

Generic Werewolf

v1.0

by Negative-Tangerine

Welcome to a world of wolves, wolf men, wolf spirits, and more wolves than you can shake a stick at.

What type of wolf are you? And do you like sticks?

And take **1000 Canine Points** to help you be the best wolf you can be.

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

The specifics of these locations are entirely up to the Jumper and their Jump-Chan / Benefactor.

1) **Forest Stream / Lake [Hermit / Drop-In]**

2) **Village / Small Town [Peasant / Citizen]**

3) **Field / Plain**

4) **Road / Highway [Knight / Soldier]**

5) **Castle / Palace [Free for Royalty / Head of State]**

6) **Free Pick.**

Age and Gender

Ages are 15+2d8 and gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origin: Race

What race did you start as before your change?

Note: Just as Wolves (canis lupus), coyotes (canis latrans), and domestic dogs (canis familiaris) are closely-related species, and all three are capable of interbreeding to produce viable, fertile offspring — wolfdogs, coywolves, and coydogs, so can you choose to customize you the aesthetic look of your facial features, fur, and color patterns for any wolf and partial wolf forms within the limits of nature, so no neon pink unless it is possible in the universe you are entering, want your werewolf forms to be a Bulldog, Dire Wolf cross, then go right ahead though.

Human: You are and always have been a human, roaming the earth on two legs, imposing your will upon everywhere you go and everything you see. Your change has brought you closer to the wild nature that man has long forgotten.

Wolf: You were always a wolf but with your change, you have become more than you once were. Whether due to a curse from the gods, the exterminations of a mad magician, or a chance of fate, you now have a clarity of mind and knowledge that separates you from the common animal. It is time for you two walk and thrive among the human masses. This origin cannot take the Artifact / External Source as they are a wolf already by default and need another source to have human and were- forms**.**

Origin: Station in Life

What is your station in life?

Hermit / Drop-In [0 CP]
Whether you just appeared one day from thin air or lived as a hermit away from any civilization to stay in touch with your wolf half and not risk others, you have no history or background in this world that anyone else would know.

Peasant / Citizen [0 CP]
You are a person of common means, with no real political power or martial might, whether you were infected recently or have been a shifter your entire life, you have taken care to not be found out as the common man can be a superstitious and cowardly lot.

Knight / Soldier [100 CP]
You may be a lone wolf plying your trade as a mercenary or part of a brotherhood and pack with others of your kind, either way you tend to utilize your enhanced physique and skills to fight for a cause or money.

Royalty / Head of State [200 CP]
You are a true leader of your pack, whether a small pack of other shifters, a group of disparate people from all over the land, or from an actual position of power within normal society. You employ your feral charisma, and animalistic intimidation to further your goals and amass power for you and your kind.

Origin: Werewolf Source

How did you gain your abilities? Choose one. This will mainly flavor and affect your background and how your particular transformation is gained or works.

Artifact / External Source [0 CP]
[Restricted to Human]
[Requires either the purchase of the Hide item or the Companion Wolf Spirit]
These werewolves are humans that transform through the use of magical artifacts or pacts with wolf spirits.

You must choose either to receive the Wolf Spirit Companion as your ritually bonded power source, or the mystical Hide item that has a generic wolf spirit bonded to it.

This can be the most in control form of transformation as the change is a voluntary act and is also the only one that is completely reversible if Hide is chosen as it can be permanently removed and passed on, the Wolf Spirit bonding version is not transferable.

Magic / Ritual [100 CP]
This type of werewolf changes through the use of either a magical spell that performs the change or through the use of a magical ritual to graft the ability to change onto themselves forevermore.

Heritage / Lineage [100 CP]
This breed of wolves are generally able to turn others the way that the infectious breeds are able to and instead pass their skin shifting down a lineage from their ancestor to their descendants.

This breed of wolf will generally start out with little control as they will be shifters from birth but with age and experience will gain more control over their change and keep their mind during the shift.

Infection / Biological [100 CP]
This strain of werewolf is carried through the blood and / or bite, and can pass their condition through these means.

These types generally have the least control of their change and can be the harshest on the infected as they generally lose themselves in the change.

Dark Curse / Divine Punishment [100 CP]
These werewolves are generally cursed by the gods for their actions that either went against their tenets or simply for angering the wrong deity, though this can be the result of mortal hands as well if the wrong practitioner is crossed. This variation on werewolves can be a mixed bag as they can have more complicated restrictions, harsh side-effects, though there is a chance that if this is meant to be a learning experience these can be loosened or completely removed.

Perks

All origins get their 100cp perks for free with the rest discounted by 50%.

General

Werewolf Transformation [Free and Mandatory / 300 CP for each additional form]
You gain a single werewolf transformation that you can change into, what it looks like, what advantages and disadvantages this provides are determined by your selections in the Werewolf Builder and what Drawbacks you select.

This provides you with the ability to use the Werewolf Builder to create your new transformations form and abilities.

You can gain further forms by spending an additional 300 CP to access the Werewolf Builder again. This would allow you to do something like making a stronger bipedal transformation and a faster quadrupedal form if desired.
This will be worked into your history as needed, it can be something like gaining them through multiple rituals, infections, bloodlines converging, or even repeated cursing.

Are you a Man? A Wolf? Or Both? [Free]
Much like how generally a wolf is viewed as loosely defined, and wolves (canis lupus), coyotes (canis latrans), and domestic dogs (canis familiaris) are closely-related species, with all three capable of interbreeding to produce viable, fertile offspring — wolfdogs, coywolves, and coydogs. You now have the freedom to modify any race you select with other closely related species to create a viable and fertile cross-breed for yourself to become.
Want to be a Martian / Human hybrid? Go ahead and have fun.

This crossbreeding customization with the free perk level will not allow for you to take additional discounts or free benefits as it is just an aesthetic change and background flavoring.
You would gain any inborn genetic abilities that your parents possess at a weaker 50% strength level and in some cases you may get a weaker variant form of them like going from a pureblooded Kryptonian with psionics*-based flight and super strength to having nothing more than tactile telekinesis and a lesser* psionic *strength reinforcement.*
It is up to you or your Jump-Chan to decide how this will work.

For an additional **200 CP** this perk will now also let you choose a second race or origin (if it is of the racial variety) for its full price. This turns you into a healthy and viable cross-breed that gets access to any and all perks, powers, items, discounts, and drawbacks for both races chosen at full strength.

Taking two races will affect your background to justify your existence whether it is as a lab experiment, the result of old fashioned breeding, or a freak accident / mutation.

True Wolf Form [Free for Human]
You gain a fully mundane wolf form that would not look out of place in the world you are entering.

True Human Form [Free for Wolf]
You gain a fully mundane human form that would not look out of place in the world you are entering.

Wolf Biologist [100 CP]
[Free for Human]
As a human that is so intertwined with the wilderness and wolves, you have gained enough experience and knowledge in the canis genus' biology, social interactions, and natural habitats to fully qualify yourself as an expert in these fields.

