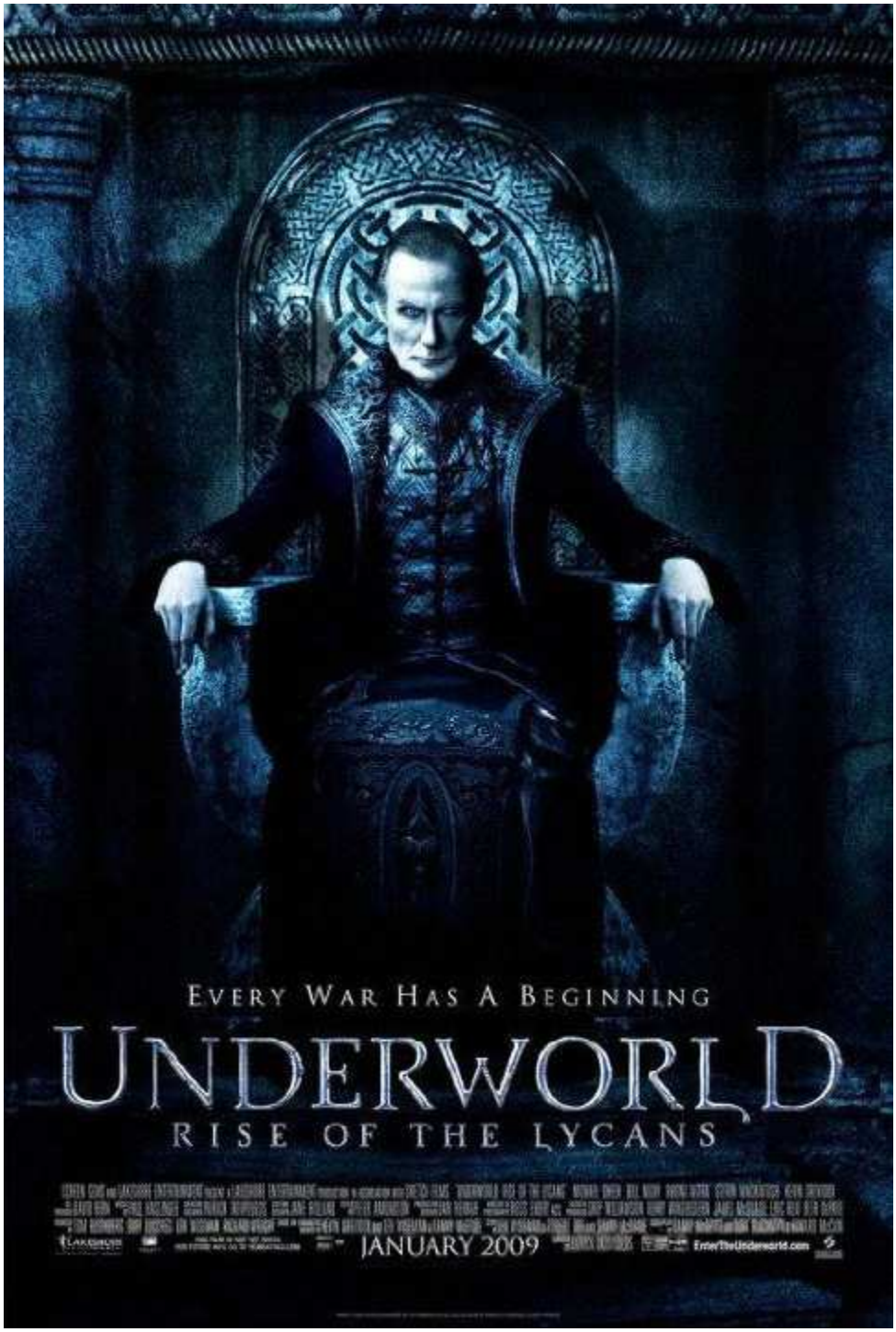

EVERY WAR HAS A BEGINNING
UNDERWORLD
RISE OF THE LYCANS
JANUARY 2009

Welcome Jumper to the world of dar...I mean UNDERWORLD! The series of so bad its good films of vampire and lycan conflict. This takes places in some overly gothic city this side of gotham, where the Old World Coven holds sway for hundreds of years, while fighting a war of excintion with the shapeshifting Lycans.

