# Lewd Alpha And Omega Jump

**By: Wargwolf**

Yes, we're really doing this. So, instead of a regular Alpha and Omega jump, you're being tossed into a reality that's far lewder, one populated with anthro animals. The story is mostly the same as the one from the movie, just with a lot of sexy times included, with your Jump starting two weeks before Kate returns from Alpha School. Here's 1,000 CP, have fun.

+1,000 CP

**Location**: You may freely choose your location at no cost.

1. Jasper Park, Alpha School: The Alpha School led and taught by Winston, which is about to end for the season. If you're an Alpha or Beta you'll begin as one of Winston's students and Kate's peer, and you'll be able to choose to be a part of any pack in Jasper, though being from the Eastern Pack may cause some flared tempers. Anyone else will be quickly chased away by angry Alphas and Betas.
2. Jasper Park, Western Pack Territory: Led by the Alpha Winston and his mate Eve, whom have promised to marry their daughter, Kate, off to the son of Eastern Pack's leader. Perhaps you'll help this plan succeed just to see what happens, or maybe you'll make a move on Kate/her mom/sister/father instead? Wolves that start here may choose to be a part of the Western Pack or a spy for the Eastern Pack.
3. Jasper Park, Eastern Pack Territory: Led by the Alpha Tony, the pack is stuck in a desperate situation as they don't have enough food to feed themselves. In a desperate bid to unite the packs and save his kin Tony has come up with a plan to have his son, Garth, marry Kate. Wolves that start here may choose to be a part of the Eastern Pack or a spy for the Western Pack.
4. Jasper Park, Northern Pack Territory: In the future, this pack will be led by Nars, a competitive wolf that's willing to cheat to get what he wants. At the moment, though, it's currently led by his parents, though they're getting up there in years and are close to making Nars the new, official leader. Wolves that start here are part of the Northern Pack.
5. Jasper Park, Southern Pack Territory: A completely unexplored area of Jasper, the Southern Pack tends to keep away from the other packs and their territory, making this place unexplored territory in terms of possible stories. Wolves that start here are part of the Southern Pack.
6. Sawtooth National Wilderness: A completely untamed land with no wolves. Until Humphrey and Late arrive any wolves who start here will be pretty lonely, though bears can find a few of their kin living in secluded caves and humans can go visit a nearby gas station.
7. Jasper Park, Shadow Forest/Saw-Tooth Cave: A haunted cave that is home to Daria and her mother. Or, well, her mother's spirit. Though, thanks to the timeline, you can choose to appear shortly before Daria is killed by her pack, saving the she-wolf's life.

8. Jasper Park, Rabbit Poo Mountain: Yeah, yeah, the name is stupid, though you'll stop laugh when you meet this area's pack. Led by the nameless "Head Wolf", this violent male Alpha will kill anyone with a disability or "flaw" and most of his pack will eagerly follow his lead. Wolves that start here can choose to be a part of his pack or a rogue.

**Origins**: Any of these can be taken as a Drop-In. All anthro Origins begin at 18 in human years, while all humans begin in their mid twenties. You may freely alter your age if you so wish.

**Alpha Wolf**: You're the top of the food chain, baby. You're essentially the upper class of wolves, being the fiercest fighters and holding some political sway over your pack. Though, thanks to this, you'll be expected to follow the commands of your pack leader far more strictly than an Omega. Assuming you're not thr pack leader, of course.

**Beta Wolf**: You're a bit... odd, in the scheme of things, Jumper. You're a Beta, putting you above Omegas and granting you a place in Alpha School, but the actual Alphas still lord over you. Still, unlike Omegas, you are allowed to bang and marry Alphas, with the inverse being true.

**Omega Wolf**: You're on the bottom of the packs hierarchy of power, just a mere Omega who's looked down upon by most Alphas. Still, while all the Alphas act like smug pricks they also won't bother paying much attention to you. After all, how much damage can a single Omega really do?

**Bear**: You're a bear. That should be pretty obvious thanks to how much you tower over wolves and humans. You can either be a part of the bear kingdom or a random bear living in your park or forest.

**Human**: So, instead of being a furry, you want to be a human? Well, that's fine by me. You can either be a park ranger, a hunter, a shop owner, or hold any other job that would put you near Jasper.

**Perks**

**Generic Perks** (Undiscounted):

**A&O Alt-Form** (Free for everyone but Humans): You're a furry, Jumper. You're now an anthropomorphic wolf/bear/dino and, once this Jump end, you'll be able to enter this form whenever you wish to.

**Da Knot** (100 CP, Free for Alpha Wolf, Beta Wolf, and Omega Wolf): You know have a knotted cock. That's really it.

**Seductive Howl** (100 CP, can be bought multiple times): Howling is one of the most important tools in a wolf's arsenal when it comes to seducing a prospective mate. If you want to woo a

lover at the Moonlight Howl you'll need the best howl/singing voice around. With each purchase of Seductive Howl your howling will become more pleasing to listen to, wowing the, metaphorical, socks off anyone who's around to listen.