Urban Wilderness [100 CP]
[Free for Wolf]
Now that you find yourself leaving the woods and the familiarity and safety of your normal environment for the greater human built wilds, you find that your exceptional skills in moving, tracking, sneaking and hunting are equally applicable to the concrete jungle and will help you to adapt and thrive in any new environment that you find yourself in whether natural or made by mortal hands.

The Missing Link [100 CP]
Are you a wolf? A man? A one or a zero? Why not both?
When there is any ambiguity as to what you are or you have been something in a past life say as an alt-form you retain the metaphysical signature of that form for the purposes of safely utilizing powers, magic's, technologies, or anything that has a requirement to their use.
This means that if you want to use that amazing sword that requires you to have the blood of a dragon and you just so happened to have been one in a previous jump with the alt-form or transformation ability to prove it well now you can safely use it in all your non-dragon forms.

This does not do the same for weaknesses. If someone has a weapon that does extra damage to dragons, you will not have that issue if you are not explicitly in your dragon form.

Bipedal? Quadrupedal? [200 CP]
You can now run as easily on four feet as two. In fact you now gain a 25% boost to your speed when running on all fours when in a Quadrupedal friendly form whether transformation or alt-form.

Howling is Communicating [200 CP]
You have the ability to communicate with all species of Canis from wolves, dogs, and jackals. The degree of successful communication and range of conversation depends on the intelligence and degree of sapience of the being you are communicating with.
You are also able to translate the verbal components of magic and other such abilities to your non-human forms that are incapable of forming normal speech without issue.

This ability expands to other creatures and genera as you gain other forms. So if you gain the ability to turn into a housecat through an alt-form or transformation ability then you will be able to similarly communicate with all Felidae species including but not limited to lions, tigers, jaguars, leopards, bobcats, and lynxes.

“Fact Check” [300 CP]
In future jumps where you are given a specific type/breed/cultural stereotype of a creature or person to select as an origin or race you can now decide to substitute it with a different variation on that race or origin from popular media and mythology.

This means that you can go to a Universal Monsters jump as a Mary Shelley style of Frankenstein's monster having attractive looks, a keen mind, and sharp wits. As opposed to the shambling and slow version that the universal movies popularized.

Or you can go to the original Bram Stoker's Dracula as a Twilight style vampire that has no issues with the sun beyond looking like they are covered in glitter and spend the entire decade messing with Dracula.

This also extends to thing like choosing a specific racial variant or breed of animal that you wish to go as or take from, make you werewolf more of a *Canis familiaris* (domestic dog) and have your form take more from a bulldog than a *Canis lupus* (gray wolf).

This is especially good in removing weaknesses and adding strengths as different pop culture adaptations of various races show them with wildly different powers, weaknesses, and strengths. So if you substitute the Universal Studios Frankenstein's Monster for the Mary Shelly kind you would no longer be afraid of or weaker to fire than any normal man unlike the Universal one, or having a hunter gun you down with silver bullets only to find that you are not affected by them as you are taking your vampirism from an older source that does not have that weakness.

For example you could also just go to any of the various jumps that see you becoming Santa Claus, like the Jumper Holiday and when replacing Tim Allan as Santa Claus you could have it be the older skinny, green suited variation rather than the fat, red suited man that Coca-Cola popularized.

Hermit / Drop-In

Feral Wolf [200 CP]
[Free for Hermit / Drop-In]
You are much more at home in the wilderness of the forest and plain than you are in a city, and have a natural affinity for the animals of the wild as well.

You have gained the experience and skills needed to rough it on your own in any form of wilderness, and with a little observation and interaction can befriend and tame even new and unfamiliar animals and beasts no matter their level of intelligence.

Supersensory Interpretation [400]
[Discounted for Hermit / Drop-In]
You gain the ability to fully utilize all of your senses in a cohesive whole to understand and interpret the world directly around you in an immediate radius of 10 meters. This means that you can sense others behind you by combining the air movement on your skin and fur, your enhanced hearing, and your keen sense of smell. Further enhancements to your senses will improve this.

You gain the ability to consciously and with training unconsciously merge your various enhanced and unenhanced senses into one whole that provides a greater picture of your immediate surroundings.

Peasant / Citizen

Pack Wolf [200 CP]
[Free for Peasant / Citizen]
You have an affinity for community and the ability to inspire this same desire in others. You gain an increased ability in establishing and maintaining large groups of disparate people in an organized and stable whole.

This will help you gain the trust of groups and help you to resolve conflicts and reduce violence when you are interacting with them. Over time this co-operative and peaceful environment will be self-sustaining within the group even when you are not there.

Mastery of Skill [400 CP]
[Discounted for Peasant / Citizen]
Due to your experience within a large group of people and needing to find work within a civilized environment you have mastered one mundane form of work, whether this is something like hunting, jewel crafting, or something more esoteric like converting animal hides into stuffed animals is up to you. This also grants you a doubling in any further attempts in learning new skills and abilities.

Gain one mundane skill or craft of your choice and a 2x multiplier in any further attempts at learning new skills and abilities.

Knight / Soldier

Warrior Wolf [200 CP]
[Free for Knight / Soldier]
You now have a mentality that is hardened to survive on the battlefields and face many mind breaking situations. Your mind is a fortress that can repel all invaders and is formed on an unshakable foundation of self.

When viewed by a telepath or any form of mental and spiritual intrusions, you now have an almost physical fortress within your mental landscape that protects your innermost self from outside intrusion and alteration. This mental fortress design can be consciously altered if you have mental abilities that allow you to enter your own mind, and will naturally alter its own look and design to improve with every jump and any new and significant experience you go through as while it protects yourself, it is also a reflection of yourself.

Due to your unshakable sense of self and the mental barriers you have erected to protect yourself, you are now immune to PTSD, insanity, and other mind altering states. Your internal fortress of self will help in shrugging off mental intrusions, and attempt to alter how you think about yourself and the world around you.

Red in Tooth and Claw [400 CP]
[Discounted for Knight / Soldier]
As a “were-” that is in touch with your wild side you have a much easier time learning any form of melee combat in any form you have. You gain the ability to perform a single form of martial arts that primarily focuses on unarmed combat at the level of a master.

Royalty / Head of State

Alpha Wolf [200 CP]
[Free for Royalty / Head of State]
You give off a constant aura of leadership and stability that will draw those around you that desire a leader and lend your word and action a form of weight in the minds of those that witness them. **This can be toggled off if desired.**

Feral Charisma and Intimidation [400 CP]
[Discounted for Royalty / Head of State]
You can now bring forth your more animalistic personality to lend a sort of weight to your presence, this will not only help intimidate others and can help break in those with a weaker will, but will help unconsciously attract to you those that have a desire for strength or simple are attracted to those who possess it. **This can be toggled off if desired.**

This grants you an aura of strength and wildness that can be projected around you or directed at specific people for a greater effect. This can be oppressive to those of a weaker will, or attractive to those that look up to, or desire strength.

