

Divorced, Now A Lycan Princess Jump
v1.0
by LJGV/Sin-God

A scorned wife's unexpected pregnancy unlocks memories of her royal Lycan bloodline. As ancient powers reawaken, she faces ruthless supernatural forces determined to keep her past buried.

Welcome to a curious take on a werewolf-filled Earth. In this world species-ism is brutally ever-present and humans live in a society where werewolves and lycans exist openly and have instated a rather rough class system wherein the strongest family: a small family of lycan royalty, serve as the reclusive monarchs of at least one country with much of the day to day government leadership roles taken up by werewolf alphas. Including an executive branch that somehow has both the lycan king and a werewolf president.

Twenty years ago the only daughter of the lycan royal family went missing and the series begins the very day that the daughter of the family discovers she is pregnant by her husband: the alpha of Thorn Pack. Amber Myers, the aforementioned princess, has somehow had her earliest memories repressed but nonetheless she is found by her family; bleeding outside of the corporate headquarters of Thorn Pack. All of this kicks off a series of events that will forever change the world of lycans and lycanthropes. A world you will be exploring for the next decade. You begin your adventure the day that Amber discovers her pregnancy, which is the same day that episode one of the series kicks off.

Take 1000 Divorced Points to fund your adventures.

Author's Note: *We got another Dramabox jump today, friends. This time we're leaping into a world with werewolves, lycans, some humans (though not a single named character appears to be human), and plenty of karmic comeuppances. As a special note, this series isn't NSFW BUT between an attempted sexual assault by Dr. Miles towards the end of the*

series, and an earlier scene in which Amber is forced to walk around in her underwear this show skews much closer to NSFW than most Dramabox series do. For exact timestamps as to when these events occur check out the full notes section at the bottom of the document.

Starting Location

You can select your starting location freely, or role a d5 to have it picked for you and take an additional 50 points.

1: Thorn Pack Territory. This is the home of Julian; a powerful and headstrong alpha who is known to be close allies with Roman and the recently deceased alpha Marcus.

2: Packless Hospital. This hospital is known to serve everyone equally, including humans. This particular hospital has just gained a wealthy new backer in the form of Julian.

3: Boutique. The cute clothes of this fancy store may or may not be yours but either way they'll be quite appealing.

4: Lycan Royal Palace. The home of Magnus, Logan, and soon Amber. This elegant palace comes with its own staff and is well-maintained by the royal family.

5: Obsidian Pack Territory. Little is known about the territory of Obsidian Pack other than that it's currently having a rough go of it. The patronage of Alpha Julian promises to significantly help, and Magnus maintains a hefty contract with the alpha of Obsidian Pack Mr. Blackwood (Olivia's father).

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

The only origin here that would really struggle with being a drop-in would be the lycan origin but if you can make it work in your chain go for it. All origins also confer some level of werewolfness.

Werewolves in this series, which is a term that seems to encompass both lycans and regular shifters (a term explicitly used in the series) are closer to the *Disney Descendants* and *Supernatural* depictions of werewolves (human-like creatures with some nebulous connection to the moon that have the ability to grow stronger and weirder under the moonlight) than what many consider to be werewolves: human-like creatures that can spontaneously transform into either bipedial but furry forms or into full-on, often massive wolves. No werewolf in the series transforms into a large wolf, though they can spiritually project their wolves and use them to intimidate each other or to help in standing one's ground.

Werewolves are physically and genetically distinct from humans, though there is no way to determine if someone is a human or a werewolf with the naked eye and werewolves have a weakness to wolfsbane. Werewolves have a natural ability to extend their fingernails into wolf-like claws, some werewolves have healing abilities, and werewolves can, apparently involuntarily, form "Fated Mate Bonds"; connections blessed by the moon goddess that tether them together. These connections can be broken by either werewolf, which hurts the partner who didn't initiate the rejection, but the moon goddess may or may not accept a connection being broken. Some werewolves have natural healing abilities, which can allow them to naturally accelerate their own healing, or to study and heal others.

Alpha [Free]
Alphas are stronger werewolves than ordinary members of their kind and their strength often makes them stand out compared to their peers. All of the werewolves we see that are named characters are either lycans or alphas with the apparent exceptions of Jeremy, Dr. Miles, and probably Tiffany. Alpha werewolves do not seem to have unique abilities, though Julian is noted to have exceptionally fast natural regeneration, but in his case this doesn't translate to the healing powers that Amber demonstrates but seems to be a curiosity that doesn't get further explanation. This origin corresponds to Julian and Roman.

Alphahole [Free]
Some alphas, and also other werewolves, are dickheads. This origin corresponds to them; as well as non-alpha assholes like Olivia, Tiffany, and Dr. Miles. These figures are brutal, violent, manipulative, and willing to kill to get their way, though they are all affected by Amber's curiously strong, unnamed ability to skew karma to revolve around her, admittedly to different extents.

Lycan [200 DP]
The lycan royal family consists of Logan, Magnus, and Amber. The exact connection between Lycans and other werewolves is unclear but there are a few confirmed things that make lycans unique: firstly werewolves can't detect lycans the way they can detect other, regular shifters. Secondly lycans are capable of using distinct magic to ensorcel objects like the lycan throne which can cause them to have negative effects on those who attempt to interact with them without either being lycans or being allowed to "borrow" lycan power by a lycan. You can, in fact, lend humans and the like the abilities you possess as a lycan.

