The Vampire Diaries/ The Originals CYOA (Jumpchain Compliant)

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. 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?

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 Ancient Vampires roll 1d200+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:

0 CP- Drop in: You drop in. Literally. You wake up in the bushes behind the 'Welcome to Mystic Falls' sign, or on the New Orleans port.

100 CP-**Werewolf:** 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 an 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.

300 CP- **Vampire**: Woohoo, 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 others, 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.

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.

300 CP- **Witch**: 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 universe and everything in between.

Perks:

For the relevant identity in your section your perks are discounted, and the 100 CP perk is free.

General

100 CP(Free Vampires, Discount Werewolf)- **Vampire Stats:** 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.

200 CP(Free Vampires)- **Vampire Healing:** 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.

300 CP(Free Vampires)- **Compulsion:** You possess the power of Mind Control. 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.

200 CP(Free Werewolf) **Great Lineage:** 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.

300 CP(Free Werewolf, Discount Drop-in) **Wolf Form:** 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.

300 CP(Free Witch, Discount Drop-in)- **Witchcraft:** 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.

300 CP(Free Witch)- **Witchy Talents:** 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

100 CP **Hunting Skills:** 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 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.

200 CP **The best healer:** 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.

300 CP **Mental Fortitude:** 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.

600 CP **Everlasting Blessing:** 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 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. You 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 a 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.

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.

600 CP **Real Charmer:** 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

100 CP **Bad bad boy:** 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.

200 CP **Always and Forever:** 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.

300 CP (Requires Compulsion) **A master of the mind:** 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.

600 CP **Magic Resistance:** As powerful as Vampires are, you still have your own vulnerabilities. There are several, but without 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.

600 CP **Ancient**- 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.

Werewolf

100 CP **Painless**: 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.

200 CP **For the pack:** 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.

300 CP **Alpha:** 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 your abilities, with your strength, speed, everything 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.

600 CP (Requires Wolf Form) **Evolved Werewolf:** 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.

600 CP **Unified Powers:** 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 DnD spells to Naruto.

Witch

100 CP **Ad-hoc Magic:** 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 just might do. Don't have the right partner to do a vital ritual with? A close enough substitute could tide you over.

200 CP **Do you believe?:** 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 jump off the Empire State building and survive purely on the power of your faith.

300 CP **Gut Feeling:** 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 real life, but to a much 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 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.

600 CP **Siphoning:** 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 posses power of your own too, and can in fact add your absorbed power to your own reserves potentially permanently, albeit in much lesser amounts. Simply put, you can either immediately use all your absorbed power, or add roughly a fifth of it to your own pool permanently. This does not translate to absorbing specific spells or powers, mind. Only raw magical energy/Mana/whatever.

And no, you can't go creating artifacts and then absorbing them. The magic you 'eat' has to come from other people. And of course, you need to watch what you eat, as too much energy in too short a time will overwhelm your capacities to hold and 'digest' it, if you will. Sucking up too much energy...well, an awfully cliche way to go, ain't it?

600 CP (Requires Witchcraft) **Power of the Firstborn:** 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.

General II

800 CP **Original Hybrid** (Requires Ancient Vampire 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. You can still create vampires, it just requires you to decide one way or the other when feeding them your blood.

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

So you wish to be among the greats, do you? Well...very well. This perk grants you immense magical power, equal to that of at least three other powerful witches in addition to your own, placing you at equal footing with the likes of Papa Tunde or Celeste. But power isn't everything, what matters far more is the *skill* you wield it with. And you have that too, in spades.

You gain a massively enhanced learning ability when it comes to magic. What would take others weeks and months to get proficient with, you can master in hours and days. Your memory and comprehension skills are also boosted, allowing you to recall and enchant long incantations and rituals without needing to consult books at every turn. Much as Daliyah the witch created the entire branch of Connective magic on her own, and Qetsiyah created an entire afterlife and thus created Spirit magic, put in enough time and effort and eventually you could blaze a trail of your own, carving your name on the rock of history.

But that's not the only way to reach greatness, is it? 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 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.