Werewolf Source

Artifact Neutrality [100 CP]
[Free for Artifact / External Source]
You can use most magical artifacts as if you had met the requirements for their use whether race, gender, or age. You will still need to be able to provide whatever energy or power source is required to use it though.

Spell Slinging [100 CP]
[Free for Magic / Ritual]
You gain a small pool / core of magical energy and the ability to absorb more from your environment to replenish yourself. This can be employed to cast spells, fuel magical artifacts, or perform rituals.

This does not come with any knowledge or skill, just the energy to qualify you as a magic user or magical race.

Breeding True [100 CP]
[Free for Heritage / Lineage]
You can breed true with any living creature that you can interact with that requires at least two partners. You can choose to have the resulting offspring be of either parent race and species or a viable and healthy cross-breed. **This also provides you with total fertility control and a 100% guarantee of successful impregnation when desired.**

Infectious Bite [100 CP]
[Free for Infection / Biological]
You can spread at-will one of your alt-forms to another by shifting into that form and biting them hard enough to draw blood thus transmitting the genetic information into their body through your saliva or other fluids. This will grant them a weakened version of your chosen true form, meaning if you infect them with your kryptonian heritage this will make them at best a half breed with suitably weakened strength, durability, and photosynthesis.

You can only do this once per person and will infect them with a weakened version of your own alt-form biology to form a viable and healthy hybrid.

Curse Resistance [100 CP]
[Free for Dark Curse / Divine Punishment]
One way or another you have managed to form a small resistance to general curses and a near immunity to hostile transformation to your physical form whether magical, scientific, divine, or eldritch.

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 100cp perks for free with the rest 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.

General / Undiscounted

Stick [Free]
This is your stick.
Your stick is your best friend.
There are many others like it, but this one is yours.

You now have a stick that is always the perfect weight and size to be used as either a bludgeon, a cane / walking stick, or for a quick game of fetch.

This stick can shift its size to accommodate all three of these features and your own physical size, it is indestructible, and can be summoned and dismissed to your hand with a thought.

Portable Sun [100 CP]
[Free for Human]
This is a small sun that can be summoned to float directly above you head and mentally controlled to move around, it does not give off any gravity or temperature unless desired. This sun can be expanded from the size of a golf ball to the size of a soccer ball. The more you use it, the deeper its attunement to you goes and the faster you can move and manipulate it. This sun gives off light similar to a natural sun in terms of both mundane physics and mystical properties. This small sun can be used as a focus to boost sun related magic.
This can be summoned and dismissed with a thought.

Portable Moon [100 CP]
[Free for Wolf]
This is a small moon that can be summoned to float directly above you head and mentally controlled to move around, it does not give off any gravity or temperature unless desired. This moon can be expanded from the size of a golf ball to the size of a soccer ball. The more you use it, the deeper its attunement to you goes and the faster you can move and manipulate it. This moon gives off light similar to a natural moon in terms of both mundane physics and mystical properties. This small moon can be used as a focus to boost moon related magic.
This can be summoned and dismissed with a thought.

Armor and Accessories [100 CP | Discount Varies]

You can import or combine any similar items you wish into an item to gain any aesthetic upgrade as well as to impart any effects onto them.

Well-Crafted Leather and Fur Clothing
[Free for Hermit / Drop-In]
This set of sturdy leather and fur clothes impart not only protection to their wearer but style. These clothes were made by your own hand to exacting standards to not only survive the harsh environment of outdoor living, but to also stand up to the claws and teeth of rival predators.
While they may not be as comfortable as ones made from higher quality materials this outfit mainly consists of a leather and fur overcoat, pants, and boots that will protect you from the teeth and claws of your enemies.

These leather and fur clothes are made from the hides of defeated wolves that tried to take your territory, as such you found that after you had poured time, effort, blood and sweat into their creation that they would now fade away, fusing into your body when you shift forms.

Any form that you change into while wearing these clothes will now have your armor imparting a decent boost to its defense against blade, tooth, and claw.

Sturdy Clothing
[Free for Peasant / Citizen]
This set of well made and comfortable clothing was created to last and allow for ease of wear. These are made to be comfortable no matter the form that is wearing them, and are imbued with very minor enchantments to regulate heat and always fit perfectly with no strain or notable weight on the wearer's frame. **While not as protective as some other options these clothes are the most comfortable things you can wear consisting of a shirt and pants/skirt, or dress, with a decent set of footwear.**

These clothes were made with the combined effort of a small group of friends and allies in a n effort to provide themselves with a comfortable and long lasting set of clothes that will be comfortable over the long hours of work and toil.

These clothes are made from finer materials and imbued with minor enchantments to regulate heat around the wearer and ensure that the clothes weigh nothing on the frame.

Leather and Steel Armor
[Free for Knight / Soldier]
You have a set of sturdy leather and steel armor, how this is constructed is up to you but it must be primarily leather based over suck as a leather under armor with a steel based main torso protection and leather pants, or a leather long coat with steel inlays and outer layers. **This could be something like a leather duster with steel plates or a full torso steel cuirass atop a thinner fitted leather base armor.**

As a knight or soldier you have collected pieces from battle you have fought in and enemies that you have slain, you are constantly using these pieces to improve your existing armor while keeping the leather base armor intact. Using your earnings and connections you have had the base armor magically bonded to you so that it and the steel portions will shift and grow with you.

Any form that you change into while wearing these clothes will now have your armor shifting to accommodate any changes.

Wolf's Head Moonstone Signet Ring
[Free for Royalty / Head of State]: This large gold signet ring has a stylized wolf head coming out of the surface of the ring with two small yellow moonstones for eyes. Whole the sides of the ring are adorned with your personal symbol, the crowning piece of this signet ring is the perfectly round and colorless moonstone gem of perfect clarity that has been set in the open jaws of the wolf's head that reflects a brilliant blue sheen in the light, making it look like the wolf is consuming the full moon itself. This ring will resize to fit any finger for any form you possess, it provides a minor boost to the wearer's luck and prosperity, along with clarity of the mind and focus to aid in their duties and avoid the pitfalls of leadership.

As a person of wealth and means, you need a way to show your power and station, for this you have your family Signet Ring that not only symbolizes you family station and history, even if just yours if you are the start of your own line, this is heavily saturated with enchantments to provide prosperity and mental clarity to its wearer.

This ring auto-resizes for all of your forms and provides a minor luck and prosperity boost, along with a boost to the wearer's memory, recall, and ability to mentally make connections between absorbed information such as sensory data.

You can import any other ring you wish into this item to gain a wolf's head and moonstone upgrade as well as to impart its effects onto them.

Wolf Weapons [200 CP | Discount Varies]

You can import any similar items you wish into an item to gain any aesthetic upgrade as well as to impart any effects onto them.

These weapons never get dull or break though they are only made of normal mortal materials.

These weapons take magical enhancements well, and are bound to their owner feeling as if they are an extension of their bodies.