Lycans also possess the "Lycan Voice" a special power that allows them to command werewolves. This power is mighty enough to affect even werewolves who hate the speaker, and unlike many such abilities, it can even be used to force a werewolf to hurt themselves such as by telling them to slap themselves (though it becomes much easier to resist the more damaging the . It takes an incredible force of will by an applicable target to even partially resist a command given by someone using the Lycan Voice. The final ability that lycans are known to possess is the ability to "Mindlink"; presumably this is sending telepathic messages to those you care for. You receive all of these traits simply by virtue of being a lycan as per this origin if you select it.

Perks
Origins get their 100DP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Dramabox Subtitles [50 DP]
This perk gives you access to the peculiar subtitles Dramabox dramas provide their viewers, which allow you to easily follow various conversations at the same time. There is one pleasant peculiarity of this system of subtitles that makes them a little more interesting than other subtitles: when you first meet someone, you get to see their name and their title(s). With this if you were to meet a king, even one in hiding or who hadn't introduced himself to you, you'd know the second the two of you first exchange words.

Mate Bonds [50 DP]
One of the curious facets of this world is the concept of *Mate Bonds*. These supernatural connections, bestowed by the moon goddess, tie together a pair of people and give them mystical awareness of each other's general location and health, though that last part can be unpleasant as it often manifests by causing a healthier partner to experience some of the pain and discomfort of their injured or sick mate. This perk allows you to create such bonds, be it for someone else, you, or for other people. These bonds can be voluntarily broken, though, unlike in canon, a human can be the one to break the bond. And lastly you can give one person several mate bonds at the same time, be it you or someone else.

This perk also gives you control over your own fertility, though it doesn't give you such potent fertility that this alone overcomes someone else's infertility.

Alpha

Communication Skills [100 DP | Free for Alpha]
You are capable of getting your point across. When you talk people listen to you, when you tell the truth people are, at worst, more inclined to give you the benefit of the doubt, and most folks will believe you outright. Perhaps most importantly you can actually finish a sentence and don't get nervous when talking meaning that if you start to say something unless you opt not to finish your statement you'll get your point across. You'd be surprised at how much this alone can resolve, be it in this reality or in other jumps.

Alpha Skills [200 DP | Discounted for Alpha]
Being a skilled alpha starts with inheriting the genetic markers for alpha status but that's only one small part of it. To be a skilled alpha is to be a leader of your fellow shifters, which means engaging in diplomacy, politics, and business with a shrewd hand and a deft mind. And you are quite good at these things, able to skillfully manage people, expertly engage with people with a range of personalities, and are an altogether effective and able leader. Beyond this, the more people flock to organizations, communities, or the like that you run the better a leader you become. This perk also defines "Pack" quite loosely and the effects of this apply to any organizations you lead.

Second Chances [400 DP | Discounted for Alpha]
Being able to get second chances is quite important since everyone makes mistakes. Sometimes mistakes are hard to get over. But when you make a mistake and you sincerely admit your faults, while asking for a second chance… People have a really, really hard time saying no. This perk isn't insurmountable, but it's really hard for people to stay mad at you when you are actually and sincerely asking for forgiveness. That said, you may have to grovel a little bit. And that's okay, if you have to grovel you probably deserve to grovel. This perk's effects are radically enhanced if the cause for conflict and tension is not you and is discovered and addressed, such as if someone thought you were cheating on them but it's revealed that it was all a misunderstanding. If someone gives you a second chance it'll be sincere and heartfelt, but abusing this will be remembered and there are things that are unforgivable. Still… You'd be surprised at how far this'll go if you need it and are sincerely seeking forgiveness. This also applies to more than romantic things and relationship based mistakes.

Alpha's Might [600 DP | Discounted for Alpha]
Alphas are expected to be the strongest wolves in their packs and it wouldn't do if you couldn't live up to that expectation would it? Now you gain power, holistic power, in three new ways.

The first way you gain power is from your pack expanding. The more people in your pack the more power you innately gain. This is a boost to your power that grows higher the more popular your pack, but is undirected and doesn't offer you any new powers by itself.

The second way you gain power depends on the individual power of those in your pack. The stronger an individual who joins your pack the more power you directly gain from them, and how this power manifests depends on the nature of their powers. If you are joined by a healer who is incredibly powerful when it comes to healing your own natural

regeneration and durability are increased. If a sorceress who can charm people comes to your pack then her being a part of your pack increases your charisma.

Finally the more loyal to you members of your pack happen to be the stronger both the buffs you get from this and your overall power become. Those who are new to your pack and don't yet know you well will only give you so much but if your best friend who is ride-or-die for you is a part of your pack then this will radically skyrocket your power. The people who are the very most loyal to you can be imbued with a fraction of your lupine potency, gaining wolves of their own and becoming shifters.

This is especially powerful when applied defensively, allowing you to do things like resist the Lycan Voice and other such powers with remarkable ease.

Much like *Alpha Skills* this perk defines "Pack" quite loosely, allowing you to gain these benefits if you start a business, run a country, are a mayor, or are in any other similar position of leadership.