**Primal Instincts** (100 CP): You're like a wild animal when it comes to pleasing your lovers, your primal instincts turning you into a wild but domineering lover.

**Sigma Grindset** (600 CP): Alphas, Beta, Omegas, none of these things exist in real life wolf packs. Rather, these roles are more similar to prison gangs than what you'd find in real, wild wolves. Yet, in this world, these ideas impact the lives of every wolf... but, not you, Jumper, as you're from a world where these rules aren't true. You have broken free from the chains of this world, and similar realities, granting access to this Jump's **Capstone Booster**. You are now free of the very concept of social caste systems and attempts to force them upon you will fail, and even the most prideful fools will see you as an equal. Of course, that doesn't mean they'll respect you, but they will still treat you like a high-class citizen if you were born a slave or an outcast. This also affects more mystical and genetic aspects if they're part of the caste system, so you can become a "royal" member of the species/group despite lacking the genes or mystical presence to achieve such forms. So, for example, you could start out as a Xenomorph Drone and eventually become a Queen, King, Empress, or even Goddess.

**Alpha Wolf Perks:**

**Alpha Wolf Presence** (100 CP, Free for Alpha Wolf): When an Alpha shows up they demand attention, and every wolf in Jasper will quickly focus their attention on to you, Jumper. Everyone who looks at you will know that you're just better than them, faster, stronger, a true Alpha.

**Alpha Gymnastics** (200 CP, Discount for Alpha Wolf): Alpha's are the strongest wolves around, and you're no different. You're capable of performing strange and normally impossible physical feats, capable of leaping up high into the air far higher than should be possible. Not only that, you're also a skilled fighter, capable of tearing out the throats of all but the deadliest Alpha wolves.

**An Alpha's War** (400 CP, Discount for Alpha Wolf): While you prefer peace, you also know that war is inevitable. Maybe the Eastern Pack is stealing your food, the Northern Pack is openly strolling through your territory, or the Western Pack is sending spies out, there's always going to be something that could set off this powder keg. And, when it does, you'll be in the thick of it, leading your fellow wolves into the fray, your presence bolstering the fighting spirits of your kin, while you hunt down your opposite on the field of battle.

**Leader Of The Pack** (600 CP, Discount for Alpha Wolf): You're not just an Alpha, Jumper, but you're a full on pack leader, holding similar power to Winston of the Western Wolves, King amd his pack, and so on. You may choose to control one of the canonical packs, having recently overthrown the previous leader in a bloody coup, or you can start out in control of a completely new pack that's moved to Jasper. You're a natural leader, a damn good one, and your pack will

throw away their lives at your command. In future Jumps you'll find yourself in a similar position, having taken over a group similar to a "pack" in size and nature, or you can have a group of loyal followers quickly form around you.

- **Capstone Boosted**: You aren't just any pack leader, Jumper, you're a conqueror. You're an expert at overrunning your enemies and claiming everything they own, even their mates. You can turn your defeated, if not broken, foes into eager soldiers and/or lovers, quickly transforming an otherwise rebellious populace into one that adore you almost as much as their converted leaders.

**Beta Wolf Perks:**

**Beta Wolf Lessons** (100 CP, Free for Beta Wolf): You attended Alpha School like all Betas, spending those years building up your reputation as both a skilled follower and an adept seducer. You now have the skills to navigate the complicated world of class-based society, as a knight is far more likely to bed a noble than a farmer is.

**Small Canine Syndrome** (200 CP, Free for Beta Wolf): You may not have the rippling muscles of an Alpha, but your bite is just as bad as your bark. Your foes may be twice your size, but they'll be hard pressed to use that to their advantage when you start tearing into them. Essentially, if you're smaller than your enemies you'll still be able to fight them on an even footing.

**The King's Second** (400 CP, Free for Beta Wolf): Like Hench you're a skilled and loyal follower, able to keep your pack operating even if it's just you and a single Alpha. You'll also run into rogues and other loners you can try to recruit to bolster your pack's strength and demolish your enemies. Of course, if you ever grow tired of following your Alpha or if they just can't help but screw up your plans, you can always use these new recruits to turn the tables on your failure of a leader...

**Beta Leader** (600 CP, Free for Beta Wolf): You may not be a true Alpha, much less the pack's leader, but you're also no mere Beta. Instead, you're the boss of every other Beta in the pack, organizing the patrols and hunting groups sent out across your pack's territory. You know how to expertly manage these trained killers, able to utilize all their strengths while negating their weaknesses.

- **Capstone Boosted**: You may as well be an Alpha at this point, as every Beta in your pack will obey your words over even those of the pack leader's. Not only that, you know how to turn the tables on your "betters" when the time comes, knowing which of your followers will be able to take them down with minimal casualties and which ones can be "charmed" into submitting to you and assisting your efforts to take control.

**Omega Wolf Perks:**

**Just A Lazy Omega** (100 CP, Free for Omega Wolf): People tend to overlook you, Jumper, especially those of higher authority than you. After all, you're just a "silly Omega", who's more likely to end up cracking your skull by complete accident. Of course, this perk will stop working if you do anything suitably impressive or try to overthrow your boss.

