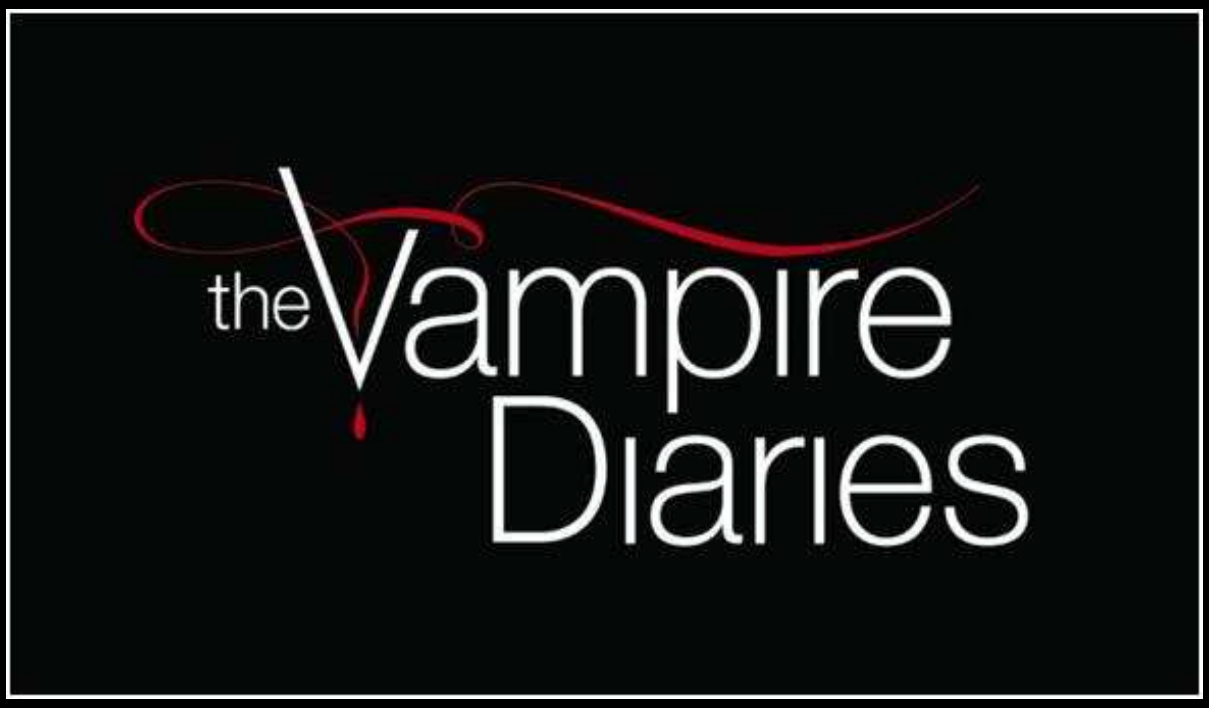




Jumpchain CYOA

Version 1.5

By blackshadow111

Introduction

Welcome, Jumper, to yet another world of magic and mystery, of vampires, werewolves and witches, and... of teenage angst? Yes. Unfortunately enough, this world has quite a few overtones of Twilight writ large, but that' s just how it is.
C' mon, you survived Buffy, you can do this.

Yes... That' s the spirit. Okay, so here' s how things are. It' s all mostly the usual three here, those being Vampires, Werewolves and Witches. Out of these, Witches are the most 'natural', being guardians of nature and the way of the world. Werewolves have their origins deep in the past, and no one knows just how they came to be, just that their current situation, turning only at the Full Moon, becoming a 'true' wolf only after killing a man, and suffering excruciating pain are curses placed upon them by witches.

Vampires were created in the eleventh century by a Witch when she tried to make her family immortal, mostly at the behest of her husband. But despite being by far the youngest species and having literally been created by Witches, they are quite close to the top of the food chain.
Of course, they' re just the pale shadows of the 'True Immortals', but since both of *those* are either inactive or dead, depending on the time of your arrival, that doesn' t matter much. Well...for now, at least.

As you arrive, Elena Gilbert has lost her parents not too long ago, and is struggling to cope. But that' s nothing compared to the fact that the Salvatore brothers Damon and Stefan are about to arrive in town, and will be followed not long after by the Original Family, all of whom want her for their own reasons.
What comes next...well, that depends on what *you* do, doesn' t it?

You have 1000 Choice Points

Age

Roll 1d8+14 for age. This is how old you look, even if your true age might be something entirely different.

Vampires roll 3d100+100 instead, and Vampires with Ancient One roll 2d100+800. This, of course, is your *actual* age. The age you appear remains 1d8+14.

Gender

Retain your gender, or pay 50 CP to change.

Time and Place

You arrive in this universe on September 10, 2009, in the sleepy, harmless little town of Mystic Falls. Did you note the sarcasm? I hope you noted the sarcasm.

Identities

Drop in - 0 CP: You drop in. Literally. You wake up in the bushes behind the 'Welcome to Mystic Falls' sign.

Werewolf - 100 CP: Oops. You killed someone. It happens. Maybe it was a car accident, or maybe a gun went off when you were trying to fight off a mugger. Anyway, you feel it now, the wolf awakening in you. You are a bearer of the werewolf gene. Maybe you knew this, being part of an established pack, or maybe you were the result of a one night stand between a werewolf and an unsuspecting woman. Now that your curse is

active, you get peak human strength, speed, reflexes et al out of it. You also get a healing factor which, even if it pales in comparison to Vampires, makes killing you a rather difficult proposition.

You also get to transform into a wolf form on the full moon in a process that involves breaking every single bone in your body, a form in which you are much, much faster, enough to beat any vampires that aren't truly Ancient. Or an Original, but that's a given. Nothing beats an Original.

Vampire - 300 CP: Something fed you its blood, snapped your neck, and ran off. Then, just as you woke up, someone was going by… well, it happens. You were just so *thirsty.* No one can blame you.

You get the usual package of powers you may expect. Super Speed, Super Strength, Regeneration, the usual lot, really. Two powers that are *not* part of the usual package are Healing by Blood, and Compulsion. Vampires can heal others by feeding them their blood, which heals injuries at a dramatically accelerated rate and they can force other, non-vampires, to do whatever they like. Memory erasure, basic mind-control, subconscious manipulation, the whole nine yards. Oh, and if someone dies with vampire blood in their system, they become one.

Of course, it's not all strengths for the vamps. Sunlight makes them burst in flame, and they can never enter a residence uninvited. Another great weakness is the bite of a werewolf, which is invariably fatal. Another weakness is the heart, which, if pierced with a stake or ripped out of the body, kills the vampire instantly. The last way to kill a vampire is by beheading. This is not due to anything to do with the brain, mind you, but rather the spine. Apart from this, vampires need blood to maintain their powers, and prolonged lack of it causes desiccation, which is when a vampire basically becomes a corpse for all intents and purposes. Desiccation is reversed by feeding blood to the vampire. Finally while their physical abilities are superhuman their durability .. not so much. They're tough enough to withstand the stress caused by their strength and speed, but little more than that. Good thing that vampires regenerate.

Additionally vampires in this world tend to feel all emotions quite strongly, and thus (for some reason) have an on/off switch for their emotions. Which can, as you might imagine, lead to .. unpleasantness .. if the vampire in question decides to turn them off and leave them off (as morality also tends to go out the window). Last but not the least, Vervain is a herb that hurts vampires. Very much. A mortal ingesting vervain or having it on their person is immune to compulsion, and it' s basically like acid to vampires. An immunity can be built up by taking it slowly over time.

Witch - 300 CP: Yer a Wizard, Anon. Wait, sorry. Not a Wizard. They don' t exist. Yes, regardless of your gender, what you are called is a Witch. And what you are is a servant of nature herself, a guardian of the balance between the various aspects of the supernatural, blessed with the power of wielding the many and varied forms of magic that are present in this world.

The magic you can wield is wide and varied, and capable of everything from minor tricks to grand spells that can create or destroy immortals and parallel worlds (hidden in pocket dimensions) and everything in between.

Perks

Perks are discounted, for the relevant identities, and the 100 CP perk is free.

General

Eternal Life, Endless Enjoyment - 100 CP: You'd think that with there being so many immortals running around here, they'd all be a bit more cheerful. But no, it's all doom and gloom. Woe is me, I'll live until the Sun goes out, how could I possibly go on! You don't have that problem though. No matter how long your life might be, you'll always be able to hold onto your enjoyment of simple things, keep up a bright outlook and move on from loss with no problems.

Vampire Stats - 100 CP (Free Vampires, Discount Werewolf)**:** A basic 'super stats' package. Speed enough to blur across a room, strength enough to flip cars, with the endurance, agility and stamina to match. Doesn't make you a vampire, just capable of matching one.