Alphahole

Privilege Power [100 DP | Free for Alphahole]
You are a master at weaponizing every degree of privilege you possess. Whether this is you understanding how to flex your cash cheaply and stylishly to you garnering sympathy because of the recent passing of your popular and beloved spouse, you know how to tug on heartstrings and skillfully man. This also enhances your acting skills but only by a marginal amount.

Master Of Miscommunication [200 DP | Discounted for Alphahole]
Olivia's most dangerous skill when it comes to various schemes she enacts to come between Julian and Amber is her way of twisting the truth. She has an uncanny ability to say things that are true, while banking on Julian not correcting her in the moment, that allows her to skillfully maintain plausible deniability to Julian while hurting Amber's feelings. And you are now every bit as skilled at acting and lying as she is, able to use words as weapons and turn people against each other, and towards you, with dark ease. You know how to walk the fine line between lying and telling the truth in such a way that you can destroy feelings and end relationships. People should be wary if you set your eyes on their man, or their girl, for you have a way with words that may well end relationships.

Shifter Scientist [400 DP | Discounted for Alphahole]
Like Dr. Miles you are an incredibly cutting edge scientist. You possess a striking repository of advanced knowledge when it comes to the anatomy and physiology of shifters and are capable of advancing modern medicine in impressive ways. In this jump your knowledge is keyed to and most impressive when it comes to shifters (Werewolves, Alphas, Lycans) and you have a potent understanding of other related species (Humans) but in future jumps this knowledge updates and becomes keyed to a new species, which you can pick at will allowing you to become a scientist specializing in dragons in a fantasy jump, a scientist with a keen understanding of dogs in a mundane jump, or one keyed to humans in a historical jump. You are also equally capable of concocting poisons that negatively affect the species your scientific and medical knowledge are keyed to as you are capable of coming up with miracle medicines and marvelous chemicals that enhance people. If you feel like it, your knowledge will change the world. You know of a secret medicine that if concocted and administered to a human could allow them to become a shifter and thus gain their own wolves.

Homewrecker [600 DP | Discounted for Alphahole]
Olivia's ultimate goal, at least as far as when she appeared on-screen in the series, was to break up Julian and Amber and take Amber's place as Julian's wife and mate. At various points she successfully caused fights and very nearly did break the couple up, seeing as she is the cause of the confusion that led Amber to want to divorce Julian in the first place. This perk is Olivia's dream: you can sense how close someone is to someone else and you naturally understand how to cause couples to fight, while positioning yourself in such a way that you are a shoulder to cry on with regards to the object of your affections. The more someone you desire is fighting with their partner the more attractive you become in their eyes, and the more you make a couple fight the more attractive you become to either (or both!) member(s) of the relationship you are pursuing. This is also potent enough that even supernatural bonds such as a fated mate

bond are not enough to guarantee a couple can survive your poisonous actions. Efforts by the member of the couple you're attempting to replace that are in response to your actions are weirdly ineffectual and may often backfire on them, which can in turn make it easier for you to swoop in and steal their partner.

Lycan

Inheritance [100 DP | Free for Lycan]
You naturally inherit the full sum of your genetics, inheriting every possible beneficial trait your parents possess that can be inherited and naturally blending them together in ways that are incredibly potent. In this jump, if you take this perk and are a Lycan, then you inherit your mother's healing ability, and any and all inheritances you receive this way are fiat-backed (including ones you gain in future jumps), following you into future jumps. This also gives you unearthly natural skill with such things, and in the case of the actual on-screen Lycans this manifests with Amber being able to naturally exercise the Lycan Voice and her possessing talent when it comes to healing even without honing her power. Things you inherit are also yours; immune to theft and copying without your express, explicit consent. This perk also affects other inheritances, such as when someone passes and you inherit their estate.

Royal Reality [200 DP | Discounted for Lycan]
They say royals have "Blue blood" to help distinguish them from the common rabble. While in other realities this idea may be laughed at and viewed as classist, in your case it's true. Members of your species, and other related species, acknowledge you as royalty, understanding that even if they and you happen to be members of the same species, and even if they happen to not be citizens of the kingdom you are a royal of, there is a powerful difference between them and you.

Royalty also seeps into all of your forms, be it you being a ghost, a human, a shifter, a cat, a dragon, or what have you. This enhances your charisma relative to members of your species and related species, and if you are a Lycan this perk skyrockets the potency of your Lycan Voice, allowing you to use it in other forms where it follows the same rules as it does here (affecting members of your species and related species, and being able to be resisted by those with sufficient willpower). This also further enhances its potency, making it nearly impossible for all but other royals to resist, unless you are issuing a command that will cause serious harm to the listener.

The effects of the voice are further magnified if you are issuing a command to someone who is a citizen of a kingdom you are the ruler of (or other such political terms such as you being a president of a nation and talking to a citizen of said nation). In such cases, your commands overcome previous limits, such as requiring you to be a member of a related species as the listener, or to use your voice to demand that people inflict serious harm on themselves.