When shifting into a non-human form these weapons will shift away with you and any enhancement to these weapons may have will carry over to your natural weaponry shifting the way they look and allowing for their abilities to be utilized in your new form.

Wolf Bite Axe
[Discounted for Hermit / Drop-In Discount]
This large double sided woodsman's axe is etched with a snarling wolf's head on each blade.

Wolf Claw Sickle and Scythe
[Discounted for Peasant / Citizen]
You have a sickle and scythe that never gets dull or breaks though it is only made of normal mortal materials.

Wolf Fang Sword
[Discounted for Knight / Soldier]
This roman style gladius has a steel pommel embedded with a transparent blue moonstone, a shaped wolf bone handle, and a guard shaped like a wolf's head with yellow opel eye and the sword blade emerging from its open jaws.

Alpha Wolf Spear
[Discounted for Royalty / Head of State]
This spear has a wolf head end cap that never gets dull or breaks though it is only made of normal mortal materials.

Territory [400 CP | Discount Varies]

Cave and Small Lake
[Discounted for Hermit / Drop-In]

This cave you have found to reside in is actually a chain of five separate caverns linked together, with a stream leading to a small lake conveniently situated nearby that is teeming with fish and other wildlife. The stream cuts through your cave leading outside to a nearby lake that is situated far enough away and generally downwind of the cave's location that your presence will not scare or alert others.

Not only is it teeming with fish and other aquatic animals but it will attract prey animals and has a tendency to subtly attract beings of power and importance to itself for fortuitous encounters and meeting under the moonlight.

Farm and Fields
[Discounted for Peasant / Citizen]

This is your family farm, whether you just bought it to start one, or inherited it from a relative is irrelevant, it has a four bedroom farmhouse with a large barn and three fields that can support the growing of any plant you wish to grow regardless of origin and nutritional requirements.

If there is a special requirement to grow a plant the ground will be able to supply energy to replicate these.

Barracks and Armory
[Discounted for Knight / Soldier]:

This is a basic barracks filled with enough single bed rooms for up to 40 knights of soldiers. This also comes with enough non-regenerating basic weapons and armors in the form of either swords and steel mail, or guns and bulletproof vests for a full complement of 40 people.

Walled Mansion
[Discounted for Royalty / Head of State]
You have an abode fit for your station, this walled mansion boasts numerous rooms and most important of all, discrete and inescapable walled grounds. Nothing can get out without the explicit permission of the mansion's owner. This mansion comes with ten bedrooms, an office, a kitchen, a dining hall, several servant quarters, a large multi pool bathing and resting area, and a large entertaining room. It is surrounded by twelve foot spike topped stone walls, and a metal reinforced gate.

Werewolf Source

Wolf Head Bracelet [100 CP]
[Free for Artifact / External Source]
This bracelet provides a sensory enhancement to its wearer that boosts their senses to that of a wolf, while this comes with no physical augmentations, It can be used without being able to perform magic and can be passed around and worn by anyone without restriction.

This magic grants two uses of the effect of "Basic Sense Augmentation" from the Werewolf Builder.

Hide [200 CP]
[First Free for Artifact / External Source | Discount for Artifact / External Source]
This can be merged with any other shifter hides, symbioses, or similar items.
You gain the hide of a wolf that has been ritually skinned and had their spirit bound to it.
Donning this wolf pelt allows its wearer to access a werewolf form and unlike other forms of werewolves this pelt can be removed and given to others without issue as the transformation is bound to this item.

This merges with its wearer and provides access to the Werewolf Transformation perk and form while it is bound to its user. You can either add 300 WP to the werewolf builder and have that created form linked permanently to this hide, or create a new 300 CP werewolf form that is separate from yours and attached to this pelt.

Enhancement Spell [100 CP]
[Free for Magic / Ritual]
This spell will grant the user enhanced senses and physical strength for 24 hours or until the spell is dispersed, whichever is first.

This magic grants either the physical or the sensory enhancement of "Basic Sense Augmentation" or "Basic Physical Augmentation" from the Werewolf Builder which one is chosen when this is purchased. For an additional 100 CP you instead gain a book detailing the ritual magic that will allow for the recipient of these enhancements to be permanently altered and retain them.

Werewolf Creation Grimoire [200 CP]
[Discount for Magic / Ritual]
This book contains the note of a very enthusiastic wolf admirer, it contains spells and rituals for granting were forms both true wolf and bipedal combat forms. Select a total of 300 WP in perks from the werewolf builder for this Grimoire to grant to its main fully bipedal wolf form, these will need to be chosen when this item is purchased.

This has the basics of transformation magic and a single completed ritual, this ritual grants a fully bipedal wolf form and a weaker full wolf form that has 50% of its boosts.

Wolf Fang Necklace [100 CP]
[Free for Heritage / Lineage]
This wolf fang necklace contains a fang from the original werewolf of your line, and has been passed down through your family until it landed in your hand. Unknown to others of your family you have found that this necklace is far more than a simple keepsake of your ultimate ancestor but in fact allow the wearer to not only talk with and command natural wolves, but allow for the wearer to sense other shifters that are nearby. It can be used without being able to perform magic and can be passed around and worn by anyone without restriction.

This wolf fang necklace allows for its wearer to understand and command mundane wolves, while providing the ability to sense other shifters that are nearby.

Family Book of Techniques and Spells [200 CP]
[Discount for Heritage / Lineage]
This tome has been passed down from family member to family member, from were- to were-. It contains everything from martial techniques that utilize shifter biology and anatomy, to forms of magic, magical trick, and uses of shed or harvest components from a shifters body that can be used in magical rituals, spells, and artifact construction that take advantage of the unique biology and transformations that a shifter is capable of.

This hide bound tome contains low level martial techniques, magical systems, spells, rituals, artifacts plans, and tricks that take advantage of and build off of a shifter's unique biology and capabilities. These are a decent base from which greater works and abilities can be built to.

Wolf Eyes [100 CP]
[Free for Infection / Biological]
These eyes that were harvested from a defeated werewolf can be consumed to grant the recipient the "**Vibrant Vision**" and "**Thermal Vision**" perks from the Werewolf Builder.

This grants not only a toggle-able thermal vision, but the ability to see fully in low light, and in black and white in complete darkness.

Vial of Infectious Werewolf Blood [200 CP]
[Discount for Infection / Biological]
This vial of blood contains a pure and distilled version of a werewolf virus that can be experimented with and modified to develop other weaker strains, and can potentially used to introduce other animals to the base virus. Select a total of 300 WP in perks from the werewolf builder for this virus to grant, these will need to be chosen when this item is purchased.

These chosen perks will apply to all variant animal strains that can be later developed through experimentation.

Cursed Form Lock [100 CP]
[Free for Dark Curse / Divine Punishment]
This cursed lock will force its wearer to remain in whatever form it is placed upon. All that is needed is for the user to press this item to the victims body and watch as it expands to encompass the applied body part in a form similar to a collar, bracelet, leg wrap, or tail ring. This cannot be removed without the person who placed it or a sufficiently powerful nullification of item magic.

