly; you can tell what gifts someone would get if converted into vampires (or other such species). You have an unerring ability to predict how something like a vampiric transformation would specifically alter someone, and can help train them and get them ready to be turned from one species to another without losing themselves in the process, allowing those who'd become vampires due to your actions to be as stunningly in control of themselves as Bella was when she was transformed.

Supernaturally Hidden -400 CP (Discounted for Vampires)
You are incredibly adept at hiding your supernatural nature. You know how to cover up physical giveaways of your supernatural nature such as pale skin or even what makeup to wear to prevent your skin from sparkling in the sun. This also makes you adept at lying believably, preventing you from being discovered as a vampire unless you're having a truly bad day. This trait remains effective for your other alt-forms as well, letting you hide your powers with impressive skill.

Scientifically Supernatural Booster: Supernatural Sniffer
In *The Twilight Saga*, shapeshifters have a distinctive, and unpleasant, smell to vampires. Now all supernatural creatures have smells of their own, allowing you to detect other supernatural beings in a wide radius. This sense is impossible to fool, and you can tell when unfamiliar beings smell of the supernatural even when you aren't precisely sure what kind of supernatural being they happen to be through scent alone. That said, once you've determined what kind of a creature smells like what the scent will remain consistent for the rest of your chain, unless you reach inward and change how a species's smell is registered by you. Don't worry, you won't find the scents unpleasant.

Self Control -600 CP (Discounted for Vampires)
You have the most valuable gift of them all; self control. Vampires in *Twilight* often struggle with self-control, and for you it's effortless. You will never lose control even if you find a *Singer* of your own, or find yourself surrounded by blood. This ability also allows you to do things like easily have sex with humans without surrendering to the powerful cravings blood makes you feel. This also comes with the ability to feed on someone's blood through bites without injecting them with your venom, meaning you can bite someone and feed on them without converting them!

Gifted Vision Booster: A Gift Of Your Own
With this you have a gift of your own. While initially *Twilight Saga* gifts were either subtle or purely mental things (such as Edward's ranged telepathy, Aro's tactile telepathy, and Alice's precognition), vampires revealed in *Breaking Dawn* had some pretty intense gifts with Ben having elemental manipulation abilities, Kate having an electrical gift that lets her afflict people with what appears to be a purely mental sensory illusion of being electrified by a cattle prod. Even before them, however, there were some brutal gifts like Jane's power to make people feel as though they were being burned, or Alec's power to deprive people of their senses. Now you possess a gift of your own. It's pretty evident in the text that there is a wide variety of gifts, ranging from some as simple as the power to induce intense repulsion in those around you (*Repulsive Magnetism*; Fred's, from the Seattle Newborn Army, power), to things as dramatically powerful as *Pathokinesis* (the power to control emotions, Jasper Hale's power). You have a power of your very own. Every five jumps this gift grows, gaining new facets based on your newly acquired perks and the personalities and natures of those you've converted or fed upon and taking into account the adventures you've had since you acquired the power in the first place.

<u>If you are not a vampire and you get this, you have a weaker supernatural talent that venom would boost. The talent is real, and is still appreciably supernatural if understood properly.</u>

Supernaturally Attractive Booster: Hybrid Maker
You possess a resilient biology and can always sire or bear children. You can do this even if you and your mate are both vampires, or would otherwise be incompatible. Children you have will have the best traits of your nature as a vampire, or other supernatural natures you have *On* while bearing or siring them, as well as the best traits of your partner. This means that if you have a *Twilight Saga* vampiric form *On* while siring them they will be immortal (though they'll age to maturity before their aging ceases). This also works if you and your mate are both vampires with vampiric forms actively *On* while making a child, allowing your fertility to overcome the biological barriers that undeath should cause. You can also share this trait with others, and in so doing form an incredibly keen bond with them that makes them strongly loyal to and protective of you. This also grants you perfected control over your fertility, allowing you to only ever get pregnant or impregnate someone if it's what you'd want.

Items:
Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

Food Supply -Free
You have access to a replenishing food supply perfect for yourself regardless of alt-forms in your warehouse. This is more than enough to share with a decently sized family, such as 8 or 9 people, and the food adapts to the consumer's biology. With this, any vampires or other such monsters you create will not have to worry about food so long as they stay in your good graces.

Supernatural Vial -100 CP
This is a single vial containing the essence of one of the three origins in this supplement. Whichever essence it contains is protean and in flux until you decide it's time to use it. When you use it, which you can do once a jump, you can give it to someone to drink which will confer upon them the powers of one of the three species featured in this supplement. Upon drinking it they'll instantly transform into whichever of the three origins you chose, without having to endure pain. They'll instantly acclimate to some extent, this won't produce vampires as even-tempered and able to resist their urges as Bella, but they'll be better than average newborns if you use it to turn someone into a vampire.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Twilight Sourced +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a **Twilight Type Being** that has arrived in this world.
You will need to work out your Background with your Jump Chan.

Twilight Type (Origin Exclusive) +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Breaking Your Foes (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other **Twilight Type Beings**, only 2 per origin appears. These **Twilight Type Beings** do not have perks and have needs, urges and attitudes matching the type of **Blank** they are.

Epic Blanks +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other **Twilight Type Beings** when you first appear here. This changes that. This drawback causes there to be uniquely powerful **Twilight Type Beings** who

appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned individuals access to the general perks as well as the perks for their origin.

True Twilight Type +500/800 CP
Oh… Oh no. Now you think like a **Twilight Type Being**, afflicting you with a shapeshifter's instinctual loathing for vampires, or a vampire's hunger and disdain for shapeshifters. This alters your mind even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like whatever type of Twilight Type Being you chose as your origin would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your Twilight Type Being form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity’s.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP
Everyone expects you to already know what’s going on so don’t expect to get any explanations.

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP

You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll

simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can’t read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

True to myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally filling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn't tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP
For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP

For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)

Notes:

-I wrote out the Dual Imprinting Perk to make it purely beneficial and to protect jumpers from getting questionable soul mates. The perk lets you use it the way you want without getting absolutely shafted by it.

-Twilight is one of my favorite early jump settings because of how goofy the worldbuilding is (I've described it as a "fire and forget" setting; meaning you go there, grab the stuff, and then fuck off to more interesting places, which is a setting assessment I stand by. Forks is the most boring place in Twilight.), and this is a product of the sometimes frustrating affection I feel towards it.

-Know Your Roots is really strong if you don't normally do drop-ins, but it's also really strong if you're a human-vampire hybrid and take it. It's a really fun perk in a lot of settings, but it is much stronger if you normally eschew drop-ins which makes it a funny thing to have here.

-Consistent physiology is one of my favorite perks here, and there's actually a lot of perks here I really enjoy. Anything that helps you benefit from having multiple alt-forms is nice to me, and I love that it doesn't quite make it pointless to have different alt-forms and to actually use them. It just helps your weakest alt-forms not be quite so squishy, especially since for a lot of us our human alt-forms will typically be among our weakest.

-I mentioned this to someone on Reddit but I have prices for perks that are only available to the origin they are a part of (the physiology perks) because some people have perks that allow them to ignore those kinds of stipulations. Generic Werewolf has a hybridizing perk that is PERFECT for this jump allowing you to select multiple species-based origins and get all of the discounts. I'm fine with such perks and due to my cognizance of them I thought it was best to write the perks as though someone might use them but seeing as I never mentioned that in a jump doc before now the confusion was understandable. I hope this note helps avoids some confusion, haha.