Lycan Magic [400 DP | Discounted for Lycan]
The special form of sorcery that the lycans use to create the lycan throne is now something you are capable of using yourself. While with just this perk you have to experiment to uncover what lycan magic is fully capable of, at a bare minimum this is a form of lunar magic that fills you with energy which you can infuse into objects and enchant with a variety of effects that include but are not limited to punishing those who take objects that don't belong to them or making objects only usable by those you allow as well as allowing you to command the wolves of other people (and at a sufficient level of mastery even awaken people's inner wolves; making them shifters). Energy you expend using this magic naturally replenishes itself over time but regenerates faster

under the light of the moon and magic you cast with this energy is stronger if you are touched by the light of the moon. This perk also subtly enhances all of your supernatural powers if you are being touched by the light of the moon, and depending on the phase of the moon, with your powers being dramatically enhanced if you are bathing in the light of the full moon.

Karmic Shift [600 DP | Discounted for Lycan]
Though it's never voiced aloud, a curious tendency that originates… justice, karma, fate, what have you, when it comes to Amber is how heavily skewed it is in her favor. When people mistreat Amber, no matter their station, they are often quickly dealt a potent comeuppance delivered by the universe, in a form that matches the mistreatment she endured.

If she was beaten by someone, someone stronger will come to her defense and beat up her opponent. If someone makes fun of her for her being poor, something happens that shows her getting something more expensive than they could even afford. If her colleagues are being mean to her events will unfold in such a way that they will get humiliated and then promptly fired (or even arrested, in one case where Amber endured a longer period of insubordination from an underling). And this effect operates on a potent scale; Amber was abused and mistreated for 20 years, first by her fellow shifters in the orphanage and then by her distant husband, only for all of this to explode over the course of one spectacularly bad day. The next day she learns that not only is she a long lost princess, she's also a once-in-a-century-level healer even without training.

This same potent karmic shield protects you now, turning even small moments of bad luck into opportunities that will reveal themselves over the course of the next few minutes to hours. You have more conscious control over this than Amber does, and can choose to allow it to store up moments of bad luck and misfortune and then convert all of that suffering and hardship into an equivalent amount of good luck and fortune. This is the ability that allows Amber to go from a "lowly human orphan" to the literal queen of the lycans in just a few short weeks and now it is yours to wield. Much like with Amber, your karma is keyed in such a way that it pushes you closer to being royalty, if such a thing is possible in a given setting (and this doesn't have to take the form of you being a long lost royal, or adopted into a royal family, but can instead manifest as fortune allowing you to date a royal and finding that their family quickly accepts you, even if you seem unlike them at a glance) though this will be much easier if you amass a healthy amount of misfortune to turn into fortune. You can also prevent your luck and fortune from manifesting in this way if you would rather not be royalty.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 DP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Alpha

Alpha Jumper's Castle [100 DP | Free for Alpha]
This luxurious castle is yours, maintained by a loyal staff and stocked with all of the amenities that a modern alpha shifter would expect it to have. This castle maintains changes across jumps and it updates to include new technological and magical luxuries that one might find in a state-of-the-art home in future jumps.

Investment Portfolio [200 DP | Discounted for Alpha]
Much like Alpha Julian you are a consummate businessman and this investment portfolio is a potent testament to that. This item gives you ownership stakes, voting rights, and other real measures of power over several prominent businesses and a few different non-profits. These businesses are successful, diverse, and they earn you a respectable profit, even if this is your sole source of income. In each jump you add a few more businesses to this portfolio automatically, though ones you invest enough in get added to the portfolio anyway and will follow you along the course of your chain, changing in ways as subtle as needed to make sense in each jump. This also protects them from disaster and ensures that they will be, at worst, minimally profitable.

Pack [400 DP | Discounted for Alpha]
This is a group of shifters who are loyal to you and number in the dozens. These werewolves are minorly stronger than humans, capable of enduring more than humans can, and a rare few of them possess full-on supernatural abilities thematically tied to the moon and to wolves. They are loyal followers and possess the power to awaken the wolves of others, turning them into shifters, though this process is difficult and draining to the shifter who performs it, requiring them to rest for some time between turning people into shifters. Shifters can be asked to join your pack, and this includes werewolves and the like in future jumps. Such individuals do follow you into future jumps.

Alphahole

Affable Allowance [100 DP | Free for Alphahole]
You might be daddy's little jumper with this item. This is an allowance that you receive every month that defaults to an amount equal to the equivalent of $100,000 dollars adjusted for inflation in this and all future jumps. There is a rather unique quirk to this amount, however, in that the more popular you are the more money this item gives you every month. The more famous and beloved you are, the more money gets passively deposited in your bank account (or placed in your vault, or warehouse, or however else you store money) every month. Boosts to your passive income carry over across jumps.

Wolfsbane [200 DP | Discounted for Alphahole]
Oh this is really unpleasant. This is a supply of wolfsbane; a deadly chemical that, in this reality at least, can be used as everything from a gas to a powder you can pour into drinks. Wolfsbane is incredibly dangerous to werewolves of all sorts, including lycans, and if it is somehow introduced into a shifter's system then even a miniscule amount is likely to be fatal unless the dosage is incredibly well-calculated. You get enough of this noxious poison that you can kill even multiple alphas or lycans, and it replenishes weekly. In future jumps this becomes some other deadly chemical that is remarkably potent against supernatural creatures of some sort, or if no such supernatural creatures exist then this becomes a highly adaptable poison that can be used against humans. In the rare cases no supernatural creatures OR humans exist this becomes a supply of poisons that work against whatever species could be considered the dominant species in a given jump.