So as a little primer: In the 5th century a Hungarian nobleman and warlord was infected with a disease that annihilated his home village, with a rare genetic mutation his immune system adapted the virus, giving him genetic immortality along with superhuman attributes. Sometime later he had three sons, two of which were immortal, while the other only had such immortality in a dormant state. Sometime later his son William was bitten by a rapid wolf, that transformed him into a uncontrollable beast, the first werewolf. This monster wasn't only powerful, but his victims inevitable were infected and would rise as werewolves that couldn't transform back, and spread the virus further. Sometime after this the other immortal brother was bitten by a bat, becoming the first vampire. Seeking to stop his brothers brutal rampage, he sought out a dying warlord named Victor, promising immortality in return for his help containing his brother. Together they made an army of vampires and imprisoned William. Though in many ways Victor took control of the budding vampire nation and used William as a hostage against Marcus, taking control.

Sometime later a werewolf prisoner of the vampires would give birth to Lucian, a werewolf that kept his human mind and could transform by the full moon. this race became known as the Lycans, and were slaves for hundreds of years.

Inevitable the Lycans sought freedom, and since then a war has waged in the shadow of human civialation. A war you find yourself in. Now put on your catsuits and grab your guns, Jump-chan has given you **1000 cp** to make your stay here more comfortable.

Gender

50 cp to change your gender.

Age: 1d8+ 19 for for your apperance. Feel free to make a timeline compatable period for your functionally immortal characters lifespan.

Race options

Drop-in free: You are dropped in the city the Old World Coven lives in as a human, you have no pesky memories, which is both a plus and a minus.

Vampire 100 cp: Infected human of the marcus strain of the corvinus virus.

Their starting abilities are:

-Can lift up to five tons.

-Regeneration. Though it can take some time depending on how bad the wound it.

-Can move faster than normal humans can see/react.

-Superhuman senses, night vision.

-Can effortless spider walk on sheer surfaces.

-Weakness to sunlight/ultraviolet radiation.

Lycan 100 cp: Infected human of the William Corvinus strain. Can control themselves in werewolf form.

-Close to a vampire in human form for speed and strength. Animal like sense. A vampire may be slightly better physically.

-Lycan form can lift 10 about ten tons, running speed is car like though Vampires react faster under shorter distances. Superhuman senses, night vision

-Can regenerate most wounds in minutes, regenerate whole limbs in a hour and won't die leaving them unattended.

-Silver defeats this immunity, enough damage or decapitation will kill a Lycan.

Hybrid 600 cp: Infected with either both of the strains or someone with the original Corvinus genes that are infected with both. As hybrids tend to be unique, one can choose to either be more lycan in appearance or vampire like.

-Can lift up to 20 tons.

-Move fast enough to blitz vampires and dodge bullets.

-Superhuman senses, night vision.

-Immune to sunligh uv weakness, though lycan hybrids only have a limited immunity to silver, most silver weapons would be healed instantly, but a massive amount like a silver grenade inside one will kill them, massive trauma, decapitation, can kill one.

-Both sides hate and fear hybrids, Lucian might work with you to defeat Victor, but he would never share power after the battle. Expect to be hunted.

Time Period

Roll a 1d8-1 for time period, or a 100 cp to choose.

6th century genesis - The beginning of the two species. Marcus Corvus has enlisted a dying warlord Victor into making an army of vampires to stop his uncontrollable brother William and his

every expanding horde of werewolves. Eventually their army would stop this plague and imprison William for centuries. This is a brutal time of vampire war with a nigh unstoppable beast on the lose.

1218: Vampires rule over imprisoned werewolves until Lucian is born. Though him they start to make the Lycan race, and efforts to control wild werewolfs and the new slaves begins.

1402 - Rise of the Lycans: The Lycan race has fully developed, humans that turn into werewolf form and back at the behest of the moon. Used as laborers and enslaved guardians, In a few short weeks the vampire dominion will be challenged by lucian's rebellion, who defeats Victor in

the first battle and takes the vampires fortress for his own. For the next seven years total war will be raged until lucian fakes his death and his fortress is burned.