This lock will prevent any form of physical change from one form to another for the being it is applied to, and cannot be removed by anyone but the person who placed it, unless it's cursed magic can be overpowered.

Curse Idol [200 CP]
[Discount for Dark Curse / Divine Punishment]
This idol is brimming with cursed energy that will flow out and infect any being that touches it, this will grant a transformation with 300 WP in perks from the werewolf builder, these will need to be chosen when this item is purchased.

These chosen perks will apply to all variant animal strains that can be later developed through experimentation.

Companions

Companion Import [50 CP / 200 CP]

Import a single companion into any origin and race for 50cp each or eight for 200cp. Each gains 600 CP to spend.

Companion Import [Free]

You can companion anyone as long as they agree to it for free.

Perfect Mate [200 CP | Discounted for Human]

You gain a companion with both a human and werewolf form that is the perfect match for you mentally, physically, and emotionally. They gain access to the exact same werewolf form as you have purchased and is the only original companion purchased here that immediately gains a werewolf form.

They can be your matching opposite gender alpha if you have a pack.

Wild Child [200 CP | Discounted for Wolf]

You have a human companion that was raised among the wolves, maybe even by you if you were originally a wolf.

They have the race of Human and gain 600 CP to spend on perks and items. Choose their sex, age, and history. You will gain an in-universe history with this person if you desire.

Red Riding Hood [200 CP]

This young maiden is cloaked in a red hooded cloak made from a mystically wolf's hide.

She comes with the following background.

Race: Human
Station in Life: Peasant / Citizen
Werewolf Source: Artifact / External Source
Perks: Pack Wolf, Artifact Neutrality
Items:
Stick - Generally kept in the form of a walking stick.
Sturdy Clothing - A sturdy set of clothes in the form of a red blouse, black pants, and a pair of red boots with red buckles.
Wolf Head Bracelet - In the form of a Silver charm bracelet with an oversized wolfs head charm.
Hide - Mystically bound as her red wolf skin cloak, can be dismissed and summoned at-will and provides access to her 500 WP Werewolf Transformation perk.

Wolf Pack [50 CP for 4 | 1st purchase for Free for Hermit / Drop-In]
[For every additional 50 CP spent you can double the pack size to a maximum of 24.]

You are the Alpha male or female of this pack and that will never change as they see you as the undisputed leader, you can assign a partner to fill the empty alpha male or female role as you wish and remove them just as easily.

These wolves are classed as followers and initially are nothing more than normal animals with only enough intelligence to understand and follow your commands as alpha and not true sapience, though werewolf infection can potentially increase their intelligence.

These wolves can be imported en masse into any purchase or free follower, pet or familiar roles to gain any innate powers, abilities, and forms.

Any forms gained will be optional and be altered into a werewolf-esque transformation going forward, so your wolf pack could shift into a four foot Christmas elves as easily as you would from man to wolf.

Wolf Companion [100 CP]

This wolf has taken a liking to you and has decided that you are its leader. This animal counts as a pet or familiar and can be granted a human form through the use of either an infectious bite or magical ritual.

This otherwise normal wolf has full sapience thanks to its bond with you regardless if you grant it a human form through infection or other means.

A single purchase of this can be merged with a single purchase of the Wolf Spirit to allow it to shift between and maintain either a physical or spirit form.

If you have the wolf pack this can be your opposite gender alpha wolf, leading the pack alongside you.

Wolf Spirit [200 CP]
[Free for Artifact / External Source when Hide item is purchased]
This spirit will be bound to the purchase Hide, can be merged with Wolf Companion to allow your hide to manifest a physical form even when worn.

This powerful wolf spirit has stayed in the mortal realm to continue its hunt and is willing to assist you in either enabling your transformation by merging itself with your, or even to further empower an existing wolf transformation if you already have the capability to do so.
This spirit animal counts as a familiar and has the capability to move through solid matter as it has no physical mass, and can physically interact with other spiritual entities like ghosts.

A single purchase of this can be merged with a single purchase of the Wolf Companion pet / familiar to allow it to shift between and maintain either a physical or spirit form.

Drawbacks

Self-Insert [+0 CP]: You can self insert as a specific person in whatever universe you decide to enter into and your characters history, background and origins will adapt to fit each other.

Specific Universe [+0 CP]: You can now use this as a supplement to another jump document. All starting and jump drawback CP are kept separate.

Plot is king [+0 CP]: You may leave any time after the main plot of your jump is complete if this is used to insert into a specific universe setting using another jump doc, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]: For each purchase of this your time here is extended 10 years.

Involuntary Transformation [+50 CP]: You will have a tendency to fully or partially transform if wounded or scared.

Weakness [+50 CP]: You have a weakness to something common like that is not silver or Wolfsbane, that has a negative effect on you.

Wolfsbane [+50 CP]: The smell of wolfsbane is now like smelling the worst sewage to you and ingesting it will make you violently ill.

Silver [+100 CP]: Your werewolf form has one true weakness and that is silver as it now burns on contact and completely retards your regeneration even in human form.

Call of the Wild [+100 CP]: Your instincts control you, when you change you are highly influenced by your wolf half and will be more aggressive and prone to hunting any prey.

Alpha Aggression [+100 CP]: You are the Alpha and others should acknowledge this, as such you have an issue controlling your temper when challenged as your wolf side knows that you are the top dog and thus should not be questioned.

You are now more prone to aggression and bouts of violence when challenged, questioned, or blocked.

Disturbing Transformations [+50 CP]: Your transformation into wolf or werewolf is now visibly disturbing with your flesh shifting, splitting and bone audibly grinding, though you feel none of this.

Slow Transformations [+100 CP]: Your transformation into wolf or werewolf is now extremely slow.

Painful Transformations +100 CP]: Your transformation into wolf or werewolf is now extremely painful.

Carnivore [+100 CP]: You now crave meat and cannot digest much of anything else, other forms of food will now provide only enough nutrition to keep you right above starving.

Full Moon Trigger [+100 CP]: Your strongest form transformation is locked behind the full moon lunar cycle and will force you to change for the three days surrounding the Full Moon.

If you have taken one of the Monstrous Form drawbacks then that will be triggered by the lunar cycle of the Full Moon rather than by extreme pain or bloodlust.

Infectious [+100 CP]: You are now extremely infectious to humans and other sapient creatures with the slightest cut or bite will pass on a lesser form of your transformation that will force the victim change into a werewolf of a similar type to you during the full moon, it will be slightly weaker but completely mindless and feral.

Dog Problem Drawbacks [+100 CP]: This world seems to be absolutely infested with were-fleas, were-ticks, and were-lice lice that want your blood and are hard to ward off or remove. These are not people transforming into ticks, fleas, or lice but a more resilient and stronger strain of the insects that have evolved to target shifters specifically and feed off of their blood. Enjoy itching like crazy while here.

Cone of Shame [+100 CP]: You start the jump with a size changing, indestructible white plastic cone of shame affixed to your neck, this cone is made from a one way material that allows you to see through it and cannot be removed by the wearer.