This also comes with an equally large and varied supply of the synthetic wolfsbane antidote that Doctor Miles invented that operates under the same rules as the wolfsbane itself does, including shifting to always be handy in some way in future jumps.

Cruel Contract [400 DP | Discounted for Alphahole]
Do you happen to know particularly monstrous lawyers, jumper? This is a really nasty marriage contract that offers whoever signs it a $1,000,000.00 a year (or the equivalent in whatever currency is relevant in a given setting) in exchange for making them your "Secret" (or not-so-secret, if you'd rather it not be a secret marriage) spouse. While the cool million dollars a year sounds nice (and it doesn't come from you, instead coming from the contract itself) it forces the signer to disregard much of their own autonomy and consent, making whatever they own (and get in possession of in the future) yours, as well as including cruel clauses like them being unable to end the marriage and any children the two of you have being raised in your custody, no matter what unless you wouldn't want them to be. It also makes their own possessions yours as well.

You get one contract at a time and whenever you use one you get a new one a week later. You can use these contracts to have as many marriages going on at a time as you could possibly want, so long as you can talk people into signing them. Those who sign a contract follow you into future jumps as followers (though you can make them companions if you follow the import rules of future jumps) unless you release them from the contract. People cannot fight the contract once it's been signed and you have a powerful sense for who'd sign it if offered.

Lycan

Lunar Locator [100 DP | Free for Lycan]
This special lycan relic is a crystal ball that can be asked to locate people. It is immediately capable of locating shifters, including lycans, but it can be asked to search for anyone (though magical protections and the like can make it harder to track them down). This artifact is remarkably powerful and if you bathe it in moonlight it becomes even stronger, giving you more information than it would otherwise, such as alerting you to the health of the people you're looking for, as well as overcoming supernatural defenses much faster.

Lycan Crown [200 DP | Discounted for Lycan]
This beautiful crown can only be worn by lycan royalty (and you if you are not a lycan royal but purchase it anyway). To wear it is to show the world that you are a royal, that you belong to the lycan royal family. Wearing it radically improves your charisma, particularly among shifters of any sort, and among nobility and royalty. If someone is both nobility (or royalty) and also a shifter… This stunning crown may allow you to capture their heart with a single look. The crown empowers all of your lycan related abilities, including werewolf powers you have attained in past jumps and get in future ones. How powerful it enhances your abilities depends on how many shifters you've made and how many follow you, including other sorts of shifters (though it gets the biggest buff from werewolves and lupine shifters you've made and/or follow you).

Lycan Spellbook [400 DP | Discounted for Lycan]
This ancient text is a special family heirloom possessed by the lycan royal family. Every lycan has contributed to it, though to differing extents. It is a powerful grimoire that details lunar magic and includes various notes on things like fated mate bonds, and healing powers. This book is a very valuable shortcut when it comes to learning about magic and the like (containing a small library's worth of notes that detail how to perform the local schools of magic as well as spells and rites that updates in future jumps), as well as contains a detailed history regarding the supernatural community in this and any future jumps you happen to visit in the future. If such jumps do not contain a supernatural community then this part of the book will instead detail the history of a community connected to your chosen origin (or a community of your choice if you are a drop in or would rather pick a community anyway).

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend DP to import companions into this jump, giving them 600 DP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 DP per person you do this for, or you can spend 200 DP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 DP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 DP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 DP]
This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Self Insert [0 DP]
With this option you can self insert into the jump as a named character who corresponds to your origin (Alpha: Julian, Roman Alphahole: Tiffany, Olivia, Dr. Miles, Lycan: Magnus, Logan, Amber).

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 DP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

The Orphanage [100 DP]
You have memories of being a human orphan and these memories are annoying. The time you spent in the orphanage was brutal, and you faced fairly intense speciesism in there that unpleasantly affected your psyche. This has made you at least a little pessimistic and you are regularly reminded of your time there, though this is not something that left an indelible, life-long scar on your psyche. Still, it'll take some time to get used to not being in that situation, and negative-effect situations will remind you of the time you spent there.

Miscommunication Majority [100 DP]
Oh no. With this you will be perpetually hounded by miscommunications and misunderstandings which will always make you or someone else (that you see) look truly bad. This can range from you whispering quiet words into a phone to a relative that get misheard and misinterpreted to you seeing a seemingly intimate interaction between two people for half a second that, if you had seen in its entirety, has a mundane and platonic explanation. These miscommunications and misunderstandings will hurt feelings and make tensions flair.

Unearned Skepticism [200 DP]
This is… honestly really annoying. Everyone in this setting will have Olivia-levels of skepticism, a powerful resistance to evidence and changing their minds even when confronted with fairly incontrovertible evidence of a claim you make. It will take someone who matters more than them telling them that a claim you make is true for them to begin to see it themselves.

Alpha Linguistics [200 DP]
What are you trying to say? Does the cat have your tongue? For some reason you find it really hard to talk to people you care about, especially when you need to say something important, and even more so if the important thing you want to say will defuse a fight or are part of an apology. This drawback is annoying but it, thankfully, only affects verbal speech. If you'd like some pain then you can give yourself an additional 200 points and make this drawback affect all forms of communication.