**An Omega's Ingenuity** (200 CP, Discount for Omega Wolf): Alphas like to think that they're the brightest wolves around. Well, they may be better strategists, but you and your fellow have a special type of cunning that they can't hope to match. Sure, bobsledding down a mountain using a hollowed out tree may not be the safest idea, but it is the fastest. Now you know how to use common items you find in the woods to solve most issues you come across. Of course, there's a limit on how useful trees, pine cones, and grass can be.

**An Omega's Charm** (400 CP, Discount for Omega Wolf): Omegas and Alpha aren't allowed to fuck! At least, that's what most Alphas, as well as Betas, shout in your face whenever the subject comes up. But, against you, Jumper? You know how to charm an Alpha into your bed with little difficulty, and will be able to keep them at your side as a permanent lover. Of course, expect a scandal if this is discovered or you discover that your lustful activities have ensured that you'll be raising some pups in the near future.

**An Omega No Longer** (600 CP, Discount for Omega Wolf): Those Alphas belittle you, look down on you, treat you like a failure, a mistake, someone who's completely useless to the pack at large. Well, you're done with that bullshit! You now have the skills to completely destroy a class-based society, ensuring that equality reigns. This will be slow going as, just like in the movie, these things take time and require influential leaders and players to back them before they're accepted.

- **Capstone Boosted**: Huh, Karl, is that you? Jokes aside, Marx would certainly approve of you (barring all the lewd stuff you get up to), as you have a knack for enthralling the almost every last "lower class" person who listens to your rebellious speeches. It may be "nicer" to wait for the proper time to change the system, like in canon, but you don't want to wait. And so, you'll rise up, rip apart these stupid ideas of "Alphas, Betas, and Omegas" and create a classless society! Or, well, a society where you won't be on the bottom anymore, at least, but that's the only thing that really matters here.

**<u>Bear Perks:</u>**

**Roar Of Dominance** (100 CP, Free for Bear): You're a fucking bear, and with a single roar you'll remind the entire forest why no one fucks with you. Whenever you let out an angry roar/howl/yell everyone around you will feel a bit of fear sliding down their spines. And, for the ones who have no chance of beating you? They'll instantly know just have fucked they are.

**Fear The Bear** (200 CP, Discount for Bear): You're a giant, ferocious pile of muscle, claws, and teeth. You can easily smash any intruding wolves around you with your immense strength, with only a fellow bear capable of giving you a true challenge.

**My Cave, My Territory** (400 CP, Discount For Bear): You're a territorial creature by nature, Jumper, and you're going to make sure the whole world knows that. You can now mark an area as your "cave", and everyone will understand that you own that, that it's your territory. Not only can you expand it, slowly, by beating rivals that live in areas next to your "cave", you can also choose for your "cave" to act as a beacon to draw in potential mates that pride physical strength over anything else.

**Bear Royalty** (600 CP, Discount for Bear): You're no mere bear, Jumper. No, instead, you're a relative to the Bear Queen herself, the leader of the Bear Kingdom. You carry an aura of nobility and power around, one that draws potential mates and vassals to your presence, people who want to earn your favor. Bears, wolves, and similar creatures also recognize you as true royalty and, unless they're rogues or villains, will obey any reasonable requests you make of them. For example, asking them to help you battle an enemy may work, but ordering a female Alpha to bend over on command is going to require quite a bit of charisma to accomplish.

**Capstone Boosted**: Well, Jumper, it seems you're not just kin to the Bear Queen anymore. Instead, you're now her eldest son/daughter, ready to take command if she perishes or steps down. Your charisma and authority has increased, and now your potential suitors include those that already have mates/spouses.

**Human Perks:**

**Expert Anthro Tracker** (100 CP, Discount for Human): You're a natural hunter, though that doesn't necessarily need to be your trade. You can keep track of any Anthro you discover, capable of following their tracks no matter how far they travel.

**Interspecies Supporter** (200 CP, Discount for Human): Owning a harem of cute Anthros is a complete oddity in this world, but you've always been a trend setter, Jumper. You can now catch Anthros and turn them into your lovers without any other human viewing your actions as "odd" or "unnatural". In fact, some people may even be supportive and try to help you add a new member to your Anthro harem.

**Wolf Breaker** (400 CP, Discount for Human): It's not a "heroic" skill to possess, but sometimes you have to get rough if you want to teach your furry lovers their place. Be it through seduction or more physical actions, you know how to drain the rebellious natures of any of your captives. You're also pretty good at getting using bondage to get your partners off as well as a bonus.

**The Anthro Hunter** (600 CP, Discount for Human): You don't just track Anthros, you don't just break them, you hunt them. You're the apex predator, capable of sneaking around even the most alert wolves and into a cave full of sleeping, potential fUture captives. Or, if you're not one to place yourself in such thrilling danger, you can shoot a tranquilizer dart at an Anthro from a mile away and snag and bag your target.