At the end of the jump you get to keep this item as a freebie that only you and you alone can remove from its wearer.

Fixed [+200 CP]: For the length of this jump all of your werewolf forms are spayed or neutered. You will always be aware of what you're missing while transformed and it will make you more irritable, and prone to lashing out.

Cannibalism [+200 CP]: You have the overwhelming urge to feast on humans as well as animals when transformed.

High Fashion [+200 CP]: There is a fashion show in town and werewolf skin is considered in and chic. Watch out for the fashion hunters.

Every Part of the Wolf [+200 CP]: International hunters are always on the lookout for werewolf parts for medical, recreational, and aphrodisiac purposes.

Monstrous Transformation [+300 CP]
[Requires: A werewolf transformation from the Werewolf Builder]
Your Werewolf form is far more feral, degraded and out of control than a normal Werewolf, this form is far larger than normal with heavier fur and distorted and extended animalistic limbs ending monstrous clawed paws or hands.

When in this form you have little of your human mind left as it has been subsumed by the vicious and bloodthirsty wolf instincts and drive. By default this form will be triggered by extreme pain or bloodlust.

A Wolfless World [+300 CP]
[Requires either the ability to change into a normal wolf through the "True Wolf Form" transformation or original wolf origin form.]
The world you land in has either few or no wild wolf breeds left in it, this can mean that the only true wolves left are in captivity for the purposes of conservation and breeding, or that they are completely gone and werewolves are the only beings with left that look like true wolves.

Why this is the case is up to you, a good option is maybe the old guard of werewolf hunters went wild and slowly wiped out any true wolves in their hunts.

Your Hide is Mine! [+200 CP / +600 CP]: You are being hunted by a being of power that wants to steal your shifting powers and will stop at nothing to claim it. They will even go as far as to ritually skin you in your werewolf form to claim your hide and werewolf forms power.
This will not kill you as you will be sustained by the ritual and once your full hide is removed you will shift back to your natural human or wolf form with your skin regenerating back.
Once your hide is lost, you will not be able to gain your werewolf power back until your jump is finished.

This is only worth 200 if you are using the Wolf Hide as it can be removed and taken without skinning you to steal your power. You will regain your Artifact of Power once your jump is complete.

Woodsman [+400 CP]: You have an angry woodman after you and he will not be stopped by any argument or reason, he wants to kill you and turn you into a wolf skin rug to be laid before his fireplace.

He cannot be killed but if he is critically injured he will escape and return the next year.

Power Loss [+600 CP]: You have none of your out of jump perks, powers, items, or warehouse for the duration of your time here and are reduced to your Body Mod.

Scenarios

Scenario 01 [101 Wolf Pups]

Info

There is a deranged fashionista that is capturing wolf cubs all across the land in an attempt to create the strongest magical artifact in the form of an enchanted wolf pelt coat. She is planning or performing a magical ritual to fashion it from the flayed hides of 101 young wolf pups.

If this succeeds she will now have a Wolf Hide that contains a werewolf form that has the power of a 1500 WP werewolf, though unbeknownst to her this cursed hide will drive its wearer mad with the fragmented spirits of all 101 wolf pups clawing at the wearer's psyche.

Goal

You must find her and her henchmen and recover the children before they are

Reward

Kill the sorceress and successfully stop the ritual
If you manage to save the pups before the ritual you will gain the woman's personal "Wolf Hide" Grimoire that is filled with enough notes and theories in between the horrid data logging on her experimentations and numerous profane ideas. These notes and half finished pathways of experimentation will guide a user in developing a form of symbiotic magic that is capable of binding a single creature to a human partner.
This will enhance the intellect of the animal slightly while allowing it to merge with their bound partner transforming them into a hybrid combat form.
When the animal eventually dies it will then be bound to its own hide as a guiding spirit consciousness and transform into a living hide that acts like the "Wolf Hide" item without the need to slaughter them.

Kill the sorceress and genuinely fail to stop the ritual
If you truly try but fail to stop the ritual but slay the sorceress, then you will lay the pups to rest and gain a 1000 WP wolf hide long coat with no guiding spirit consciousness.

Kill the sorceress and purposely don't stop the ritual
If you do not work to stop the ritual but still kill the woman for the pelt you will get the 1500 WP wolf hide long coat but it will contain the trapped and shattered consciousnesses of all 101 wolf pups. No perk or power will remove these remnants or do more than blunt their effects on your psyche as they will still howl and claw at your mind when you or someone else wears the coat.

Scenario 02 [Three Little Pigs]

Info

There are a trio of little pigs that have been living fat off the hog for far too long and have managed to cross you in some way. They need to be shown who's the big dog in town.

They control a country-wide and world spanning organization operating under the name of Trio.

The first and youngest of the little piggies runs a country-wide organization that likes to produce and sling anything from the harmless straw of marijuana to the harder ice of meth.

While the second little piggy enjoys the finer things in life and peddles flesh in above board brothels and below board trafficking rings.

FInally the eldest of the porkish trio heads the world's largest and most lucrative chain of Gambeling Dens and Loan Shark operations to exist and whose entire business dealings remain above board and clean to any surface inspection. This allows the younger two brothers to launder their ill-gotten gains safely and most importantly secretly.

Goal

Find the trio, cook their bacon, and deal with their porcine empire.

Reward

You gain control of their organization and gain control of a legitimate business empire that to the wider world is completely legitimate no matter what is actually happening in the shadows. You can rename this organization into something else if desired, may I suggest a name like Jump Chain, Wolfs Head, or Full Moon. Future business can be folded into this organization and gain legitimacy this way.

How you go about it and what you cleave intact is up to you, but you must destroy their hold on the Drug, Prostituation / Slave, and Gambling trades. You can kill the trio, and smash their organizations, or you can enslave them and take over their businesses yourself.

Either way, once this is done you get to keep any intact spoils and any businesses will now travel with you and grow in each new world you enter. Any changes made to these businesses will persist between jumps. if you decide to drop the illegal hard drugs, trafficking, and forceful loan sharks, while ramping up the legal side of softer medicinal drugs, brothels, and casinos you can.

Any businesses under your new organization's branches will find that in future jumps their more illicit ventures harder to be uncovered and brought to the light, and their more light-facing businesses unmolested or questioned by any authorities, even if things like medical marijuana, brothels, and casinos are normally not considered legal in those worlds.

Scenario 03 [Werewolf Apocalypse]

Info

The world you are enter is in the midst of a full on werewolf apocalypse, while there may be some werewolves that keep to themselves the majority of the infected whether through curse, magic, or infection lose their mind when under the full moon and have their mentality shifted to a more primal pack hunting mentality when not transformed. The humans are fighting a stalemate at best and if you are not in or affiliated with a wolf pack then you are looked down upon as free game.

Goal

Form a pack of your own to survive and protect as many humans and werewolves as you can.

Reward

Any survivors that are affiliated with you can come with you for free.