Fated Mate Bond [400 DP]
This drawback gives you a fated mate bond with someone that you will be compatible with and who will be attracted to and interested in you back. That sounds like it'd be a good thing, but this person has an almost supernatural ability to attract trouble and rubs so many people the wrong way. If they die or if they reject you as their mate, then you fail this jump. On the other hand, if you overcome this drawback they can join you as a companion into future jumps!

Envious Alpha [400 DP]
Somewhere there is an alpha who really, really wants what you have. What it is doesn't really matter, but they want it. They will be a strident, powerful, constant thorn in your side and they will determinedly harass and demean you. And annoyingly, even if you are a lycan royal they will find ways to escape all but the most minor consequences for their actions. This alpha will initially not rush to get into a physical altercation with you, but over time they will lose what restraint they feel towards this idea and become more and more ready to throw hands.

Legendary Lycan Rage [600 DP]
For some reason the normally reclusive lycan royal family really, truly do not like the cut of your jib. Members of the lycan royal family do not like you and this will slowly escalate from a minor annoyance into a feud unless you take truly extraordinary actions to pacify this rage and prevent it from boiling over. If this anger is allowed to fester, then eventually, at the very worst, the lycan royal family may choose to use their voices to form an army to march against you. If you yourself are a Lycan then this can either manifest in the form of one of your siblings (as unless you insert into one of the characters both Amber and Logan will exist) turning against you, or you can choose to instead have infuriated an alpha, but if you take this option then the alpha will start off already raging against you and will be much, much harder to pacify. It will take truly extreme circumstances for this rage to be pacified peacefully. You can take this drawback more than once if you wish to get 1000 points for it, and it will turn the entire royal family against you and give them the earnest, loyal support of a major alpha like Julian or Roman when it comes to defeating you.

The Game Was Rigged From The Start [600 DP]
You have been cursed with Amber's level of misfortune. Basically, anything that can go wrong will go wrong (and unlike Amber, unless you have the right perk, there's no narrative protection at your back that balances the books . From your family losing track of you to you being bullied by your co workers, all the way to enduring shocking amounts of speciesism, which will be made more annoying when you learn that you are not a human. Expect to have to face down a truly baffling number of complications when you try to do things that really feel like they should be easy to do.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Changelog: This jump document was created on June 16th, 2026. It was completed and published on June 18th, 2026.
-To help interested folks find the full source material, have a link to the full series contained in one video on Flip That Drama. Earlier in this jump document, I mention near nudity and attempted sexual assault, and those scenes are from 17:28-20:00 (near nudity), and 1:04:26-1:06:00 (attempted sexual assault) in this particular video.

-Because of how Dramabox does stuff there's stuff that, if you seek to take it from this series with you moving forward, you will need to do at least SOME fanwanking to get a coherent, detailed explanation of: mate marks, mindlinking (which is established in a throwaway line Logan mentions once in the scene before Amber goes to try and divorce Julian), lycan magic, the fact that being pregnant with "Pups" (Lmao. I hate it) can give you powers… There's a lot here. I did some fanwanking to make most of it as coherent as it seems in this jump, using inferences and knowledge from other werewolf vertical dramas and fanfics to fill in various blanks when designing things that appear in this jump.
-The only item or perk that comes out of nowhere is the Lycan Spellbook (the capstone item for the lycan origin). I also fully invented sharing one's nature as a shifter but that's for quality of life stuff. Everything else has some sort of basis in the series, though in some cases it's rather flimsy (such as the freebie item for the Alphahole origin, which is derived from Olivia's conversation with her dad after Amber bans her from the restaurant she went to with Marcus).
-Making the Alpha origin the leadership origin may seem like an odd choice given the presence of royalty in this jump but Julian is the only character we ever see doing any real leadership things and even then I'm playing fast and loose with the idea of "real leadership things".
-I put in the "Unless your command would severely hurt them" both because of Julian being able to resist the command and to keep it from being insanely overpowered. If you can use the lycan voice to get people to go cancel themselves, that makes it worth way more than 200 points (or 300 points to get the full, unfettered voice with enhancements that make it more of a jumper-scale ability).
-Just like last time I use the IMDB name of the series, which will not always be the name that shows up on YouTube and DailyMotion when other places upload the series as full movie-like videos.
-I'll go ahead and summarize the series here, which is something that I learned some folks would appreciate after the release of *Super System Gets Me 3 Girls,* another Dramabox jump. This is a pretty lengthy play by play, and as such some details will not be exactly right, though none of the mistakes will be significant enough to result in baseless perks or the like.

-In a world where humans are treated as, at best, lower class citizens and are regular victims of some pretty intense speciesism, the story follows Amber Myers, a "Human" "Orphan" who is the secret wife and fated mate of the Alpha of Thorn Pack; Julian. Julian is cold and distant to his wife, even when she learns that she is pregnant with his child; a 100% "Pure Alpha" pup. Something which should be an impossibility due to her presumed human genes.