- **Capstone Boosted**: You're the best hunter in the world, and you can always take your prey home without injuring them. You also know how to draw out your targets and have them walk into your traps. You could trick Eve so she bolts after you and have her chase you far outside of her pack's territory, allowing you to catch her without worrying about her packmates. Note, there are still limits to this, and you'll have to have access to something that will draw them out.

**Items:**

**Alpha Wolf Items:**

**A Simple Flower?** (100 CP, Free for Alpha Wolf): A nice, pretty flower that would look good in your mate's hair. If you give it to a lover it will count as a more "primitive" engagement ring, revealing your relationship to everyone who sees it. It also tends to bring out the innate cuteness of anyone who wears it. You can buy additional flowers for 50 CP each.

**Symbol Of The Pack** (200 CP, Discount for Alpha Wolf): The packs in Jasper don't really have anything to symbolize which group they belong to. You, on the other hand, now have a special symbol that represents you and your followers, making it clear just which pack you're a part of. This symbol can be customized and can depict either a real or fictional event (for example, you capturing a group of enemies, you dominating a defeated enemy Alpha, ect) or just a random symbol you like the look of. You can remove your symbol from your followers in case you want to keep their true allegiance a secret.

**A Pack Of Your Own** (400 CP, Discount for Alpha Wolf): Every Alpha needs some Betas and Omegas to follow them. Now you have five Betas and ten Omegas that will follow your orders down to the letter. These count as followers and any that die will "respawn" a week later, though you may choose to import these wolves as a single group follower in future Jumps.

**The Perfect Spot** (600 CP): You now own a beautiful little slice of Jasper, the perfect place to start your own independent pack. It has a massive, dug out mountain with tons of little dens to house your pack, berry bushes for vegan wolves and herbivore harem members, and non-Anthro animals for you to eat.

**Beta Wolf Items:**

**Makeshift Restraints** (100 CP, Free for Beta Wolf): You need some way to capture wolves from rival packs that you beat, so why not use these? Coming in a set of four, these restraints may not be the most advanced thing, but they'll be hard to escape from. Not only will they reappear in your Warehouse if destroyed, you can buy additional restraints for 50 CP each.

**Hunting Spot** (200 CP, Discount for Beta Wolf): A nice little hunting spot with berry bushes and a... cooler? Yes, a cooler filled with meat that refills at the end of each day. And every week

you'll also come have a group of uninvited "guests" show up. These will be based on local prey animals (caribou in this case) and can be normal animals if you want something to eat or Anthros if you want something to fuck.

**Primitive Outpost** (400, Discount for Beta Wolves): This is quite unusual, even for this jump. You have what is, essentially, a small outpost consisting of a small hill with a deep cave, a wooden gate that can be locked, and a small "dungeon" to hold prisoners. Well, now you'll have a place to fall back to if/when an enemy pack attacks you. In future Jumps this Outpost will either be placed in a suitable area in a forest near your starting location or you can use it to replace any small stone ruin you discover on your journey.

**Beta Camp** (600 CP, Discount for Beta Wolf): An "off brand" Alpha Camp, this secluded part of Jasper is placed on the edge of your pack's territory. Anyone who trains there, especially if you're personally teaching them, will see a great amount of growth, their skills rapidly increasing. If you want, you can also make it so the camp focuses on "sensual training" as well as combat training.

**Omega Wolf Items:**

**Log Sled** (100 CP, Free for Omega Wolf ): A sled made out of a log. Unlike the one used by Humphrey and his friends this one will never crash randomly and it will reappear in your Warehouse if it gets destroyed.

**Infinite Berry Bush** (200 CP, Discount for Omega Wolf): Are you a vegitarian, or are you into vegitarian girls? Well, with this, you'll never run out of berries again! Though, if you want to have some more fun, you can spend 100 more CP to make it so each and every one of those berries acts as an aphrodisiac.

**Love-Sick Train** (400 CP, Discount for Omega Wolf): How does a wolf own a train? I don't know. Still, if you need to get somewhere fast, like from Sawtooth to Jasper, you won't find a quicker way there than this train. Plus, if you start howling/singing alongside someone you look while the training is running you'll find your relationship with them blossoming faster than normal.

**Wolfburbia** (600 CP, Discount for Omega Wolf): Wolfburbia. Get it? Well, now you'll, literally, get it, as you now own a copy of Wolfburbia. This place is large enough to house multiple wolf families, with a natural pool, and a kitchen that has enough food to feed as many families as the place can house, with said food replenishing at the end of each day. This can either be placed near your starting location in future Jumps and or as an add-on for your Warehouse.

**Bear Items:**

**Tainted Bear Traps** (100 CP, Free for Bear): These five traps are somewhat special. Anyone who steps in them will find it nearly impossible to tear them off unless they're stronger than a

bear, though you can easily remove them yourself, they'll also slowly increase your captive's arousal. You can buy additional traps for 50 CP each.

**Cave Of Terror** (200 CP, Discount for Bear): Every bear needs a cave, and this one is yours. This cave is deep enough to make a home in but can be dug out to expand it if you have the means, and any enemy that visit it will quickly begin to grow nervous and frightened.