Scenario 04 [Territorial]

Info

Everywhere you settle is your turf and you will have to defend it from others and fend off a randy Alpha that wants to dominate you and claim your turf, beat one and more will come.

Goal

Survive your ten years and fend off all challengers to your dominance and keep control of your territory for at least 50% of your time in this world, ensuring that you still have control of it by the end of your jump.

Reward

Take your territory with you and have its area doubled in size while also gaining 300 WP to spend on boosting one of your current forms or to create another.

Scenario 05 [Little Red Riding Hood]

Info

[*Must take **Woodsman** drawback*]

During your stay you will meet with and have a chance to befriend or capture a maiden that goes by the title of Red Riding Hood and you will have to survive the seemingly immortal Woodsman.

Goal

Survive the assault by the woodsman and keep Red Riding hood and yourself out of his hands.

Reward

If you manage to keep Red Riding Hood from being captured, killed or worse at the hands of the Woodsman, then you will gain her companion option for free with her perks, items, and background.

Werewolf Builder

You gain **+500 WP** to spend on customizing your werewolf.

Point Shifting [Varies]
You can convert 100 CP to WP per purchase.

Werewolf Builder Overview
These are the various sections of the werewolf builder.

1) **Locomotion -** This is where you decide on how your werewolf form moves, whether it is adapted to bipedal movement like a man, for quadrupedal motion like a wolf, or if it is capable of shifting between both.

2) **Aesthetics -** This is where you decide on what your transformed form looks like. This covers fur coverage, limb and torso alterations, and facial structure, along with allowing for various non-standard physical alterations to color and patterning.

3) **Sensory Enhancements -** This allows you to purchase various sensory enhancements for your transformed and untransformed states.

4) **Physical Enhancements -** This allows you to purchase various physical enhancements for your transformed and untransformed states.

5) Miscellaneous Perks - This section covers all of the esoteric enhancements from non-standard physical mutations and abilities, to magical and mystical enhancements, to the ability to partially shift your body parts without shifting your full form.



Locomotion
Choose one for free and pay for the second.

Bipedal Locomotion [Free / 100 WP]
Your werewolf form is capable of walking and running on its hind legs.

Quadrupedal Locomotion [Free / 100 WP]
Your werewolf form is capable of walking and running on all fours.

Aesthetics
Choose what type of wolf or canine your body is based on including fur color, patterning, and thicknesses.

Fur
How much hair do you grow and what does it cover or show off? How thick is it? Full body shag?

Minor [Free]: Your transformed state does not gain any real increase in fur.

Median [50 WP]: You decide how much fur you sprout when you transform, along with its thickness and location. It can be a full body increase in hair or simply be confined to your head and limbs in a greater thickness.

Major [100 WP]: This option allows for unnatural cosmetic alterations to your fur color and patterning. **Want hot pink fur with white markings? Want to be covered in runic patterns that are formed from your own fur coloring? Then this is the option for you.**

Size
Do you grow? How big do you get?

Minor [Free]: There is only a slight enlargement of your form when you transform to accommodate the altered physiology.

Median [50 WP]: There is only a large change in your new forms mass and size. You balloon to 125% of your original untransformed size, with an accompanying increase in mass. **This means that the average human will stand around between 7 and 7 ½ feet in height in a bipedal form.**

Major [100 WP]: Your new form shifts to tower at a full 150% in height from your original untransformed size, with an accompanying increase in mass. **This means that the average human will stand around 9 feet in height in a bipedal form.**

Legs and Feet
What type of feet do you have? What alterations happen when you transform?

Minor [Free]: Your legs and feet are fully humanoid with clawed nails

Median [50 WP]: Your feet are enlarged into fully functional paws with your nails extending into fully retractable claws.

Major [100 WP]: Your legs are now fully transformed into larger digitigrade *canis* legs with extended clawed and padded feet. **These claws can still be fully retractable if desired.**

Face

How does your facial structure change? Do you gain fangs or a snout?

Minor [Free]: Gain a slight increase in the length and sharpness of the canine teeth and a flattening of the nose.

Median [50 WP]: The jaw region grows to a short stub snout with a more prominent canis style nose and the teeth fully sharpen.

Major [100 WP]: The jaw region grows to a full snout with a clear canis style nose and prominent canines.

Ears

How do your ears change? Do they grow? Do they gain decorative tufts of fur?

Minor [Free]: Your ears gain a slight sharpening of the tips and a slight increase in their motion to provide a degree of directionality.

Median [50 WP]: Ears gain a more furred look while retaining most of their human shape with the exception of the tips extending to more of a point.

Major [100 WP]: Ears fully extend into triangular and fully mobile wolf like ears. **You can add decorative effects like fur tuft and minor alterations.**

Eyes

How pretty your eyes look! This is where you choose how wolfish your gaze is.

Minor [Free]: There is no change to the eyes.

Median [50 WP]: The forms eye change to look like their canis relations to incorporate an eye color of a striking yellow, brown, or blue both in and out of transformation.

Major [100 WP]: You can choose any eye color you want and make them glow with your chosen color in and out of your transformed state. You can now decide if this color change only shows up when you are transformed or not. **You can choose the color when this option is purchased and it will have no positive or negative impact and will not provide any discernible light.**



and what does it cover or show off

Sensory Enhancements

All sensory perks work at 50% effectiveness in terms of potency outside of a transformed state. Perks do not stack when untransformed no matter how many forms they are bought in.

No Vision Augmentation [+100 WP]
Your transformation does not grant any increase in your ability to see the world around you.
*This prohibits the purchase of **Vibrant Vision**.*

No Scent Augmentation [+100 WP]
Your transformation does not grant any increase in your ability to smell the world around you.
*This prohibits the purchase of **Supernatural Sniffer**.*

No Hearing Augmentation [+100 WP]
Your transformation does not grant any increase in your ability to hear the world around you.
*This prohibits the purchase of **Heightened Hearing**.*

Basic Sense Augmentation [Free]
Your senses are augmented to the same degree as a wolf providing a 50% boost to your vision and hearing range.

Vibrant Vision [100 WP]: You can now see in the dark, in pitch black you will see the world in black and white, in extreme low light you will see in shades of grey, and in low light you will see as if you were in the light of day.

> **+ Thermal Vision [50 WP | Requires Dark Vision]:** You shift your sight into the infrared spectrum for heat mapping.
>
> > **+ Life Detect [50 WP | Requires Thermal Vision]:** You can now detect the very life energy of other beings, which allows you to detect beings without any body heat like the undead or ghosts as they still need energy to animate themselves.



Supernatural Sniffer [100 WP]: You gain an increased sense of smell beyond those of the strongest animal, able to smell scents that are days old or faint to the point of near dissipation as if they were freshly sprayed, from a block away.