Vampire Healing - 200 CP (Free Vampires)**:** You have the power to heal both yourself and others. This translates into a regeneration ability that can heal any wound that does not kill you instantly. Speaking of which, your heart and spine are your weak points. Decapitation will kill you instantly, as will the destruction or removal of your heart or spine, unless you have perks that will allow you to survive them. Anything else is just very painful. Notably, you can heal your brain without any real mental or physical damage, but not your spine. As far as healing others is concerned, you can heal others by feeding them your blood. This relies on magic, so the very act of feeding them is usually enough to heal all injuries apart from the removal of a limb or more than minor damage to the spine or the heart.

Importantly, only diseases that are foreign in origin to the body can be healed with your blood. Cancers and tumors will benefit from the magic of this healing as much as any other part of the body. Seriously, do **not** try to heal a cancer patient.

Trading In Power - 200 CP (Free to All but Drop-in): Power in this world is more than just what you can do. It's a commodity, an actual asset that you can use… in other ways than just spending it. You are now a consummate businessman, a genius at minimizing losses and maximising profits, at bargaining and trading… and in no case do you shine more than you do than in *magical* trades.

You have the ability to trade and bargain in pretty much anything and everything, especially things not entirely physical. Magical Power is the most common currency, but souls, feelings, names and memories, physical strength or just 'favors' are all perfectly valid. Deals like any fae or Devil ever made fall solidly within your expertise, and you're very, *very* good at them indeed.

All participants in such deals are bound by unbreakable magical contract to honor the letter of the deal, including you… but there are very few indeed who know how to get a better deal than you do.

Compulsion 300 CP (Free Vampires, True Immortals)**:** You possess the power of Mind Control, capital letters emphasized. Simply by making eye contact, you can make a person do whatever you want. You can give them long or short term orders, or orders that will activate on certain triggers. You can change the personalities of people, and make them forget specific memories with no harm to their overall psyche.

If you make someone forget an important, pivotal event in their lives, only the memories of things that were a direct consequence of that event will be affected. This compulsion fails entirely on Vampires, Witches and Werewolves, as well as any other supernatural beings you may happen to encounter over the course of your existence.

Also, it *is* possible to resist this even for the puny mortals. Very, very difficult, requiring truly great willpower, but possible.

Great Lineage - 200 CP (Free Werewolf)**:** The Crescent Wolf pack is the oldest pack of werewolves in the world, and it' s ruled by a line of royalty recognized by a crescent mark on the back of their shoulders. You gain this mark and bloodline, along with the right names to go with it if you want. This makes people naturally prefer you for any inherited positions you might claim, granting you a charisma that makes them believe that everything would be so much better if you were in charge. And you live up to your hype. You become the fittest person to lead any group you have strong blood ties too, with your mental and physical abilities improving to the point of making you a truly fine specimen of your pack/gang/clan, a whatever. After this jump, this perk makes it so that you will always have the right proof and indicators to show that you have noble or royal blood, not to mention the same advantages you get from it in this jump.

Wolf Form - 300 CP (Free Werewolf, Original Hybrids, and Tribrids, Discount Drop-in) **:** Well now, this isn' t exactly unexpected, is it? You gain an alternate form, that of a huge, bull-sized wolf. This form is much, much stronger, faster, and more durable, to the extent that you can go toe to toe with Vampires in it. Baby ones, mind you, not Ancients or, heavens forbid, Originals, but that' s still quite a lot. Starting out, your transformation is utter agony, as you break every bone in your body during it, and your mind and body are changed into that of a wolf with every bit of the body horror that' s

implied. If that was not enough, you go entirely berserk as a wolf, with the feral, Wolf's mind in charge. Moreover, you can only do it on the full moon.

But as time passes, and you change back and forth over and over again, your synchronization with the Wolf improves. Transforming becomes easier, and the pain is reduced, while you start getting a slow conscious grip over yourself while a wolf. And best of all, even your dependence on the moon starts to fade. Slowly it all becomes simpler and simpler, until, say, in ten years or so, you can change back and forth at will and entirely painlessly, while retaining every bit of your sanity and self-control.

Witchcraft - 300 CP (Free Witch, Discount Drop-in)**:** Whoa there, how did *that* happen? Well, however it might have been, turns out you possess the power of magic. You can wield the forces of nature for yourself, using them to whatever purpose you may deem appropriate. This ranges from minor magic like telekinesis or small spells, up to great works that can leave the face of history changed and distorted, like the creation of an entire immortal race. This perk enables you to use Traditional Magic and gives you enough juice and talent to be slightly above average, and while you *can* learn other branches, it will require some good, long work to master it. Unless, of course, you have other perks to help you along.

Witchy Talents - 300 CP (Free Witch)**:** There are many types of magic, and they all have their own advantages and disadvantages. You gain a modicum of proficiency in all of them, be they popular or obscure. But talent by itself is nowhere nearly enough, of course. Until you get someone to teach you, you can't use any magic limited to any specific individuals or covens. So while you can't do Dahlia's connective magic or the New Orleans coven's Ancestral Magic off the bat, you are among the more talented wielders of Traditional, Sacrificial, Dark, and Spirit magic, and once you *do* get someone to teach you you would be above average in those arts too.

Drop-In

Hunting Skills - 100 CP**:** In a world where Vampires and Werewolves are common, it isn't very safe for ordinary mortals. Even those who ignore things and carry on aren't

entirely safe, let alone those who actually decide to go poking into the supernatural. You, at least, can do better than most.

You get a set of preternatural skills for dealing with the supernatural. Whether vampires, werewolves, or witches you get an instinctive idea of a person's true nature at a glance. Furthermore, if you actually get on the hunt for something, you find that you have a sort of instinctive aptitude at fighting and killing them. Don't go expecting this to allow you to walk away from a fight against prepared and ready vampires or transformed wolves, but you'll have an easier time than virtually any other mortal, and hey, every little bit counts.

The Best Healer - 200 CP**:** Life sucks, and then you die. This is a basic fact of things, isn't it? The simple fact of the matter is, no matter how powerful you are, how well prepared you fancy yourself, bad things are going to happen all the same, and it's upon you to move on in your life despite them.

This perk enables you to do this. Whenever things happen that would cause you severe loss or grief, you seem to 'compress' them in a very small period. Where other people would still be feeling the hurt years later, you somehow find the strength to move on, to drag yourself out of the spiral of despair much faster than anyone else.

Mental Fortitude - 300 CP**:** There are a lot of threats to one's sanity and free will in this world, so many that you might as well give up and become 'troubled'. Hell, it might help you get a girlfriend, in this world. But not for you such weakness. Whether the unbearable thirst of a vampire, the constant anger of the Werewolf, or the eternal lure of Dark Magic, such influences simply fail to find purchase upon your psyche. Not only this, but you also gain an incredible resistance to a Vampire's compulsion.

This is not the absolute immunity possessed by supernatural creatures, but rather it evens the playing field a bit, allowing you to fight back. This extends to similar effects beyond this world, making you extraordinary at resisting both all types of corruption and all foreign attempts to take invade or subvert your mind.

Everlasting Blessing - 600 CP**:** Many are the supernatural enemies in this world, with their own lusts and evil, most of which tend to appear as various depredations upon the innocent, mortal people of this world. You are the one who was chosen to fight them, blessed by a set of native shamans who had decreed enough was enough.

The magic they worked grants you massively enhanced abilities, such as speed, strength, endurance and healing equal to any non-ancient vampire. Your aging is slowed greatly, allowing you to potentially live for centuries before you die. Not only that, but the seven shamans are now functionally extensions of your life. Every time you die, one of them dies instead, and you come back to life. You are the proverbial cat, although only with eight lives.

After this jump, this translates into one extra life per jump, though one thing to be noted is that you must *have* a body to return to. Also, this will work only on mundane deaths. If you get your whole concept of being destroyed, or get yourself scoured clean off the timestream or whatever, well… that' s you dead, then, ain' t it? This reverts to the eight lives post-spark (which will then 'regenerate' at a rate of one every ten years).

Unlike the canon character given these powers, you don' t find yourself consumed with an overwhelming urge to hunt and kill any vampires, but you do gain her power to flawlessly locate any supernatural being once you have tagged them with your power.

Real Charmer - 600 CP**:** What? I don' t even… okay, I don' t know how you do it, but you seem to be unnaturally good at getting people to trust you and work with you. It could be the ties of blood that bind you, or it could be an old friendship or love, but people will just find excuses to convince themselves that *this* time you' re being sincere.