1000 CP **Tribrid** (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 any more, or a werewolf. Someone in your close ancestry was a witch, and now you

are one too, and of great power and skill. With the power of magic surging through your veins in addition to your massively enhanced physical abilities and your strengthened mental powers, you are one of the most powerful beings in the world. The only ones who come close to you are the likes of the Siphoner Vampires who can channel the magic of their own vampirism for practically infinite power, or Hope Mikaelson, if and when she's old enough to use magic. And, of course, others like Silas and Amara. But you can see more on them below.

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.

1000 CP **True Immortal** (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, dependant on no 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 equal to your average vampire, an 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 however you feel like.

Items:

50 CP **Quality Alcohol:** An alcohol cabinet containing about half a dozen bottles of high quality drinks, refilling itself every week, or as soon as it's empty, whichever is later.

100 CP (Free Drop-in) **Set of well-polished wooden stakes:** 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.

100 CP (Discount Drop-in) **Very strong, very fast and very rich:** Well, the last one, at least. 200k Dollars yearly, spend as you want.

200 CP (Discount Drop-in) **Vervain Supply:** A single flowerpot with a vervain plant in it. You may clip off as much as you like, the plant regenerates instantaneously.

100 CP (Free Vampires) **Daylight Ring:** Allows vampires to survive in the sun without burning up. Returns to your hand if lost or destroyed.

400 CP (Discount Vampires) **White Oak Ash Dagger:** Silver dagger, bonded with ash of the white oak tree. Kills anything mortal with a single touch, disables immortals if placed in their hearts.

100 CP (Free Werewolves) **Moonlight Ring:** Wearing it allows a werewolf to forego the moonlight transformation.

600 CP (Discount Werewolf) **White Oak Stake:** A stake, made of the eternal White Oak. It kills anything that it penetrates the heart of, is particularly good at eliminating so-called immortals.

100 CP (Free Witches) **Magic Materials:** 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$.

400 CP (Discount Witches) **Ascendant:** 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 looping the day of your arrival. Feel free to use it however you like, but remember that time goes on normally in the normal universe.

600 CP (Discount Witch)- **Grimoire of grimoires:** 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 too, allowing you to read your recorded spells and 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. 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.

Drawbacks:

You cannot gain more than 1500 CP from here. Feel free to make more drawbacks for the lulz, if you want.

100 CP The burdens of Immortality: Immortality is a burden, don't you know? Instead of the usual ten years, you get to spend the entire lifespan of the oldest immortal in this world, Silas of Greece, around here. You may choose the exact time period, either arriving all the way back when he and Amara became immortal or instead spending the years onwards from your normal arriving point. Enjoy spending 3000 years in a world full of angst and stupidity.

300 CP Easy to make enemies, difficult to make friends- 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.

300/200 CP Thematically Appropriate- The three races that dominate this world are the vampires, witches and werewolves, and now you find yourself needing to settle 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 200 CP, and limits you to two races, and a final 200 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 600 CP. Just to be clear, you can either take the 300+100+100 or the 600, not both.

400 CP Finn wants to kill you- 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.

400 CP Hunted by the brotherhood- 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.

400 CP Luckless in love- 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.

400 CP Hunted by Mikael- 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 they might have seen...well, like I said, Good Luck.

400 CP(Vampires Only)- Wonky switch- 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 mean basically 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.

400 CP Gemini Coven Prison- 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 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 fifteen hundred miles of you. 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.

600 CP Traveler curse- 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.

600 CP Curse of sun and moon (Only Enhanced Original Hybrids or Tribrids, cannot be taken if starting point is *The Originals*)- Uh oh. It seems something went wrong. You arrive in this world not at the time if 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.

600 CP Enemy Coven of Witches- 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.

Choices

Stay, Go Home, Move On, you know the drill.

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.

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.

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.

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.

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.

Other Notes

1. All powers possessed by Immortals strengthen with time. Not to a very huge extent, but call it a 1% growth every decade and a half. More can be achieved if you focus on one field and abandon all others, but it can't go above 5% every thirty years no matter what.
2. Out of jump, Original Hybrids, Tribrids and True Immortals 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, but depending on how powerful the magic used is, you might be denuded of your immortality for a rather long while.
3. Counter to above, 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 these immortality spells, you might be able to undo them entirely. Who knows. I.e: Fanwank.
4. 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.
5. 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...
6. 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.*

7. Tribrid grants you magical skills and power equal to 'Power of the Firstborn'.
8. Obey the Sacred Covenant. Fanwank.

Signed, blackshadow111