When Amber goes to Julian's job to inform him of the pregnancy she has an unpleasant encounter with a species-ist werewolf receptionist who prevents her from seeing her husband and sees Julian with Olivia; the mate of Julian's best friend who died defending

him in battle some months prior and who made him swear to protect a pregnant werewolf and their unborn child. Julian takes this seriously and collaborates with Olivia to form an alliance between Obsidian Pack (Olivia and Magnus's pack) and Thorn Pack. Amber, Julian, and Olivia have a public spat that ends with Olivia misleading Amber into thinking her unborn child is Julian's, though he ineffectually tries to rebut this, and when Olivia and Julian leave Olivia throws an object at Amber which strikes her and causes her to collapse, and shortly after crying out for help she passes out.

Amber is rescued by lycan royals and when she wakes up she is in the company of Magnus and Logan: her father and her brother, the Lycan King and Lycan Prince, respectively. They explain to her that they found her, her baby is fine, and that she inherited supernatural healing abilities from her mother, abilities which augment her natural healing rate, protect her unborn child, and can manifest externally allowing her to detect maladies in others as well as heal them. They explain their circumstances to her and tell her she is home now. Emboldened by her long lost family she commits to divorcing Julian though when she goes to confront him it goes awry, with Julian refusing to sign the papers and reminding her that he, in some ways both literally and metaphorically owns her.

We are also treated to a flashback from both Julian and Amber's POVs that reveal that Julian thought she was cheating on him with someone named Jeremy, and that the actual truth is that she married Julian both because she cared for him and to help her friend Jeremy as he is a gay werewolf and thus someone who is highly discriminated against and because he needed money for medical treatments. She has not explained this to Julian, though in fairness at this point in the story Julian has had more than one chance to demand that people sit down and speak in full sentences, which if he had done would have wildly shortened the runtime of this series (it is an hour and a half long).

Julian's mom also shows up and is just a dickhead to Amber, demanding she take off everything that Julian bought her or paid for, which she does (leaving her in nothing but her underwear). We're also treated to werewolf-human lore, which reveals that a human can't end a fated mate bond, and that ending such a process is painful to the rejected/party that doesn't initiate the rejection. Amber, being a lycan, is not a human and ends the fated mate bond, harming Julian and shocking and confusing him. She leaves Julian's home and in the moments before she leaves Julian and Logan have a tense interaction but Julian has also previously been very wishy-washy about his feelings for Amber, defending her to truly the most lukewarm extent possible by saying she doesn't have to strip naked, which is supposed to signal that he's not actually THAT bad of a guy, particularly when paired with other small moments earlier in the series (most specifically that he wanted to make sure she was in the hospital after Olivia attacked her).

Following a scene change we see Julian being a possessive weirdo, and learning that Amber is pregnant with his child before cutting to the Lycan Royal Palace where it is revealed that someday next month is Amber's birthday, and she tells her family that orphans don't get parties. In response her family decides they'll throw her a flashy party and reveal to the world that she is the Lycan Princess that went missing long ago.

The next scene cuts to Alpha Julian at work and introduces Alpha Roman of the Dawn Pack. Alpha Roman, confusingly, calls Julian his bro but there is clarification later on that Roman is the current best friend of Julian and not actually a sibling. Roman talks politics and gets Julian to take a break from his manhunt for his missing wife and go to the party for the Lycan Princess, mostly to get an endorsement from the notoriously reclusive Lycan Royal Family. Roman also reveals that he's in love with the missing Lycan Princess, having had a crush on her when they were kids.

At the party Olivia and Julian are seen together, with Olivia swearing she'll become the princess's best friend and Julian telling her not to be weird. She rolls a natural 1 on a wisdom or charisma check and fails multiple social interactions in a row, including with strangers and with Amber, which culminates in Amber getting onto the Lycan Throne; a special artifact that kills non-Lycans who try to sit in it, and using her Lycan Voice; an ability which allows Lycans to command werewolves (even alphas) and can only be resisted through tremendous acts of will by powerful werewolves. The lycan voice is said to be irresistible to normal werewolves, but Julian manages to fight it off for several moments, though it is clearly extremely difficult for him to do so. Multiple people start to realize she's the princess but…

In a flashback scene Logan tells Amber that the contract she signed is bad news and that she needs to hide her identity and the pregnancy from Julian until he signs the divorce papers. Returning to the present, Amber lies about her identity and Logan enters the scene, covering for his sister and getting people to believe they are lovers and that he lent her his powers, which is a thing the series will not talk about again despite the very interesting implications of it (Earlier in the party we are also introduced to "Lycan Magic" which is ALSO not expanded upon). Oh and we get another chance for Julian to clear the air in the aftermath of the confrontation at the Lycan Throne, but Amber's lies about the fate of their baby; she says their child died after Amber hit her episodes ago, confuse him and he can't find the words to clear the air (Amber directly calls him a cheater in this scene, and he still doesn't sit down and fully explain everything). Amber, seeing a chance here, lies about her baby and pisses off Julian enough to get him to threaten her, but he waits until Amber is out of the scene and thus, essentially, doesn't exist anymore to do it.