Any time an enemy or threat appears, even people who were actively warring against you yesterday will be all too glad to strike a compromise with you, and somehow they never *really* see that betrayal coming.

Vampire

Bad Bad Boy - 100 CP**:** Hey now! Damon Salvatore, Lorenzo St. John, Niklaus Mikaelson...a lot of bad boys around here. Speaking of which, aren't *you* a bad boy! Don't try to hide it, I know all about that night, when you...well, nevermind. Still, you'd think this would warn people away from you. Y'know, basic survival instincts? Doesn't matter, it seems.

I don't know what it is about you...maybe that way you brush your hair back, or that delightful accent of yours, but you have a sort of dark charisma that simply draws people to you regardless of their better judgement, making them want to be your friend, lover, basically whatever you want them to be. This perk works especially well on people who are naturally predisposed towards the gray personalities, of course, but even the purest of souls will feel *some* draw towards you.

Always and Forever - 200 CP**:** Ah, family. Such a simple word, but such meaning it contains. Family is what one has, even when all else is lost. Families fight, they grow bitter at each other and can even come to hate each other...and yet. And yet, when outsiders threaten one of them, they threaten them all. Noble, honest souls can go chillingly murderous, while savage, arrogant idiots can reveal hidden depths, when family is threatened. You gain all the benefits of such a family, with few of the negatives. Any people that have blood ties with you will never side with a stranger against you, come what may. Moreover, they will actively fight to protect you whenever you are threatened by an external enemy, in whatever capacity they can, turning even on alliances they might have to aid you. Moreover, this bond will simply not fade, as so many do. Time has no effect on you and your family's feelings for each other, only the actions taken it it do.

Of course, what you should keep in mind is that all this matters only when there's an external threat, and on you keeping up your end, at least in some token way, when *they* need you. So if you treat them bad, don't be surprised when they end up sticking you down a hole for a couple of decades so that you can ponder where you went wrong.

A Master of the Mind - 300 CP (Requires Compulsion, Free with True Immortal)**:** You are, really. Every Vampire has compulsion, but it's only a few among them that have it down to an art like you do. You can compel people en masse, without the slightest need

for eye contact, you can trick them into illusions, make them think their own desires are acting up against them, or even steal their memories. Compulsions placed by you are practically impossible to be fought against, even by experienced and capable Vampires with centuries of experience and strength. Even witches, depending on how powerful and capable they are, can be snared by your powers.

Magic Resistance - 600 CP**:** As powerful as Vampires are, you still have your own vulnerabilities. There are several, but without a doubt the greatest is Magic. Your very creation is owed to magic, and the servants of nature wielding it shall ever be a threat to you. Well… not exactly *you*.

You gain an incredible resistance to all forms of harmful magic targeted at you, to the extent that you barely even notice that someone attempted to kill you or turn you to stone. Magic that is not expressly useful and helpful to you will simply fail to work. Of course, this is not a blanket immunity to any and all magic. *Really* strong magic, when cast by casters whose… 'metaphysical weight' is greater than yours, will overcome this resistance. Consider this perk a shield or a suit of armor, instead of a conceptual immunity, if you will. Of course, unlike them, the perk itself suffers no damage even if overwhelmed. As for actual scale, you can expect yourself to tank anything less than the Original Hybrid curse, or if you' d prefer a more combat-oriented estimation, the spell equivalent of about a dozen simultaneous RPGs to the face.

Ancient One - 600 CP: Well now, aren' t you old. Vampires are one of the most powerful species out there as is, but even among them you' re close to the top. You' re an Ancient Vampire, born and turned at least eight hundred years ago. You' re stronger, faster, tougher and all-around superior to almost all of your kind, in part thanks to your age and in part due to the fact that you were either created by an Original or by a vampire whose sire was an Original. The farthest down the sire line from an original you can be is at a third link.

Like with the Vampire Stats perk this doesn' t, by itself, make you a vampire, nor immortal. Just a mortal capable of matching one, except for one particular thematic case outlined in the notes.

Werewolf

Painless - 100 CP: Normally the transformation into your wolf form is an excruciating process, involving the breaking of every single bone in the body. But for you, it' s perfectly painless. You can change back and forth smoothly and painlessly, without so much as a twinge of discomfort. In the future, it makes any changes that should be painful and horrific be utterly gentle.

For the Pack - 200 CP**:** While Vampires are almost always loners and Witches are mostly like mundane people in that they can go one way or the other, Werewolves like you are quite firmly oriented towards arranging and organizing in groups. You gain the ability to encourage and facilitate such tendencies quite significantly. Just your presence is enough to encourage boost the 'greater good' sort of thinking in others, granting them perspectives beyond the petty, mortal ones people usually possess and allowing them to work as a well oiled machine to accomplish the goals of the whole.

With a bit of effort, you will be able to reform people greatly, allowing them to think beyond their own needs, and if you *really* put your back into it, you can have entire packs massing together, Alphas surrendering their leaderships, ancient enemies being forgotten altogether, all for the good of the Werewolf species. This translates equivalently to any and all groups you belong to, **after** this jump.

Alpha - 300 CP**:** Not all Werewolves are created equal, and you are a particular example of such. You are an Alpha, a natural leader. You gain a boost to your abilities, with your strength and speed, enhanced so you have that edge over any other wolves. In addition, you gain natural leadership skills, that allow you to keep the loyalty of your people through thick and thin. No matter the odds, you have a plan, and your men are willing to trust in your plans, no matter how crazy.

Evolved Werewolf - 600 CP (Requires Wolf Form)**:** Once, in the far past, the various abilities possessed by Werewolves were limited to specific packs and individuals. As time passed, various packs performed rituals and ceremonies binding their abilities and packs together, until all werewolves shared the same basic powers. You are the apotheosis of

this process. As an Evolved Werewolf, you have complete control over your changing, irrespective of whatever the moon might want to say about it. Your strength, speed, and all stats now equal those of an Ancient Vampire, second only to Originals. In your wolf form, though, you can trump Ancients outright, and might even give Originals a good fight.

Unified Powers - 600 CP**:** Ah, the sharing of power. It has many benefits, losses and variations. The Werewolves do it, as do the witches, and who knows, maybe some vampires in some corners of the world may have their own versions. Well, now you may add yourself to the list.

You may now do the Ceremony of Unification, whence a grand ceremony must be carried out, involving rituals of purification and divulgence, where you share all that you are with each other, and in the end your powers are merged and returned to you both, but also echo to anyone bearing a strong mystical connection to either of you, imprinting a weaker version of the powers involved upon them. Given as these are Werewolf traditions, the powers that can be exchanged are the ones based on the body, and to a small extent the magic.

Just as a Hybrid doing this with a normal werewolf allowed them to have her increased physical abilities and voluntary changing, but did not actually turn them into Hybrids, in the same way you may never share *all* your powers and abilities, just the ones that have at least some commonalities with the other person in the ritual. So while you can exchange things like physical strength, speed, and some magical quirks that are at least a little bit common to the both of you, don’ t go expecting to teach D&D spells to Naruto.

Witch

Ad-hoc Magic - 100 CP**:** You know how magic requires the perfectly precise casting and the completely perfect words and gestures, with the margin of error being *precisely* zero? Well, it’ s not really that way around here, and you get to share the fun like everyone else. Don’ t have the exact perfectly drawn pentacle ready? Eh, that square

might just do. Don't have the right partner to do a vital ritual with? A close enough substitute could tide you over. See the notes section for more specific details.

Do you believe? - 200 CP**:** Belief is a powerful thing, especially in magic. Belief in yourself, in what your elders, friends, and parents are telling you, in their intentions, these things are what make a family. And you gain from this as well, now. As long as you and the people around you, the ones who live with you, or work with you, or bear strong relations to you believe in and truly care for each other, tasks you undertake simply seem to 'work', somehow.

An ancient ritual that requires a specific technique or a specific number of anything will work despite all circumstances being wrong, as long as the people involved in it *truly* believe that together, they can do it. Similarly, no matter how difficult or complicated the task, you and your friends can do it. You may have a lot of trouble, you may truly be hurt or lost, but if you have faith, the odds remain on your side.

By no means is this an absolute thing. This makes your chances at accomplishing joint objectives better the more of you there are and the more you believe in each other, but it won't allow you to jump off the Empire State building and survive purely on the power of your faith.

Gut Feeling - 300 CP**:** Magic is a finicky thing, and punishes mistakes rather severely. And mistakes… oh boy, the mistakes… let's just say they're a dime a dozen around here. As if that were not enough, there's also plenty of people who would deliberately sabotage others' working to achieve their own ends. But there are ways to counter them. Instincts are powerful things, and yours are more powerful than most. Whenever you work magic, you get a sort of intuition for whether it's likely to go wrong or not. Be it genuine mistakes or deliberate sabotage, your instincts warn you that something might just be wrong here.