1890 - Underworld: Endless War: While considering the war over with the death of Lucian, Death Dealers continue to hunt lycans. Also Kraven moves to take more polotical power from the council as Regent, and Selene starts a personal hunt over three lycan brothers that will take centuries.

2003: Underworld: Events of the first and second movies happen. Kraven works with lucian to make a hybrid powerful enough to fight Victor. There alliance is suspected by Selene who forms a relationship with Michael who becomes the first hybrid. The old world coven is nearly destroyed and chaos reigns as the Elders are killed. Humanity discovers the two races and the Purges, wars against both, begin.

During this period Antigen is established, a front for Lycans to take control of the Purges to use against Vampires. Selene and Micheal are captured and their daughter is studied.

2015 - Underworld: Awakening, Selene escapes with her daughter, allies with surviving covens and battles Antigen, after these events the head of antigen is killed and selene vows to find her husband and take back the world for the vampires.

Lucky you - free pick, choose wisely.

Skills and Abilities

Discount applies per origin.

Drop-in

Hunter 100 cp (free Drop-in): You are an expert at hunting that which goes bump in the night. You have an almost supernatural talent at identifying, locating, stalking, and fighting monsters.

It doesn't seem to matter how human they appear, or how inconclusive the evidence seems, you can discover the inhuman monster within.

You are also used to fighting and dealing with beings stronger and faster than you, allowing for traps and how to use the environment to your advantage.

Floor Door 100 cp: For some reason, you find it easy and safe enough to shoot a hole in just about any floor with whatever gun you have on you and it falls away taking you down to the next level, and there never seems to be anythin large underneath the section you choose or people directly underneath you either. Good thing too, might be awkard otherwise.

Anti-Monster Weaponry 200 cp: You can develop clever modern "solutions" to dealing with ancient evil. You easily understand the nature and composition of your foes and can even discover weaknesses less known and how to apply them to modern weaponry. Ultraviolet bombs, silver nitrate rounds, you can make incredibly devastating weapons.

This applies in other settings as well, from making blessed weapons to making weapons to deal with unconvential monster types .

Ancient Knowledge 300 cp: You are well researched on the occult and the supernatural. You can find just about any source of the truth of myths, and even secrets of the Elders don't want people to know.

Immortal 600 cp: You have the original untainted strain of the virus. You are immortal starting abilities are equal to a vampire but in time will equal a Vampire Elder. You also have a fair regeneration factor. The only things that will kill you is decapitation and being completely destroyed.

Vampire

Social Manipulator 100 cp (free discount): You are quite skilled at the power plays of the vampiric covens or just about any social organization you find yourself in. Able to work to your advantage without making a target of yourself. You see manipulations and can turn them to your own ends.

Death Dealer 200 cp: You are a member of the military arm of the Vampire covens. Mostly you are highly trained in both ancient melee combat and modern weaponry (depending on time period of course). You are also trained in how to deal with rampaging Lycans, how to fight a superior opponent. You come with the best the coven can provide. and are often in higher positions in the coven, though less so pre-underworld, as the covens have started to see the Death Dealers as needless. This perk comes with either a black outfit with matching leather trenchcoat or a form fitting PVC catsuit. Death Dealer of early periods will have armor like from the movies.

Sun resistance 300 cp: You are far more tolerant to the sun and UV light than normal vampires. It burns but not to the point of flame, as such you can survive prolonged exposure, but will cause extreme pain and discomfort. It will heal though. Even UV Bullets can be resistes to a point.

Elder Vampire 600 cp: You are the fourth Elder of the Vampire race. How and when you came from is unexplainable and if the coven discovers you it will cause quite an uproar, probably forcing the other Elders to awaken to address the matter. As it stands you can lift 20 tons and are way faster than other vampires. Not as fast as Hybrids though, andyour regeneration is greatly enhanced. You also can can read Memories from blood though its only between Elders can the memories be sent in a concise form. You would still need the blood memory perk to read a normal lycans or Vampire's blood, at least not without a few decades worth of practice.

Lycan

Transformation Control 100 cp (free discount): You have the ability to turn into your lycan form whenever you wish. Handy perk.

Silver Resistance 200 cp: While still a danger, you are very resistant to silver weapons, after a while your body can even reject silver bullets straight out of your body. Look out for silver nitrate bullets though, or silver grenades.