**The Bear Clan** (400 CP, Discount for Bear): You now have your own clan of bears following you around, Jumper. They're now you loyal vassals, viewing you as their undisputed ruler. You could easily start up your own tiny little bear kingdom, using them to enforce your rule. These are followers for this Jump, but you can import them as a single, group Companion in future Jumps.

**Crown Of The Forest** (600 CP, Discount for Bear): This little crown, made out of wood, leaves, flowers, and grass, is deceptively simple. You see, wearing this crown makes you the "King"/"Queen" of a forest of your choosing, allowing you to command the "lesser"/weaker willed creatures that live there. This effect won't work on the Anthro wolves and bears of this Jump, but all other Anthros are fair game. After this Jump the effect will be applied to any weak willed Anthro that lives in a forest you have claimed, and it will also affect any that you convince to move into your forest as a permanent resident.

**<u>Human Items:</u>**

**Horni Tranquilizer Gun** (100 CP): While this appears to be a regular old tranquilizer gun, and can easily function as one, it also comes with a little secret. At will you can make it so your shots also increase the libido of whoever you shoot, making it so they're very pent up when they wake up.

**Cages + Truck** (200 CP): These may seem a bit underwhelming at first, but trust me, there's more to these than meets the eyes. Not only will this truck never break down or run out of gas, the six cages in its flatbed are actually bigger on the inside, allowing you to toss any captive, no matter how big they are, into one of these babies without a worry.

**Hunter's Collars** (400 CP): A special set of collars, six in total, that will make your life easier. Once snapped around the necks of an anthro Wolf or Bear, the affected individual begins to become more submissive and more willing to listen to your orders. You can buy additional collars for 100 CP each.

**Repopulation Park** (600 CP): You now own a massive park that can either be freely placed in your current world or in your personal reality. Besides being a fun and relaxing place to visit, the park also comes with a powerful, second effect. Any anthropomorphic being you capture or invite to the park will feel a need to "repopulate" their species, viewing the process with a lot of passion. After this jump, this affect will now work on any species that's inside of the park. Oh,

you can also mark yourself as an "inhabitant", making it so people will try to mate with you as well, if you want to join in on the "repopulation efforts".

**Companions:**

**The Pack** (Free/50 CP): Even most rogue wolves have a pack following them. You can import or create two companions for free, and then can import/create up to six additional for 50 CP each. All of these Companions have 400 CP they can spend on Perks and Items.

**Relocation Effort** (100 CP): You can select any Canon character, and, if you can convince them, they will join you on your chain as a Companion. If you want to try and make Daria's ghost mom or the T-Rex Companions you'll have to pay an additional 100 CP for each of them.

**Alpha School Graduate** (100 CP, Discount for Alpha Wolf): A recent graduate of Alpha School alongside Kate, this confident Alpha always knows what they want and will make sure everyone around them knows it. They start with the Alpha Wolf Origin and can spend 600 CP on Perks and Items.

**Beta Scout** (100 CP, Discount for Beta Wolf): A stern, but caring, Beta who follows you around like almost puppy. They'll listen to your orders without question, even if your not an Alpha or a fellow Beta. They begin with the Beta Wolf Origin and can spend 600 CP on Perks and Items.

**Omega Best Bed** (100 CP, Discount for Omega Wolf): A Lazy, but quite clever, Omega who's taken a shine towards you. They may not be the strongest, faster, or bravest wolf around, but they've always got your back in the end. They begin with the Omega Wolf Origin and can spend 600 CP on Perks and Items.

**Cave Sharer** (100 CP, Discount for Bear): A somewhat grumpy Bear who, underneath that hard exterior, is a big old softy. They'll smash anyone you tell them to, as long as you don't try to send them off on some sort of suicide mission. They begin with the Bear Origin and can spend 600 CP on Perks and Items.

**Fellow Hunter** (100 CP, Discount for Human): Your drinking buddy, driver, and all around friend, this hunter is one of your best friends. They'll happily help you catch as many Anthros as you set your sights on, and will eagerly encourage you after each successful capture. They begin with the Human Origin and can spend 600 CP on Perks.

**Champion Of Unending Competition** (100 CP): A lying, two-faced Beta who had more in common with a King and his rogues than the wolves that make up major established packs. They think they're one of the top dogs in the world despite being born a Beta, and resents anyone that tries to tell him his "place", doing everything in their power to validate their inflated sense of superiority. Of course, despite how big of an ego they have, they know that acting like a feral idiot won't get them anywhere. Rather, instead of sending oure insults at everyone they hate, they tend to act very passive aggressive, sprinkling cruel taunts in what could be mistaken

for honest, good-natured compliments. But, despite looking down on every other wolf they meet, there is one they consider an equal, namely you. They see you as their king/queen, someone they can be their true selves around, allowing them to revel in how cruel and wicked they can be. And, thanks to this, they'll follow you to hell in back, eager to show off at every chance they get. They start with the Beta Origin and get 600 CP to spend.