The same goes for regular life, but to a much more limited extent. You get hunches whenever you might be about to make a mistake, whether it's trusting the wrong person or taking the wrong turn on the road.

Note that this is not a ‘Never make a mistake’ card. All you get are gut feelings, as the name suggests, and you don’t get any way of differentiating them from any other hunch you might have.

Siphoning - 600 CP**:** You gain the power to drain and absorb the magic away from people and items, with or without their consent. Not only can you increase the magic at your disposal, you can also absorb the power in spells and artifacts, consuming it to boost your own powers and spells. Unlike natural born siphoners, you possess some power of your own too, and can in fact add your absorbed power to your own reserves potentially permanently, albeit in rather smaller amounts, as you need to ‘concentrate’ it.

Simply put, you can either immediately use all your absorbed power, or add roughly half of it to your own pool permanently. This does not translate to absorbing specific spells or powers, mind. Only raw magical energy/Mana/whatever. With time, you may also be able to do it the other way around, ‘gifting’ others portions of your power in the same ratio.

Power of the Firstborn - 600 CP (Requires Witchcraft)**:** Ah, power. Power makes the world go round, didn’t you know? Power matters less for witches than it does for others, with their abilities geared more to knowledge and precise skill, but even for them, one cannot deny that it is a huge factor. You possess truly immense magical power, enough that if you were to put your mind to it you could probably create something truly great. Or telekinetically snap a lot of necks, I suppose.

To put this simply, with this perk your internal energy reserve is boosted massively, to the point that you can sustain easily spells that would require several ordinary witches working together, giving it their all. Also applies to magic and all equivalents in other settings.

General II, the Gritty, No Discount Sequel

(There are no discounts, for any background, on the perks in this section)

Original Hybrid - 600 CP (Requires Ancient One or Evolved Werewolf)

Ah, the Original Family. The first vampires in history, and the second set of immortals ever created. Theirs is a tale of love and hatred, betrayal and blood. And now it is your story as well. You are a sibling to Elijah, Niklaus, Rebekah, Kol, Finn and Freya, another one to have been turned immortal by Esther' s spell. Blood ties bind you to them, as well as to your mother. Curiously enough, they do not bind you to your 'father'. You see, you only have one 'true' sibling here, and that would be one Niklaus Mikaelson.

As he was one of her betrayals to Mikael, you are another. Your true father was none other than Ansel, a great Alpha of the Werewolves. As such, not only do you now possess all the powers possessed by any other Original Vampire, but you are indeed something greater than even them. You have strength and speed second almost to none, being able to treat Ancient or even Original Vampires as unruly children, let alone normal ones.

You can create others of your kind from Werewolves by feeding them your blood and killing them, and then feeding them the blood of a Petrova Doppelganger to complete the transition. After this jump you can create them out of plain humans, as you would a Vampire, without the need for a doppleganger. You can still create vampires, it just requires you to decide one way or the other when feeding them your blood.

If you are a drop in, then somehow the moment of your arrival resonated with the instant of Esther's binding of Klaus, and when his powers were bound a copy was mistakenly created, which traveled across time and space and got grafted onto you. Basically you get all the benefits of the perk but none of the associated memories or familial connections. Which some might consider a blessing in and of itself.

Greatest Witch Ever - 600 CP (Requires Power of the Firstborn or both Witchcraft and Real Charmer)

So you wish to be among the greats, do you? Well...very well. As you might know if you've gotten so far, there are two parts that decide how powerful a magic user you are. The first is power. Always, it's *power*. The power to do alone what it takes whole covens to do, the power to stand above your fellow witches as they do over ordinary mortals. Your already great power surges until you are one of the most powerful witches ever born, comparable only to the very best there have ever been.

But power is only one part, isn't it. The other is *skill*. And that's what you get now. When it comes to magic, you are Einstein, Hawking, Beethoven and Shakespeare all rolled into one. Magic to you isn't an art or a science. It's both. You're an unparallelled genius in any and all fields of it, able to learn spells and rituals that others would require years and months to grasp in days and hours. Your memory is perfect, with flawless indexing and perfect recall, and you have a heightened intellect, everything needed to make you a certified, grade-A genius are now provided to you. This is strongest when you're working at magic, but does carry over, albeit reduced, to other pursuits.

You can learn even the most complicated and finicky spells like nobody's business, even if they should be utterly beyond you by all reason, logic and laws of nature. You can brew potions in your sleep, and enchantments seem to flow together under your guidance like that's what they *wanted* to do.

But that's not the only way to reach greatness. If you are so minded, you could go in another direction. While your powers remain mostly the same with only a slight increase, you gain an incredible skill at working with other witches. You can convince an entire coven of witches to take you in, or even make you their leader, provided you can make the right argument. But that's far from all.

People that are in your companionship and under your leadership find their mental and magical talents enhanced significantly, rising to be able to be capable assistants to you, if not experts equal to you in skill. If you want, you can increase this even more by choosing to share your own abilities, which will grant all your recipients powers and energies up to a tenth each of what you're willing to give up. Working together, you and your friends could create true wonders.

All parts of this perk apply equally to all types of magic or equivalent you encounter in the future.

Tribrid - 800 CP (Requires Original Hybrid)

The curse and blessing of Hope Mikaelson, a union of species, a blending of powers… to be a Tribrid is to be the final conclusion of the mingling of supernatural genes. You are not just a vampire anymore, or a werewolf. Someone in your close ancestry was a witch, and now you are one too, and of great power and skill.

Your physical attributes are now the greatest in the world, bar none. Hybrids, Original vampires, all of them might as well be standing still to you. At the same time, your magical powers also rise massively, equalling what one might expect of a very powerful, very old Witch of the finest bloodlines. Your mental abilities are comparable to Elder Vampires, if not Originals.

With your inability to use magic gone, even Witches are no longer beyond your compulsion. They enjoy the same resistance abilities that any mortal has against normal vampires, but their natural immunity no longer counts against you.

True Immortal - 800 CP (Requires Greatest Witch Ever)

A story of love, of deceit, and of betrayal. A great work, crafted aeons ago by a witch too powerful for her own good and a mad, and sadistic, nobleman witch who betrayed her… for her maid. The spell of True Immortality was a heresy, a betrayal to all principles and traditions held by the witches towards a purpose so foul and profane, that it resulted in the entirety of the witch community turning on its makers. A work of the witch Qetsiyah, the elixir that this spell created is the only thing in this world that can grant true, unconditional, immortality dependent on no outside factors to perpetuate itself.

Silas and Amara were their names, lovers who duped Qetsiyah into granting them life everlasting. Nature could not endure this, and it led to their bloodlines being damned for them. Every few centuries, there would be a doppelganger born from among their descendants, to die in their place instead of them. These are the two doppleganger lines, used later on by witches to further their own purposes.

This is the power you now possess, granting you strength and speed only slightly inferior to your average vampire, and immortality that simply cannot be undone except with a very specific cure, only one dosage of which exists. Most of all, the powers this grants upon you are mental ones. Without exception, you are the most powerful mind in this world. You can cast mass compulsion without the slightest need for eye contact, force an illusion of hours upon hours of excruciating pain upon even Original Hybrids, and make yourself appear whatever you feel like.

Similarly to the Tribrids and in defiance to the specimen of your kind existing in canon, your magical powers are in no way diminished but instead flare to match every achievement a Tribrid is capable of. While their physical prowess far outmatches you, so too does your mental might leave them in the dust.

The Devil’ s Double - 400 CP (Requires True Immortal or Tribrid)

Hm… yeah. So as you might or might not be aware, all the things that the people of this world call ‘magic’ is actually just manifestations of Psychic powers. All the witches are Psychics of various strengths, using myriad ways to exert their power.

Or did the Psychics exist *alongside* the witches… look, it’s not very clear. But that’s beside the point, really. Psychics exist, and you’re one. Well… one of the very ***best,*** it might be noted. You have utterly ridiculous, *massive* Psychic power, to the extent that if you push yourself right to the edge you could carve a small pocket universe out of the Aether surrounding this reality and then send your soul there to rule it as it’s Overlord.

Why yes, that *is* incredibly specific.

Your powers cover just about every field of Psychic powers you’ve heard of and then some, considering that they might or might not be the raw form of all magic in this world. But that’s where the fun bit comes in.

You see, such is your power and skill at wielding it, that you can convert any and all effects that you can cast with magic, from compulsion to summoning the dead to strengthening yourself physically, entirely into psychic powers. That is, you can cast them entirely without any need to gestures or spells, and/or use your psychic abilities as the fuel. No matter how important, esoteric or valuable a component, you can compensate for it with your raw power. For skipping incantations, foci and/or gestures this costs practically nothing at all, but costs rise steeply for bigger or more complicated spells with elaborate components.