Leader of the Pack 400 cp: Werewolves and Lycans instinctually recognize your leadership. You will find yourself quickly in charge of groups of either though lycans are intelligent and can recognize a bad leader. Out of jump this perk acts like a sort of animalistic charisma, that makes

leadership and group politics easier.

Alpha Wolf 600 cp: Your were form is much bigger and stronger than normal making you almost a match for William at 25 tons. Your not as fast as the other options at least in reflexes. But your regeneration is incredible and you can pretty much survive without food or sleep indefinitely, though not happily.

Hybrid

(Discounted for hybrids, but naturally more expensive and no free perks)

Winged Form 300 cp: You posses bat-like wings, you can fly at 60-80 mph, also they posses bone spurs that can be used as weapons and ingest blood.

Blood Memory 300 cp: You can absorb knowledge and memories from a subject you feed from. More information will require a lot of blood though.

Genetic Assimilation 400 cp: Your body assimilates genetic material easier than others. As such experiments to add DNA to yours works are far more successful and work like you wish them too, you can even use your blood in seriums to give increase chance of success with other people.

Gigantism 600 cp: You have a were form that is gigantic compared to the rest, its easly the strongest hybrid though its slower and has trouble operating in small places. Your almost like a living tank in this form though. If you wish it could look either like a werewolf or more batlike, like a warhammer varghulf.

Gear, Equipment, and companions

Modern Weaponry 100cp: A small closet of decent modern rifles, shotguns, and handguns.

Silver Sword 50 cp: A sword laced with silver, lethal to lycans. For an extra 50 cp they can be adapted to fire silver shurikens out of the handle with a fair amount of force...Nope didn't make that up. In case of lost or broken a new one will appear in your warehouse.

Silver Shurikens and crossbow 100 cp: For the longest time these two weapons have seen service by the Death Dealers. While the crossbow has fallen out of favor due to guns a few death dealers keep Shurikens as a last resort. They are even made to split apart and hit multiple areas...Really I didn't make this up. Your warehouse will keep a store of both.

Silver Bullets 100 cp: Standard round of the Death Dealers. You get a fairly large amount of them in your warehouse. It does replenish.

Silver Nitrate Bomb 300 cp: Far rarer weapon that would see action in the purges. Expels silver nitrate gas into the surrounding area, burning lycans like they were vampires in sunlight. Your warehouse will keep a small case full that will replenish expended bombs.

Silver Nitrate Bullets 300 cp: Basically an injector for liquid silver. As Lycans got stronger and more resistant to silver this became the more effective weapon though it's creation was probably lost completely in the chaos and aftermath of the first film. You get a single clip for a gun of your choosing. After it is used completely it you can summon a new one (and for another weapon if you choose) at your warehouse.

UV Bullets 300 cp: Bullets like a tracer round carrying a irradiated fluid with UV radiation. Originally used by Lucians forces it is standard weaponry of the Purges. Can kill Vampires like Silver Bullets can werewolves.

UV Burst Device 300 cp: Gives off a powerful UV light burst.

Over stylized clothing 50 cp: Need to look cool or badass? Come here for all of your over stylized needs. From leather jackets to corsets. These will be period specific if you wish, though if you want to rock shades hundreds of years before they are technically invented, go right ahead!

Thasarine 200 cp: A liquid that prevents a dead lycan from transforming back into his human form. This way one could study a Lycan's were form (or perhaps use it as evidence). In future Jumps it will work on most shapeshifters, and will even slowly retard extremely fast decomposition used by some shapeshifters to hide their existence. You also get a small case that replenishes.

Safe House 300 cp: A piece of secret property you own that can be used for securiety adn safety. Comes with armored safe rooms and the windows filter out harmful sunlight. Has arsenal rooms and other features such as alarms and cameras. Will follow you in your next Jumps.

Sewer Lair 300 cp: Underground lair, has many of the features the Safe House does, though it also comes with hidden doors to hide its location within the sewer system itself. Also cameras to watch nearby sewers and alarms. Also will follow you in your next Jumps.

Companion Import 50-400 cp: You can bring in companions with CP to give them. 50 cp per companion or 400 for all eight. They receive double the amount you spend on them to a maximuim of 800 cp for all eight.