**Shortstack Ursine** (100 CP): The sluttiest bear in Jasper, who's very much proud of that fact, and who's famed for having a horde of one night stands and short term lovers. Still, despite how horny they are, they're probably one of the, if not the, friendliest bear you can meet in the park, and will gladly ramble on about their favorite topics if you get them started. If you decide to make them female they'll be the perfect embodiment of the term "shortstack", and will brag about that fact. Despite how friendly they are, they tend not to make any long lasting relationships, so they're constantly lonely and search for new friends and lovers... only to, ironically, break things up when they try to makw her commit to a more permanent relationship long before they're ready. That's why they've decided to tag along with you, in the hopes that you can form a relationship with them that isn't focused solely on sex. They have the Bear Origin and 600 CP to spend.

**Temporally Displaced Dino** (200 CP): A pastel-colored Anthro raptor that's been sent into the present by a pair of hapless humans. They're faster than a wolf and stronger than a bear, this is one tough dino. They can choose two 100 CP Perks for free and can spend 600 CP on additional Perks and Items.

**An Old Wolf With New Tricks** (200 CP, Discount for Alpha Wolf): One of the oldest wolves in their pack, age hasn't dulled this Alpha's skill during a hunt or a fuck. If anything, it's only enhanced it to an absurd degree. In fact, their love of sex has outshined their passion for the hunt, something that has caused their mate to shy away from them in recent years, as a single round in the sack will usually leave them drained of energy for the rest of the day. That's why this old hound dog has taken a liking to you and decided to follow you around, as you're one of the few wolves around that can keep up with them, if not surpassing their massive libido. Thanks to this, they'll feel pretty cocky when you and their mate are in the same place, especially if you're speaking to each other, and the old Alpha will try to get frisky.

**Rogue Shadow** (200 CP, Discount for Beta Wolf): A year ago a single Beta was chased into the Shadow Wolves by their former packmates, the rogue being hunted down by those they once considered kin. Yet, despite having some of the best hunters sent after them, they never left the forest, for their prey had turned the table on them. Turning into an almost mystical creature in the eyes of the other wolves living in Jasper, this "shadow" was renowned for their prowess during a fight and their skill at stealth. Despite hating their former pack, this rogue has decided to follow you, sensing that you have far more potential than any other wolf in the park. They come with the Beta Origin and 800 CP to spend.

**Eternal Rebel** (200 CP, Discount For Omega): A charming, rebellious Omega with a loud mouth that tends to get them in trouble, but nothing will stop them from preaching their ideals. Said

ideals mainly focusing on how they'll tear down the "oppressive caste system the packs slavishly obey", and they'll stop at nothing to, at the very least, make it so Omegas are seen as equals to Alphas. Though, they certainly won't mind if Omegas end up lording over Alphas instead. In fact, that's why they've started following you around, believing that you hold similar ideals to them. They start with the Omega Origin and 800 CP to spend.

**Bear "Squire"** (200 CP, Discount for Bear): A Bear hailing from the Bear Kingdom, and one that had a crush on the Bear Queen herself. They want to dedicate their life towards being the best knight in the world, to better serve her and to, hopefully, win her heart. They're over the top, tend to boast, and get flustered easily despite their proclaimed love for chivalry and the like. For some odd reason they seem to believe you are a true knight, and no attempts to correct them on this mistake will work, and they will obey your every command so they can, one day, "become a knight just like you". They come with the Bear Origin and 800 CP to spend.

**Furry Catcher** (200 CP, Discount for Human): An old hat when it comes to catching guys and gals that are covered in fur and dragging them around. Somewhat cold and withdraw in public and when surrounded with tons of other humans, they quickly open up while in the company of their friends, trekking through the forest, or interacting with non-humans. They're also a bit of a sex freak and have a fondess for threesomes, foursomes, gangbangs, and so on. They come with the Human Origin and 800 CP to spend.

**Drawbacks (Can Take 800 CP worth of Drawbacks)**

**Supplement Mode?** (+0 CP): If you want, you could just use this as a supplement for another Jump. Maybe Zootopia? Robin Hood?

**Altering Scale Of Furry-ness** (+0 CP): Huh? So you don't want to fuck a bunch of furry Anthros? Instead you want to fuck girls with wolf ears and tails? Maybe something else? Whatever your preferences, you can now determine "how furry" everybody is in this jump. You can also, if you want to for whatever reason, only have this apply to a certain group instead of having it affect everyone equally.

**A Strange Storyline** (+0 CP): There's a lot of questions you could ask about this world, especially since all the wolves and bears, among other creatures, are sentient Anthros now. While the base Jump will only follow the movie's plot, albeit a very horny and perverse version of it, without you messing with things, you can now freely change how this world works. Do you want to come up with a complex reason for why humans would kindap two Anthro wolves so they can fuck each other in another park? Do you just want to make Anthros really horny for humans for some reason? Then go right ahead!

**Straight-To-Video Graphics** (+100 CP): Ugh, now that's just awful! For your entire stay, you'll be forced to see the world like it came out of the worst of the cheap, cash grab sequels, everything looking incredibly ugly and unappealing.