Skipping something like a Live Sacrifice would cost dozens upon dozens of times as much power, to give you an example. But that’s only the first thing you can do. If you have the power to burn, you can ‘overcharge’ your spells or tricks, magnifying the effects massively, proportionate to the amount of power you put in with no spillover. You could burn a building down with a child’s flame cantrip, given enough power.

Comes with a free personal reality, though for some reason you don’t need an ascendant and can enter, leave and fully control it with your mind alone.

Companions

Companions may each take up to two drawbacks for additional CP, so long as those drawbacks only affect themselves (for example they could not take the Burdens of Immortality drawback unless you took it as well).

Import/Create - 100 CP

You know how it works, probably. Import an existing companion into this jump, or create/' meet' one in the jump. Either way, the CP budget is 1000 CP, and the Identity' s free.

The NPCs - 200/400/600 CP

So instead of real people, you might want to try something different. These aren' t quite companions, more like… followers? Kind of. You may have either a Werewolf Pack, a Witch coven or a Vampire Family/Society or even a Human Secret Society. For 200 CP they' re very small, barely more than a dozen members. About 20 tops. Individual members are fairly ordinary, slightly above average examples of their kind.

For 400 CP, they are somewhat larger, numbering in the several dozens. Perhaps a hundred, or nearabouts. They' re decently smarter, stronger, faster and/or more magically powerful than others of their kind. Here' s where you find the likes of the individual New Orleans covens, or the werewolf packs dotting the countryside.

For 600 CP, however, this is huge, a massive, incredibly powerful organization comprised of hundreds of members, each exemplary among their ilk. The Gemini Coven, the Nine Covens organization of New Orleans, The Strix, establishments like this number here. Witch covens have long histories and huge collections of powerful spells, artefacts and more. Werewolf packs have incredibly strong bloodlines and large numbers, while a vampire/human society would be powerful enough to wield influence on a global level.

Whichever level you pick, you find that you can grow your organization in power through personal attention and work, and it's the end result that departs this world with you. You may also mix and match members, making something that has all four of the above in it, if you want. You can buy this as many times as your want, with the second purchase and on discounted, and can merge purchases in any way you desire.

Soap Opera Stars - 100/300 CP (Canon Companion): Maybe not actual Soap Opera Stars, but it might end up feeling that way depending on who you pick up. Pay 100 CP for any individual of low to moderate personal ability, that is, anyone whose powers go 'only' up to one of the 600 CP perks, or 300 CP for the true powerhouses of the setting such as Silas or Hope Mikaelson. Some individuals will not agree to go with you unless you take their 'soul mates', for example Silas and Amara, or Damon and Elena.

Or was it Stefan and Elena… see? They get the perk equivalent of anything they actually could be reasonably said to have (for example Silas would have most of the Witch tree and True Immortal, Hope Mikaelson would have Tribrid, etc etc). In case of any discrepancies with canonically observed powers and the appropriate perks, the characters get the full powers as per the perk… from your next jump onwards (or ten years, if you choose to stay for some unknowable reason). You *are* paying CP for them, after all.

The Soulmate - 400 CP: Man, that phrase sure seems to get tossed around a lot in these parts. But in this particular case it's actually accurate. This will allow you to import a singular Companion, or create a new Companion whole-cloth, who is absolutely certain to become your soul-mate (or stay your 'soul mate', if they already were), with every connotation that phrase normally implies in these sorts of teen dramas.

If you *genuinely* believe you already had a soul-mate from real life, you can import them instead. They get 1000cp to spend on anything and a discount on anything you purchased, including perks that wouldn't normally be discounted, and the same drawback rules apply to them as do the other Companion options.

Just a reminder: Drawbacks trump everything. So stay away from Luckless in Love. 'cuz companions respawn...and don't develop any kind of immunity.

Items

All items are discounted to their backgrounds, and *one* 100 CP item is free.
Wherever relevant, you may import an existing item at no additional cost.

Quality Drinks - 50 CP**:**
An alcohol cabinet containing about half a dozen bottles of extremely high quality drinks, refilling itself every week, or as soon as it's empty, whichever is later. Nothing supernatural, but not limited to just 'human' drinks. Trying to sell the alcohol extends the time it takes to refill the cabinet by a full month.

Drop-In

Set of Well-polished, Engraved Wooden Stakes - 100 CP**:**
Good, hardy stakes, excellent for powering through vamp ribs and annihilating their hearts. You get a case full of ten of these, refilling every 24 hours. Very slightly superior to regular stakes, and you will be able to pull one of these out from any unobserved place, such as behind your back or within the folds of a long coat, so long as you have even one of them left in reserve. Good for getting the surprise on those paranoid vampires that think they've got you on the ropes.

Rich - 100 CP**:**
Briefcase full of 200k US Dollars, regenerates monthly. In future jumps, it converts to the same amount in any local currency of your choice.

Does not inherently provide a reason for why you have all this money, so best avoid inquisitive tax collectors or the IRS. Can be bought more than once, additional purchases increase the amount of money gained by an additional 200k per month.

Vervain Supply - 200 CP**:**
Ooh, Vampires must hate you. This is a single flower pot with a vervain plant in it. You may clip off as much as you like, the plant regenerates the next morning.

Gilbert Ring - 400 CP**:**
The Gilbert ring of resurrection brings back from death anyone who dies due to supernatural causes. Vampires, Werewolves, Witches… if its wearers are killed by any of them, it brings them back. This is what you have now. After this jump, one ring only works on any particular person once every ten years. If used on objects, it makes them immensely durable, to almost the same degree as a True Immortal or a Tribrid.

Mapped Body - 600 CP:
You gain a series of tattoos on your body. They are very simple designs to begin with, but they will grow and evolve as time passes, growing into detailed maps that will lead you to immensely valuable, unbelievably useful items. This growth will be quite slow, At the speed of about...one map every year or so? Once complete, the information will always be enough to let you know the exact location of whatever item has been revealed to you, even if it means your chest is covered completely in size 3 font written detailed instructions instead of a map.

If you want, you may set these to instead lead you to any, and I do mean *any* hidden or lost item of your choosing, but in that case you will only be able to make the map advance through achieving objectives related to the item. Finding a cure to immortality would require killing vampires, finding the holy grail would require knightly deeds, so on and so forth.

Vampire

Daylight Ring - 100 CP**:**

Allows vampires to survive in the sun without burning up. Returns to your hand if lost or destroyed. You can let other vampires borrow it if you want, and you gain the formula for making more, though without access to magic you won't be able to make them yourself.

100 CP **Blood Packs:** Vampires in this world are perfectly able to feed themselves off of blood from packs or bottles, instead of having to get it from the vein. You now get a cooler full of such packs, enough to last you a week with plenty left over. They regenerate in a week or when they're empty, whichever is later. They can come in actual packs like you'd find in a hospital, or in classy wine bottles if you fancy yourself the sophisticated sort. As an added bonus it can taste like regular blood, fruit juice, or actual wine. It's still very obviously blood though.

Can be used by other vampires in future jumps.

Freya's Tincture - 200 CP**:**
The older Witch sister of the Originals, Freya, was the only one who ever succeeded in countering Vervain. Her tincture, a Hibiscus flower and Mugwort combination, counteracts the immunity to compulsion provided by Vervain when forced into the target's bloodstream. You have a small bottle full, which refills itself every morning. In future worlds if you can somehow trick, or force, others into ingesting it their resistance and/or immunity to mind influencing effects will be tremendously weakened.

White Oak Ash Dagger - 400 CP**:**
Silver dagger, bonded with ash of the white oak tree. Kills any mundane mortal with a single touch, disables immortals if stabbed into their hearts. This particular dagger is indestructible and can't be drawn out of anyone it has been staked into the heart of except by you or people you designate. It will automatically return to your warehouse at the end of a jump if it was outside of the warehouse at the time the jump ended (for example, in someone's heart at the bottom of an ocean). This does mean, of course, that there is nothing keeping that particular immortal disabled, but since you're not there anymore it's not really your problem is it? As an explicit protection it won't work on you. As for others, well, it does exactly what a sharp bit of metal where none is supposed to be does.

Cure - 600 CP:
Immortality is pretty awesome, yeah? But sometimes it can be a bit too much. Sometimes, the passing of ages can wear on you, make you sick and tired of the ages going by. For such a time, you have the Cure. Made by Qetsiyah to counter her Immortality spell, this vial of liquid has the power to render any immortal that ingests it, willingly or unwillingly, mortal. Post jump, all you need to do is to somehow introduce it into the target' s bloodstream, or whatever equivalent there is.