In the next scene Amber and Magnus chat about Julian, and Amber clear-headedly compliments her ex's leadership skills but Magnus says that their familial bonds matter more and that he will never endorse Julian. Magnus also introduces Roman to Amber,

and cuts Amber off before she can discuss her marriage history, and when Roman asks about the identity of her former partner she refuses to name him specifically. Roman accepts this and asks about Amber's job-hunting, something which she says she's doing but was never shown doing. Roman mentions pack-run hospitals and says that a friend of his is an investor in some. Amber mentions she's always wanted to be a healer, and then the scene shifts back to Julian who is given some resumes, with Amber's being at the top of the list. Her healing abilities are discussed and the resume's lack of last name is highlighted. Amber gets the job, shifting the scene, and then we cut to the hospital where some employees are gossiping about the new hire.

They fail a social interaction with Amber, and then plot to get revenge on her when they discover that she is tied to Logan, hoping to humiliate her in front of Julian at an upcoming board meeting. At said board meeting Julian watches people undermine Amber, and demand proof of her qualifications. He steps in, silently revealing that his regeneration is better than a normal werewolf's and thinking that Amber probably doesn't have healing powers. We see her externalize her healing powers to heal Julian after he cuts himself to help her demonstrate her powers, surprising him a great deal and silencing her critics.

More lore is revealed including that humans can gain abilities if they are carrying a werewolf child, which Julian readily believes is the reason why Amber possesses these new abilities. He asks her about this and she runs with it. She also says these abilities will fade in time and mourns the loss of her future, which causes Julian to swear he'll make it up to her somehow. Changing scenes again Julian and Roman have a chat about Roman's connection to Amber, though Julian doesn't know the identity of Roman's crush and when Roman goes to show him her picture a call happens that demands Roman's attention. And then there's a little date between Roman and Amber, in which they chat about work before Olivia and Julian show up.

Olivia reveals that the restaurant they are at is one she has a bond with (due to it being a place she went every anniversary she had with Marcus), though she lies to Amber and Amber, flexing on her, reveals the restaurant is owned by the Lycan Royal Family and has her banned for life. Julian tries to get Amber to not ban Olivia, but it doesn't work and Magnus interrupts their conversation, with Olivia appearing with him and believing she's done well, only for Magnus to have a major contract the Lycan Royal Family have long had with Obsidian Pack terminated, causing Olivia's dad to call her and cut her allowance in half.

Magnus tries to make Julian divorce Amber, but Julian finally stands up for himself and says that Amber matters more than the election does and that nothing will convince him to sign the divorce, despite his wife asking him multiple times to do so. What a deeply frustrating person we're clearly supposed to be rooting for.

Olivia and Julian's mom have a confrontation with Amber at a boutique, that ends with Amber getting the upper hand on Olivia and nearly tricking her into spending a million dollars on one hundred dresses, after she shows off and stops Julian's mom from doing… something wolf-related, I guess. The encounter is stopped when Julian buys the store and the store's employees mistakenly assume Olivia is his wife.

He appears and corrects them, and has another chat with Amber. A mistake happens at the hospital that threatens the lives of various werewolves, and so Amber goes to a gala for scientists in the hopes of convincing a world famous scientist to give her a synthetic antidote for wolfsbane. Julian is able to follow her there thanks to his connections. The scientist tries to SA Amber and comes close, before Julian's bond to Amber reignites (which is apparently a thing that can happen, no one ever has a meaningful discussion about how severing a fated mate bond works since this one just reignites spontaneously when Amber is dealing with what is implied to be an aerosol version of wolfsbane) and he is able to beat up the scientist and save her. Olivia appears, is a dick again, and reminds Julian of Marcus, which doesn't work after she tries to kiss him. Olivia tries to frame Amber for attacking her, it doesn't work, and Amber does throw wine at her before leaving.

There is a cut to the hospital, Amber gives a speech about getting the synthetic cure after a reveal that the scientist was arrested for sexual assault and the cure was taken by Julian. At the speech a traitorous healer tries to drop the cure and succeeds only for Amber to reveal that the cure she dropped was a fake and that she knew that the healer was a traitor. Olivia tries to fake pregnancy issues after the healer turns on her, and Amber uses her powers to learn that Olivia isn't pregnant. At all. Olivia is taken away and Julian finally reveals the full truth to Amber, hoping to be taken back. Amber, rightfully, doesn't take him back. We get to see Julian having sad boy hours and Roman calls him and asks him to come to the palace the next day so he can be present when Roman asks the Lycan princess to marry him. He goes, learns that Amber is the princess when Roman proposes, and in the ensuing silliness Roman swears to get Julian back for hurting Amber and moves to run against him for the presidency.

In the next scene Logan tells Amber to go tell Julian the full truth, which she moves to do. She gets run over by Olivia, who flees the scene of the crime, at the same time as the major debate between Julian and Roman is occurring. Julian's mate bond kicks in again and he flees to go find her, technically forfeiting the election (somehow) but his assistant covers for him. He finds Amber and takes her to a hospital where both her and the baby are saved. Olivia gets caught, and Julian promises she will go straight to jail. When Amber wakes up it's revealed that the news caught wind of what really happened and Julian's sacrifice has resulted in him winning the election in a landslide. Oh and Julian's mom apologizes for what she put Amber through.

At the wedding/mate ceremony for Julian and Amber, Roman appears and seems to take his election loss well, but swears if Julian makes Amber cry again the Thorn Pack will be destroyed. Jeremy appears, in person, calls Julian hot, and the source of all of Julian's confusion regarding Amber's initial motives for marrying him is cleared up. This is also the final scene.