**Horrible Lip-Syncing** (+100 CP): Now this is just plain annoying. For the duration of your stay in this world everyone's lip-syncing is fucked up, making it so their lips don't match up with what they're actually saying.

**Super Musk** (+100 CP): Well, this is certainly a strange issue, Jumper. You now emit a special musk that attracts nearby Anthros, especially wolves, towards your location. Now, while this does make them horny, it has a tendency to make them a bit… violent. Even if they don't start taking swipes at you, this aggressiveness will stick around, making them more possessive of you and making them rougher in bed. You can also boost this effect, increasing the range of your musk and how quickly it affects the local Anthros, netting you an extra +100 CP.

**Hunted By Ghosts** (+200 CP): You've done fucked up, Jumper. You've managed to anger the spirit of a dead wolf/bear, who will do their best to fuck with you for your entire jump. They'll jumpscare you, scare away your friends, and just make your life as annoying and stressful as they possibly can. If you have something that can banish or capture spirits and get rid of this specter, you'll have to contend with their living relatives for the rest of your stay.

**Bloody Rivalry** (+300 CP, Can Be Chosen Multiple Times): It seems you have a knack for pissing people off. Choose between Alphas, Betas Omegas, Bears, and Humans. Whichever group you chose will now hate you and attempt to kill/capture you throughout your stay in this world, Jumper.

**All Aloner** (+400 CP): You're naturally a loner, Jumper, and I don't mean that in a good way. If you're a Wolf, you're a rogue wolf who who's unwelcome by all the clans, if you're a Bear you're an outcast who can never return to the Bear Kingdom under the threat of death, and if you're a Human than you're a hermit who lives deep in the woods alone, other people put off by your presence. You'll have a hard time forming any long lasting connections with anyone else without spending a lot of effort.

**Dino-Rise** (+500 CP): Well, Jumper, it seems someone did something they really shouldn't have. Rising from the ground all over the world, a horde of recently resurrected dinosaurs begin to rampage. Some of them can be reasoned with, but most, even the plant eaters, will attack any non-dinosaurs they see.

**Frozen Wasteland** (+600 CP): Crap, Jumper. It seems this world is due for another ice age. For the rest of your Jump the entire planet is going to be covered in snow and ice, with food being scarce and the chilling cold threatening to freeze you to death if you stay outside for too long. Strangely enough, these issues don't seem to plague your foes.

**Scenarios:**

**Conquer The Park**: Like King and King Rouge (two completely different rogue Alphas) you have a mission, Jumper. You want all of Jasper under your control, and you won't stop until everyone is a part of your pack or have been driven away. For your turn years in this Jump you'll

have to conquer each and every pack in the park and either force any bear in Jasper into your pack or drive them away alongside the rest of your foes that won't submit. But, don't start getting cocky once you beat them, as at least one of the wolves/bears that flee from you will rush to the Bear Kingdom, which will cause her and her servants to invade Jasper in an attempt to overthrow you. Once all of your enemies have been beaten and there are none left to oppose you, you'll finally be able to claim your victory and win this scenario.

- **Reward**: You gain Jasper as a whole, and all living beings that were in it when your Jump ends, and can either be imported into future worlds in an appropriate location (by default it will replace the real-life Jasper Park in Jumps that take place on Earth) or as a Warehouse Add-On. The wolves, bears, and so on are fanatically loyal to you, even your imprisoned/enslaved enemies, and all your mates will become immortal so they can follow you on your Jumpchain without dying of old age. You may freely import any of your mates and followers as Companions in future Jumps.

**Take The Role - Garth** (Restriction, Must Be A Alpha Wolf): Well, congrats, Jumper, it seems you've got a new family and job this Jump! You are now Garth of the Eastern Pack, and you dad wants you to marry Kate so you can unite the packs. Normally, Garth's weak, laughable howling would be a massive turn off for Kate and cause her to bolt, causing her and Humphrey to get shipped off to Sawtooth. If you want to win this scenario you have to make sure that doesn't happen, charming both Kate and Lily, turning them into your mates while uniting the packs under your control. You'll have to deal with an annoyed and Jealous Humphrey, King, King Rogue, and any other problems that could upset your rule over the United Pack. You'll win if you can solve all of these problems, win the hearts of Kate and Lily, and keep the United Pack from fracturing.

- **Reward**: If you haven't already spent CP on them you'll gain Kate and Lily as free Companions, both of them hopelessly in love with you. If You have spent CP recruiting them as Companions then they each get 400 CP to spend, having the Alpha Wolf and Omega Wolf Origins respectively. You also gain the togglable Perk "**Uniting The Packs**". In future Jumps, if you're a a part of a faction that's a rival of another faction who leader has an heir that's around your age, your parents/king will create an agreement with your enemies that's similar to the one Tony and Winston made between Garth/you and Kate. If you agree to marry them, and deal with all the issues that try to force you apart you will find that the newly united pack/kingdom/group has quickly lost most of the tension that threatened to send both groups into a bloody struggle against one another, with only the most dissatisfied members caring about old grudges.