Werewolf

Moonlight Ring - 100 CP**:**
Wearing it allows a werewolf to forego the moonlight transformation. You can let other werewolves borrow it if you want, and you gain the formula to make more. Without magic of your own however you' ll have to outsource the crafting.

Forgotten Knowledge - 100 CP**:**
As time passes, it can happen that knowledge can be lost or forgotten, even knowledge that is valuable beyond measure and integral to your group or species' survival itself. Not with you around. You have knowledge, as a book or a flash drive or clay tablets or however you choose, that details the most important and significant traditions and rituals of the werewolves. It updates itself to future worlds as you go on jumping with more lost lore, where such would exist.

Transformation Control Amulet - 200 CP:
This little trinket goes one step beyond the 'mere' moonlight ring, and makes its wearer flat out immune to all attempts to forcibly change their form, whether those changes are internal or external. So long as the amulet is worn no effect or force will be able to overcome this resistance.

Werewolf Howl - 400 CP:

You’ re a werewolf right? Even if you’ re not werewolves always move in packs, everyone knows that. At will you may let out a piercing howl which will summon to your side a small group of werewolves that will assist you in whatever manner you need. They’ ll stick around for the length of a single combat or for about one hour, whichever is shorter, and while they’ re not opposed to doing menial tasks they probably won’ t like it terribly much.

They’ re always ‘generic’ werewolves, don’ t count as Companions, disappear once their tasks are done, and can’ t be meaningfully used or interacted with beyond telling them to do stuff for you. They can’ t spread lycanthropy either, for some reason. That said they’ re all extremely strong, well above your average werewolf, and even if they don’ t like doing menial tasks they’ re still pretty good at them. You can never have more than 8 around at a single time. If you’ re a werewolf you can do this just by howling, but for everyone else you get a whistle that you must blow in order to summon these helpers.

White Oak Stake - 600 CP**:**
A stake, made of the eternal White Oak. It kills anything that it penetrates the heart of (within reason), and is particularly good at eliminating so-called immortals. Be they man, elf, vampire or god, if it has a heart and this stake pierces it, that’ s all she wrote. Beings that don’ t have hearts can’ t be staked. Beings that have multiple ones require each one to be stabbed. The magic of the stake will still hurt them pretty badly, and it’ ll make the weaker ones unconscious, but that’ s about all it’ ll do. This particular stake is indestructible, and won’ t disintegrate after use. As an explicit protection it won’ t under any circumstances work on you.

Witch

Magic Materials - 100 CP**:**
A medium sized container, that contains whatever you need it to contain for your latest spell/ritual/potion, as long as the ingredients are not particularly rare or valuable. Cannot yield more than seven kilos in a day, and commercial value of items drawn cannot be over 10,000$ per day.

Magic Receptacle - 100 CP:
Choose any item you want. A stone, a knife, anything you want. That thing is now an excellent receptacle of magic. You may channel your magic into it freely, and it will hold immense amounts of it without suffering in any way whatsoever. Not infinite by any means, but still a vast amount. And best of all, you can change its shape any time you want without losing any of the magic.

Ritual Knife - 200 CP**:**
A knife made of bone, a replica of Papa Tunde' s infamous tool. Simply put, this is the best Ritual Knife you will ever find. No matter what the ritual, if it requires a knife, this will serve. In addition to that, whenever you need to sacrifice anything, you may now do so simply by carving a small symbol on their forehead with this knife, instead of whatever you needed to do otherwise. This will still kill them if the ritual requires it, but it makes the whole thing incredibly simple and easy.

Finally, this weapon is *great* at disabling immortals of any stripe. Simply upon making contact with their skin, the blade will sink itself in up to the hilt, and will cause hideous, unimaginable pain upon the person, to the extent that no one other than the very absolutely strongest willed will even be able to muster the strength to try removing it.

Ascendant - 400 CP**:**

A set of notes on the magic used by the Gemini Coven to create their prison worlds, and on making ascendants for them, along with one ready made ascendant and an empty world. Maybe time is looping inside it, or maybe some other rules apply entirely, it' s up to you. You can also change the rules later using the Ascendant.

Feel free to use it however you like, but remember that time goes on normally in the normal universe. And any magically significant materials taken out of this looping world do not regenerate with the loops. Mundane ones, however, do. Go nuts.

These notes also detail the wider knowledge about dimensional magic, with in-depth spells relating to the manipulation of the space between spaces, creating and destroying other parallel dimensions of all kinds, and on traveling effortlessly across universes.

***The* Grimoire -** 600 CP**:**
A grimoire is the most important belonging for any witch, and you're the same. This book is a single, leather-bound repository of every single piece of knowledge you have access to, allowing you to read your recorded spells and other magic without any need to physically access their storing place. It can read both written and digitally stored data, and updates itself with any new knowledge you acquire, whether by learning it or by getting the mediums in your possession, and can also direct where the new knowledge will be stored.

It can be a digital medium instead, if you want. If you take a drawback sealing away your warehouse, then books in it cannot be accessed. Can't be read by anyone but you or people you designate, the words within appearing as gibberish to everyone else regardless of what methods they attempt to use.

Drawbacks

The Burdens of Immortality +100 CP:

Immortality is a burden, don't you know? Instead of the usual ten years, you get ta proper immortal lifespan in this world. That is, you can choose from between 100 to 4200 years, and anything in between. You may choose the exact time period, either arriving all the way back a week before Arcadius was burned alive and created Hell, or instead spending the years onwards from your normal arriving point, or something in between.

Plot Sense +100/200 CP:

You’ ve got an innate sense for where the Plot is going on here in this specific world. It’ s not surprising, because it’ s happening right in front of you. Constantly. Try as you might events will conspire to ensure you are somewhere around Mystic Falls or other plot-related areas any time major events would happen. For an extra 100 CP (200 CP total) you can’ t even change these events, as they are now destined to play out according to how they would have done without you around. You will still be forced to be nearby as they happen though, with none of the plot protection the ‘main characters’ would enjoy. If you derail the plot with the 100 CP version a new one, equally inane and edgy, will take its place which you will, again, be drawn into.

Be warned. If you take the 200 CP version of this drawback with other drawbacks that give you certain enemies such as Finn or Mikael, you will not be able to get rid of those enemies until they canonically would have been dealt with. If you take it with Burdens of Immortality you will not be able to meaningfully change history, not matter what you do, as destiny itself will conspire so that the world goes on track to ensure all of the key players are in place for the canon series of events. Neither level of this drawback can be retained for import into future worlds, you’ ll have to get your on-rails canon somewhere else.

Maybe it’ s the Face +200 CP:

And why should I give you extra CP anyway? You’ re a failure as a jumper. No, take this one for no CP...ahem. Sorry, that got away from me. But don’ t worry, you’ ll be getting a lot of that. Maybe it’ s your face, or that silly, moronic thing you call a voice, but it seems that any positive points you might have simply fail to register with people. You could save their lives, endure unbelievable agony and destroy everything you’ ve ever wanted for them today, and tomorrow they’ ll go right back to hating you and plotting your demise.

Basically, forget about any positive interactions.

Vervain Everywhere +200 CP**:**

Ooh, that compulsion perk is sure nice, yeah? And that Master of the Mind perk… awesome, isn’ t it? Not for you, though. This drawback makes all your attempts at using compulsion (vampiric or otherwise) on others fail. Yes, including any of those "harmless" perks that make people find you supernaturally cute or attractive regardless of your

actual appearance or personality. Hope your companions like you for who you really are...

Hunted:

Finn +300 CP**:**

The eldest son of Mikael and Esther is Finn, an Original Vampire, which makes him one of the most powerful beings in the world, not to mention one of the oldest. It' s a pretty sweet gig, and you' d think he' d be happy about it. But no, he thinks he' s cursed, and all he can think of is how to end it. And he' s convinced that killing one, very specific, person will allow him to find out how. Guess who?

It' s you, smartass. Finn, as soon he awakens, will be at your tail, and with him will be Sage and every vampire of his extended Sire Line. Odd that, given as if he dies they all do too, but you see, killing you will give him the means to not only break off that line, but also grant the collective powers of the thousand year old magic to them, making each of them several orders of magnitude more powerful.

The Brotherhood +300 CP**:**

The brotherhood of five is an old order of supernaturally enhanced hunters that were set a task by a dying witch, a descendant of the Great Witch Qetsiyah, which was to find the cold, desiccated form of the True Immortal Silas and to force the cure that he held in his hands down his throat.