Vampire and Lycian companions 300 cp: You buy a new OC companion that is either a Lycan or a Vampire. They get 800cp to spend on themselves except they can't buy drawbacks and more companions.

Keep in mind a vampire with a Lycan companion will have to keep it secret, and a Lycan with a vampire will probably have to protect them from the pack.

Drawbacks

Want more CP? Take these drawbacks, but be careful, they can be dangerous. Take up to 600 cp worth.

Blood lust 100: You find it difficult to control your urges for blood (or flesh if Lycan). It can be resisted somewhat but its always possibly it could get out of control if hungry.

Hunted 200 cp: You are actively targeted by a faction of the war. Lycans will target a vampire and vice versa, if you are a drop-in Alexander Corvinus is aware of your existence and the Cleaners will target you.

Black mailed 200 cp: Someone has some sort of potentially damaging information on you. Either within the faction you are in or even potentially distance your companions from you, in any case simply ignoring the threat is not an option.

I love/hate you Vampire Dad 300 cp: Can only take this option if your a vampire, lycan, or immortal. You have a complicated relationship with the one who turned you (despite the name they could be female). You feel both anger and familial love for this figure who is the same way with you. Prehaps he wants you to go out and kill all those pesky vampires/werewolfs and you don't. Or maybe you just never got used to the whole thing. Keep in mind you do have familial feelings for this person, so killing them would be a hard thing to do, same with them. though it could end badly. If you are immortal this figure is presumed to be Alexander Corvinus.

Tragic Love Affair 300 cp: This world does seem to love tragedies. During your stay you will fall in love with someone you shouldn't depending on your race. Drop-in could be any of your choice though hybrids are never an option for the lover, no matter what. This relationship is always making things harder not easier, and its very, very, likely your lover will die. Though if you work hard enough, they might just survive. At the end of the Jump you may take them as a companion.

Child of Victor 600 cp: You are a adopted child of Victor leader of the Vampires. This might not seem like a drawback but now in order to win the Jump Victor must be kept alive. And while Victor will have some emotional attachment to you as his child, he may go against you if he feels the vampire ways are threatened. He will feel it necessarily to kill a lycan or Hybrid character. Though maybe with time and effort and working on him, he might change his ways...I

wouldn't bet on it though. He is also immune to any attempts at outright mind control, thought not persuasion.

World of Monsters 600 cp: Sony probably would of lost the lawsuit had they gone with this option. Every other urban monster seems to be out there, they seem to follow something of the "style" of Underworld so expect leather coats and plenty of guns. But there are many factions out there and expect some monsters to be on par with Elders and even Hybrids, though only a few. On the other hand an actually supernatural masquerade seems to be protecting this madness, so the Purges can't happen. But expect many bad things to come your way personally.

Drawbacks disappear at the end of your Jump.

Ten Year Later

After ten of war and catsuits, your Jump is at an end, choose an option:

Go home: Maybe its time to go back home, visit the folks, and explain that your new girlfriend is a vampire...and isn't a dominatrix that's just what she likes to wear. You keep all options gear and companions.

Stay: Seems kinda a dreary place to want to but maybe you've become attached to it. You can stay here as is.

The Adventure Continues: That's the spirit! Bring on the next Jump!

Notes

-If you buy perks for another race certain ones will do nothing for you. Transformation Control

and Silver Resistance for example will just be a waste of CP for a vampire, same with perks that resist sunlight for Lycans. Hybrids perks would make Lycans or Vampires oddities but not actually Hybrids so you only get what the perk gives you. For Vampires assume Gigantism will give them a Varghulf like alternate form.

-Drop-ins in order to take hybrid perks MUST have immortality. And again perks that don't help a human like silver resist perks won't do anything for them. Immortals with perks might have Bird looking Wings or however they wish them to look. Gigantism may give them a hulk like transformation. If you take Vampire Elder or Alpha you are now a Vampire or a Lycan and must change your race to reflect this. Even if immortal, as shown in the movies they are mutations of immortality.

-You can not take Elder Vampire and Alpha Wolf together.

-Companions get race discounts.

Changelog

4/29

- Added notes, added changes to clothing and Death Dealers. Fixed minor spellingl errors, and changed wording on anti-monster weaponry. Added age option.