**The Rogue Hunter** (Restriction, Must Be A Beta Wolf): It seems that, to the rest of your pack, you've made a major mistake, Jumper. See, you fucked a pack leader... one that controlled a rival pack. Maybe you're an Eastern Pack Beta who caught Eve out while she was alone and fucked or brains out, or a Western Pack Beta who snuck out and seduced Tony. Whatever the case, to prevent the two packs from lashing out and fighting each other you were cast out of your home and forced to flee. Now you need to build up from nothing, reclaim your lover, and

beat down your former pack and the pack your lover led. Once both packs are United under you and your lover, with the other leaders of the two packs completely beaten, you'll win this scenario.

- **Reward**: You will gain whicher pack leader you chose to be your lover as a free Companion, the wolf in question gaining 600 CP to spend, boosted to 800 CP if you already spent CP trying to make them a companion anyway. You also gain the togglable Perk "**Rogue Pack Leader**". At the start of future Jumps, if there's an applicable target, you will stumble across a married ruler/faction leader while they're alone, allowing you to fuck them. This will make you an enemy to your faction, but you'll quickly find other "rogues" and vagabonds that will help you fight back against your enemies. If/When you finally defeat your lover's spouse and finally caim them as your own no one else will question your relationship, and you'll easily be able to take your beaten foes place as the faction's co-leader.

**Rise Of The Omegas** (Restriction, Must Be A Omega Wolf): Viva revolution, Jumper! You are no mere Omega, but one that wants to be the new top dog, with a pet Alpha submissively serving your every desire. Your goals in this Jump will see you flip the caste system on its head, Alphas becoming the sex slaves of Omegas while Omegas take the lead over Jasper. While you don't need to conquer the park or unite any packs, you must, at the end of the Jump, make it so every Alpha in Jasper has been enslaved by an Omega.

- **Reward**: You gain whatever Alphas you turned into your personal sex slaves as free Companions, each one having the first two Alpha Wolf traits and 200 CP to spend on other stuff. You also gain the Perk "**Omegas, True Rulers**". In future Jumps you will find it easy to gather dissatisfied members of the lowest caste group/second class citizens who will eagerly join your cause to overthrow their leaders. Society at large, barring the top dogs of the world, will also be completely fine with you turning your "betters" into sex slaves, and will join you on your mission if you continue enslaving the "Alphas" of the world without suffering any major setbacks.

**A New Bear King** (Restriction, Must Be A Bear): You have ambitions, Jumper, big ones. Like a certain group of bears you want to overthrow the current queen of the Bear Kingdom and declare yourself its new ruler. You'll have to contend with both the Queen and her loyal followers alongside the bears that also want to topple her and take control. Then, once you are the new king/queen, you'll have to stabilize your new realm and ensure that everyone knows that you're the legitimate ruler of this kingdom.

- **Reward**: To start with, you may choose to take the Bear Queen as a free Companion to travel alongside you in future Jumps as a slave or a lover. Secondly, and the primary reward for this scenario, you gain the entire Bear Kingdom, both the location and its citizens, as your territory. The Bear Kingdom can either be inserted into future worlds as a natural part of the world, with all other kingdoms recognizing your rule over it, or it can stay in your Warehouse for the rest of that Jump.

**A New Population** (Restriction, Must Be A Human): Originally, Sawtooth National Park wanted to take one male wolf and one female wolf from Jasper so they could repopulate the park and state's wolf population. Then someone else suggested a far different idea, a special experiment, and dragged you in, Jumper. Now you have to capture at least two wolves from Jasper, be they she-wolves that you can impregnate or two male wolves that can impregnate you, to create a hybrid human-wolf population in Sawtooth. Be warned, these wolves have to be important, named characters, as mere OCs won't do. A month after you capture them the park will be attacked by a group of wolves from Jasper, with the amount growing depending on how many wolves you've captured and how important those wolves are. You'll have to contend with these raids for the rest of your stay or until you've captured every female/male wolf in the park and completely break the spirits of those that remain.

- **Reward**: You gain whichever two wolves you captured first as Companions, both of them having 400 CP to spend, though you may also take along any other captured, Canon wolf as a free Companion if you so wish. You also gain the togglable Perk "**Wolf Breeder Of Sawtooth**". You can now fuck and breed any sentient being in the multiverse and produce a viable child, Jumper, a skill that will quickly catch quite a bit of attention. In future Jumps an interested party, perhaps heroic, villainous, or purely profit driven, will approach you with an off. They will request that you recreate what you did in Sawtooth in this reality, allowing you to target any Anthro/alien/monster/demon/etc species in the setting so you can create hybrid offspring. Once you have chosen they will throw their full backing behind you, giving you as many resources as you need to accomplish your mission and will attempt to hide any "disappearances" you cause if you decide to abduct your targets instead of seducing them.

Notes:

- While this Jump and it's perks are based around the wolves and bears being Anthros, all of the Human Perks do work on feral/non-anthro creatures.