Well, that was how it was originally. Now it' s believed that all they need to do is to kill you to do that. But you see, that' s not the fun bit. The fun bit is that they all, all five of them, get the 'Everlasting Blessing' to aid them on their task.

Mikael +400 CP:

Are you sure? This is… kinda really bad. Oh well. You seem to have attracted the wrath of the Immortal Viking called Mikael. He' s the eldest of the Originals, being their father, and until Niklaus Mikaelson breaks the curse upon him, he' s the strongest, fastest and most ruthless being on the surface of this planet. And he has decreed your death. Good Luck.

Mikeal will be coming for you with everything he' s got, and he' s got a lot. Not only is he the strongest, fastest, and most resilient being on this planet, he' s also got a frankly *terrifying* combination of willpower and magic immunity. He was the only one able to rip out a dagger infused with the power of hundreds of vampires and dozens of witches out of his chest, the only one the beast called Niklaus Mikaelson ever feared. A true Viking in all of the exaggerated representations of them you might have seen… well, like I said, Good Luck.

Luckless in Love +400 CP**:**

Love...such a big word, isn' t it? For you, though, it' s not just that, it' s a horrific, painful word. What happens is that no matter how well you try, you cannot harden your heart, you cannot stop yourself from falling in love over and over again. And when you do… well, your lovers don' t tend to last. You will get your heart broken, or may just lose control at the wrong time, or might have some *slight* lapse… well, you can imagine the rest. Even if you can bring them back there will invariably be some reason or other preventing you from doing it or convincing you not to do it.

Wonky Switch +400 CP (Vampires Only)**:**

Well now, why would you take this? You know how Vampires feel all emotions too strongly, and therefore have a switch somewhere in them that they can 'flick' at will, just turning off all their emotions off? Well, you do too, but as it would be, your control over it is kinda… gone. Your emotions will switch themselves on and off at random, and along with them come your basic morality, compunctions… basically anything and everything that, y' know, separates a man from an utter savage animal. With the switch off you become entirely ruthless, uncaring of anything you might once had laid down your life for. You will not hesitate before murdering a few or many, or before casually dropping secrets everyone knows should be left buried. Good, bad, right, wrong… they basically mean nothing to you in that state.

That, of course, you might have lived with, were it not for the other side of that coin. Just as it randomly goes off, so too does it randomly come back on. Leaving you to feel in a sudden rush all of the pain, grief, and agony it kept away from you. What I'm trying to say is, don't be surprised if you regain your emotions after a hearty meal of baby blood in the middle of a maternity ward, which you ripped apart just because you felt a tad peckish.

Gemini Coven Prison +400 CP:

In the city of New York an old, powerful coven of witches holds sway. They are the Gemini Coven, with great powers and talent in illusions and cloaking spells, along with the usual witchy abilities. But their most powerful ability is without doubt their ability to create entire parallel worlds, replicas of the real world held in stasis, in which only the day of the realm's creation repeats over and over. These worlds have no sentient beings apart from the prisoner(s), and the magical items and things in them are not restored with the looping time. This is where you find yourself.

You are trapped in a world stuck in a single day, which is almost an exact replica of the real world. It is possible to get out, but it requires a vital piece of gear called the Ascendant, and a spell performed under the same celestial event that created this world, along with the blood of a witch. How it works for you is a bit strange. Starting from the day you arrive, once every six months (in the real world. No months for you, remember?), a Witch will arrive in this world with the Ascendant somewhere within eight hundred miles of you, ostensibly to 'inspect' the prison. If you can get them to do the spell and get out of here… well, your jump continues. However, if after five years, that is, after ten such attempts, you are still stuck… well, I sure hope you like it here.

And no, you may not use the Ascendant you bought here to leave. That one's for worlds *you* create. It is highly suggested you do not take this drawback unless you've already got a plan on how to get out or some *extremely* thick plot armor/luck bonuses to let you find the Witch in the tiny timeframe you have.

Traveler Curse +600 CP:

Once, in ancient times, a community of Witches was ostracized by their wider people for violating one of the basic tenets of their traditions and duties. Somehow, this curse has spread to you. You can never practice the branch of magic called Traditional Magic, and

attempts will always backfire catastrophically. Nor can you ever settle down in one place. Whenever you try to set down roots, you will be struck by disasters and plagues, to the extent that the local people and you yourself will be in extreme danger of losing your lives. Seriously, so much as pitching a tent will start a horrific rainstorm, followed by every kind of disease… and don't ever so much as *propose* a groundbreaking ceremony. Richter 8 quakes are never pretty.

You cannot set this off deliberately, mind you. No wrecking things simply by showing up. The curse can detect it if you genuinely want to settle, and only then will it trigger. No, buying a house and chanting 'I don't want to live here' won't work, it can read your intentions perfectly, ignoring any and all mental protections or tricks you may use.

This curse does ***NOT*** stop working in the Warehouse. Turtle up at your own risk. Also remember that Traditional Magic, which is now barred to you, is *personal* magic ie: anything that is innate to you. Hope you know how to call on magic from other sources, like the New Orleans Coven, to make up for it. Doesn't affect out-of-jump magic, which would fall under certain restrictions of the Thematically Appropriate drawback.

Curse of Sun and Moon +600 CP (Only Original Hybrids or Tribrids):

Uh oh. It seems something went wrong. You arrive in this world not at the time that either series starting, but all the way in 1001, at the time when the Originals got their immortality. And much like Klaus, the vast bulk of your powers over those of the other Originals is sealed away. Unlike Klaus, you can't just use any Doppleganger to free yourself. You must use Elena Gilbert, and not just that, but you must break your curse before Klaus breaks his, as her 'Mystic Value' *per se*, is gone after one ritual. If you are a Tribrid, you must break all parts of your curse, which means that in addition to a Vampire and a Werewolf, you also need a Witch from a powerful bloodline to break your curse.

Just for added fun? Klaus knows all this, and will be doing his best to kill you or otherwise incapacitate you so that he can do his ritual before you. If he succeeds, your powers and jumper status pass on to him immediately. Don't worry though, fiat will ensure that Elena Gilbert is born no matter what you do to the timeline, but there is no certainty she'll be born in the same place, or to the same parents, or even be on the same continent for that matter. Hope you can find her first. If taken with the 200 CP

version of Plot Sense then Klaus' s attempt to free himself of the curse using Elena is the *one* canon event that you can potentially change, with yourself taking Klaus' s place as the person being freed from their curse.

Enemy Coven of Witches +600 CP:

Well, you' ve gone and done it. Maybe you drained their leader' s daughter, or maybe you' re a Ripper operating on their turf, or maybe you looked at them funny, but an old, powerful coven of witches has decided that you need to be removed from play. They are old, resourceful and powerful, standing at least as equals to the Gemini Coven or the New Orleans coven. They will work tirelessly and ruthlessly to hunt you down and kill or imprison you, or otherwise incapacitate you completely, stopping at nothing and letting no one stand in their way.

Thematically Appropriate +Variable:

The three races that dominate this world are the vampires, witches and werewolves, and now you find yourself needing to restrain yourself to being among them. All your powers and abilities gained over the course of your jumping that are not a direct result of you being one of the three are sealed. This gives you 300 CP. Taking this drawback a second time gives you one hundred extra CP, and limits you to two races, and a final extra 100 CP can be gotten by taking it a third time and wielding powers stemming from one of the races.

Or if you' d rather things even more difficult, you lose any and all out-of-jump powers, your warehouse is locked away, and you gain 700 CP. Just to be clear, you can either take the 300+100+100 or the 700, not both.

Choices

Stay - Really? Would you really want to do this to yourself? Very well … if you insist. That said this place really does love its 'Soul Mates', so if you do choose to stay we' ll make sure you find yours … eventually.

Go Home - Life got you down? Did this world of drama, and occasional head banging stupidity, convince you to give up on it all and return home to rest your weary soul? If that is the case, then we' ll make sure you get back to where it all began.

Move On - Well well, traveler, it seems you made the choice we both expected you to make. On to the next world, then. And the next great adventure. Hopefully people will possess a bit more common sense and a bit less dramatic flair next time around, eh?

Notes

On Various Types of Magic

Ancestral Magic is commonly used among the witches of New Orleans. Similar to spirit magic, this form of sorcery draws its energy from the power of every witch who has been consecrated into New Orleans soil. However, this power can only be harnessed within the boundaries of New Orleans, meaning that should the witch abandon the area, they will be rendered powerless. In future jumps, you may use your backgrounds' homelands for this magic. For Drop-In, you may designate a homeland once a jump, and then use it. You may not change your homeland over the course of a jump.

Connective Magic is a form of sorcery invented by the witch Dahlia that allows a witch to create a semi-permanent bond that draws strength from other supernatural beings such as another witch while augmenting said witch's power. It can also be used to draw on the strength of an immortal to achieve true immortality in conjunction with the immortality slumber spell. However, neutralizing or killing said immortal being would similarly affect the witch. Unlike sacrificial magic, the target which energy is drawn from is not hurt.

Again, much like siphoning, trying to connect to and draw from sources more powerful than your mind and body can handle might have...explosive results.

Dark Magic (or Black Magic) draws on malevolent powers, and may be used for negative purposes (e.g. to cause destruction or misfortune, to injure or kill, or for the profit of oneself rather than for the benefit of others). In popular usage, the term "dark magic" is often used to describe any form of sorcery that is used against the Balance of Nature. Y' know, things like bringing back the dead, granting yourself immortality, other 'things that should not be'. Just between you and me, this whole thing is more politics than anything else...but, well, who knows, really. Dark Magic is less a specific school or style and more of a general appellation applied to any spell or magic used for

‘dark purposes’. Because of that most users of so called ‘dark magic’ only use it via the ‘Traditional’ style to avoid any theoretical or potential mystic backlash, fronting the cost entirely from their own reserves ‘just in case’.

Sacrificial Magic is a very powerful form of sorcery that is highly dependent upon the ritualistic sacrifices of supernatural creatures and sometimes, even animals. Similar to the branch of magic called Expression, this form of sorcery draws its energy from the power of every supernatural creature that is sacrificed. According to a witch named Vincent, Sacrificial Magic is but one of the many branches of witchcraft and is popularly practiced by many of the witches in New Orleans. Does not have to necessarily be a living creature, or even something that was alive at any point. The sacrifice of mystically significant, or powerful, objects could also suffice (for some rituals).

Spirit Magic is a very powerful form of sorcery that drew its energy from the Spirits who resided on the Other Side. Unlike other forms of magic, spirit magic can only be used how the Spirits see fit. If a witch abuses the power that is bestowed upon them, the Spirits may break their connection to the witch, preventing them from further harnessing their power. Obviously if no ‘Other Side’ exists in a given setting (aka: the Afterlife or something like it) then you can’t use this style of magic. Basically you’re drawing on the power of dead people with this one.

Traditional magic is undoubtedly the most popular form of witchcraft known-to-man, however it is also the most exhausting. This is mainly due to the fact whenever a witch uses this power they must exert their own energy, causing them to experience symptoms of dizziness, fatigue, and minor nosebleeds. Conversely this is also the style that causes the least amount of ‘mystic’ backlash, meaning that if you can front the entire cost of a spell with just your personal reserves you won’t have to worry about ‘Nature’, or whatever, lashing out at you for doing something ‘unnatural’. Like, for example, making an immortality spell. Obviously this doesn’t apply if there is some sort of mystic backlash inherent to a given spell as a basic part of its function (ie: sacrificing ‘experience’ or cursing the user by simple dint of activating the magic in the first place).

You can also get powerful results when you combine these types of magic, such as Expression, a combination of Dark and Sacrificial magic.

On Immortality

Out of jump, the Immortality of Vampires, Original Hybrids, Tribrids and True Immortals is slightly complicated. Let' s tackle Vampires first. You' re still vulnerable to the same things you' re vulnerable to in this world. Your heart and your spine are precious. Protect them. As for True Immortals and Tribrids, well, let' s look at True Immortal first. Much as the name suggests, you cannot be killed by any non-magical means short of the complete, utter atomization of the body. As for magical means, well, the immortality comes from a spell, and so if you go up against any magic more powerful than the respective spells, cast moreover by mages that can match, if not overpower, Esther or Qetsiyah… well, you' re right screwed, to put it politely.

Of course, given as your powers originate from an omnipotent benefactor, they *will* reassert themselves sooner or later, and more likely than not it' ll be sooner rather than later, but depending on how powerful the magic used is, you might be denuded of your immortality for a rather long while. Don' t get too cocky though, to use an example it' s often significantly easier for a Wizard to cast Disintegrate than it is for them to cast Epic Dispel, and that disintegrate spell will do the job just as well.

And when we come to Tribrids, we have the fact that for all that they are the ultimate culmination of all magic species found in this world, their Immortality still stems from Esther' s spell, and all of its flaws. And this is retained. In every world you go to, in some, distant, hidden corner of the world, a white oak tree will sprout. And this tree will yield wood that is capable of killing you. No, this tree is not protected by fiat, and no, the knowledge of it does not automatically spread. But it still exists.

Other Notes

1. In the VD universe, much as in many others, it is a fact that for Immortals, age makes you more powerful. Your physical abilities, mental abilities, magical prowess, everything becomes stronger the older you get. When you leave this world, you take a bit of this with you. You and your powers, as long as they are innate to *you* and not being drawn from any third source, will always continue to grow stronger at a steady pace. It' s not very easily quantifiable, but if one were to hazard a guess, let' s say… a 1% growth every fifteen years. To reiterate, this is for Immortals. That is, Vampires, Hybrids, True Immortals, and Tribrids.

2. If you are a magic-user powerful enough to match Esther and Qetsiyah, and have spells that can be placed in the same or higher brackets than the immortality spells, you might be able to undo them entirely. Who knows. I.e: Fanwank. That said the power growth of the immortals of this setting only works because of fiat outside of this jump. That means that even if you can give yourself 'True Immortal' status without paying CP for it (via Greatest Witch Ever or similar abilities) that you won't get the fiat-backed power growth if you leave TVD jump to go to other places unless you paid for it with good old CP.

3. The Wiki is a very good place to clear any and all doubts, as it covers just about everything mentioned here in more than decent detail.

4. A vampire who takes Siphoner can channel the magic of their own vampirism to boost their magic, but this is not an infinite source. Drawing too much will erode the magic of your immortality, and overuse can remove it entirely, leaving you mortal. Of course, at that point all the years you might have lived catch up to you…

5. Mind you, Ad-hoc Magic does ***not*** give you an unlimited license on bending magical requirements. Indeed it's only for the small, minor, magics that you can rely on this indefinitely for. For the major, high-power-high-stakes rituals? Well, it'll work, but all you will be achieving is to buy some time, as myriad side-effects will start showing up soon enough, requiring you to complete the original ritual, or at least truly satisfy its requirements *somehow.*

6. Ancient Vampires and Evolved Werewolves are pretty neck-to-neck in strength and speed. The vampire has better mental powers, and the Wolf, when turned, is a bit stronger and faster than the vamp, but not all that much. A Wolf that takes Ancient One, or a Vampire that takes Evolved Werewolf are Hybrids of the non-original sort, in the vein Tyler and Hayley were. It makes them as strong or fast as an Ancient vampire or an Evolved Werewolf, but without any of the extra bits. Oh, and just to be clear, a vampire with 'just' Wolf Form *does not* become a Hybrid. You are a vampire that can turn into a big wolf. That's it. Just like Dracula.

7. Take both Ancient One and Evolved Werewolf (although the Benefactor only knows why you would), and you are a second-generation Hybrid, the second most powerful creature in the world (physically), after Klaus. Taking them both *and* Original Hybrid gives you a marginal all around increase… let's say Lucien Castle, AKA The Beast levels, but to be honest you'd probably be better off spending your CP to get Tribrid at that point.

8. The Intellectual advantages provided by Greatest Witch ever also apply to other fields, but quite a bit less. If you're a Hawking level genius in magic, you're only a 'studied this for 20 years with my 130 IQ' level genius in physics, for example (assuming you studied physics). Basically you're an Idiot Savant when it comes to magic (without the Idiot part), but only 'very, very smart' when it comes to everything else.

9. A 'Ripper' is a vampire with no moral limits. They hunt like wild animals, and much as the name suggests, tend to rip apart their prey when they feed. Vampires with their emotions turned off are exceedingly susceptible to this.

10. The items that you're guided to by Mapped Body will always be very useful and valuable items, such as borderline epic artefacts in DnD jumps and Ancient items in Stargate. In the actively questing mode, you may use it to locate anything and everything.

11. After this jump, Vampires and True Immortals no longer require blood.

12. It's like this. A Tribrid would rip a True Immortal apart in a physical contest without even breaking a sweat. A True Immortal could drive a Tribrid insane from stupid distances away, or enslave them or whatever. And regarding magic, it depends on what other perks they have. TIs have an advantage due to the breakdown of the prerequisite perks, but that's the only reason why they have an advantage. At baseline, Tribrids' raw power equals someone with Power of the Firstborn.

13. Obey the Sacred Covenant. Fanwank.

14. Seriously, guys. Fanwank.

Signed, blackshadow111 (now with a whole lot of assistance from Songless, Legion1771, and last but sure as fuck not the least, the one and only Brellin!)