> **+ Scent Separation [50 WP | Requires Supernatural Sniffer]:** You can differentiate different scents around you without getting them muddled, you can even focus on one to help block out other unneeded scents.
>
> > **+ Stink Sight [50 WP | Requires Scent Distinction]:** You nose is now so strong and discerning that you can almost paint a picture with your nose. You can no not only tell how many beings are around you by scent alone and can now discern more information from what you smell from health, diet, injuries, and more.

Heightened Hearing [100 WP]: You gain an increased sense of hearing beyond those of the strongest animal, able to hear even whispers of people or the skittering of animals from a block away. **This boosts the range of your hearing.**

> **+ Directional Hearing [50 WP | Requires Heightened Hearing]:** You can now focus on different sounds in specific directions without being drowned out by others, as well as consciously focusing in any given direction to boost your range. **This allows you to focus on one direction to gain more detail and range by tuning out the others.**
>
> > **+ Nuanced Noise [50 WP | Requires Directional Hearing]:** You can pick out various noises and details out of a busy background without issue and without getting lost in the surrounding clamor. **This ensures that you will subconsciously shift through the surrounding background noise when trying to focus on specific things to boost the detail quality of your hearing.**

Subconscious Sensory Combination [100 WP]
[Requires Vibrant Vision, Supernatural Sniffer, and Heightened Hearing]
All your senses now operate with your subconscious to form a background process that is automatically correlating and combining any and all sensory feeds into stronger and more useful forms.

Scents now appear to you almost as a visual overlay to the world, with scent trails you follow almost seeming to glow ahead of you with light as you follow their smell. Your

Audio now dims and strengthens as you consciously focus on them, this allows you to actively parse what you are hearing better while all others are subconsciously cataloged for danger alerts or to be reviewed later. This means that when you focus on something behind you will no longer lose track of what is ahead of you as it will still be acknowledged and handled completely on a subconscious level.

As you gain more sensor capabilities such as detecting things like exotic energies, they will be added to the constantly growing web of interconnecting feed that are from interacting with your surroundings, this can also include things like non –standard senses like spider-man's precognitive spider sense or an earth benders tremor sense.

You are now unable to be overwhelmed by any form of sensory input or whiplash as anything beyond you capability to consciously handle will be shunted into your subconscious to be accessed or combined for easier handling and any change even as mundane as going from a bright day to a dark interior will be handled to your advantage.

Physical Enhancements

** All physical perks work at 50% effectiveness in terms of potency outside of a transformed state. Perks do not stack when untransformed no matter how many forms they are bought in.*

No Strength Augmentation [+100 WP]
Your transformation does not grant any increase in your strength.
*This prohibits the purchase of **Savage Strength**.*

No Speed Augmentation [+100 WP]
Your transformation does not grant any increase in your speed.
*This prohibits the purchase of **Swift Speed**.*

No Durability Augmentation [+100 WP]
Your transformation does not grant any increase in your durability.
*This prohibits the purchase of **Hardened Hide.***

Basic Physical Augmentation [Free]
Your strength and speed are augmented to peak human when untransformed with an overall 50% increase across the board in strength, speed and durability when in your werewolf form. This also comes with a slight increase in regeneration in both untransformed and transformed states, allowing for the quick staunching of bleeding and sealing of minor wounds without scarring.

Savage Strength [100 WP]: You can now sustain lifting an additional 500 pounds more than your previous base strength as a human and when transformed this will fully double your new base strength providing a 100% boost to your normal lifting capacity.

+ Minute Manipulation [50 WP | Savage Strength]: You gain a massive increase in your fine motor skills and can use your fingers and claws to perform delicate and complex tasks with ease.

+ Burst Boost [50 WP | Requires Fine Manipulation]: You can supercharge an attack or physical exertion to provide a doubling of your physical strength and output but you will suffer a halving of your strength and exhaustion for 10 minutes afterwards until you can pause and regain your strength.



Swift Speed [100 WP]: You can now sustain a running speed that is 50mph faster than your previous base speed as a human and when transformed this will fully double your new base speed providing a 100% boost to your normal max running speed and acceleration.

> **+ Reflexes [50 WP | Requires Swift Speed]:** You now have nearly no lag between thought and action, as your body is optimized for movement and reaction speed.
>
> > **+ Perpetual Pursuit [50 WP | Requires Reflexes]:** You no longer get exhausted from running for long periods of time and can last as long as you ingest enough fuel to keep yourself going.

High-Speed Healing [100 WP]: You now regenerate any damage at an accelerated speed and can watch your flesh knit back together before your eyes. A sword through the heart will still kill you but as long as you don't take a n outright fatal blow you will heal.

> **+ Rapid Regeneration [50 WP | High-Speed Healing]:** You now regenerate lost parts over the span of a day for something like a limb. This requires food or fuel to sustain the growth and regeneration or it will start to cannibalize your own bodily reserves, this will never kill you but you will eventually wish it did until food is secured.
>
> > **+ Limitless Lifeforce [50 WP | Rapid Regeneration]:** You no longer age and if older than your prime you slowly revert back to your peak physicality and age as you regress and revert any signs of advanced age or wear and tear.

Complete Control [100 WP]
[Requires Savage Strength, Swift Speed, and High-Speed Healing]
Your transformation has granted you complete and total control over your power, perks, senses, and physicality.
You can now turn up or down any perk, power, or ability from completely off to full power, and have complete control of your body.
You could go from cradling an egg, to punching through a steel barrier, to knocking out a human all without hurting them or exerting more force than necessary for any of the jobs.

Miscellaneous Perks

Restricted Reshape [100 WP]
You can shift only portions of your body at a time rather than performing a full transformation with any transformation you possess.

Speedy Shifter [100 WP]
You can shift from your primary form to any other you have instantaneously with no pain, discomfort, or delay. You can also not be prevented from transforming in any way.

Moonlit Magnificence [200 WP]:
[This may be purchased more than once.]
The moonlight is no longer just the cause of your transformation but a source of power.
Choose to boost Strength, Speed, or Regeneration when under direct moonlight and gain an additional 50% increase.

Physical Advantages [100 WP]
** Make only one effect per purchase.*
You can utilize any portion of the altered body as a weapon or enhance it for protection.
Examples, anything within range of these can be taken.
+ Strengthened tail with corded muscles and thickened bone that hits like a mace.
+ Fur is hardened to be akin to steel, able to shrug off blows.
+ Produce a mild poison or paralytic from your claws.
+ More … [Keep your home-brewed advantages in line with what is shown.]

Mystical Advantages [200 WP]
** Make only one effect per purchase.*
You can gain extra benefits from your type of werewolf or from your unique heritage .
Examples, anything within range of these can be taken.
+ Elemental affinity that allows for less damage from those sources and the ability to infuse your attacks physically or conceptually with your chosen element.
+ You gain an affinity with spirits, ghosts, and the deceased, and find ease in mastering necromancy. With practice you may be able to infuse attacks with spiritual and entropic energies or with major effort even the concept of death and the beyond.
+ More … [Keep your home-brewed advantages in line with what is shown.]

Werewolf Builder | Examples Builds

Werewolf Type: Example Werewolf

Alternate Names: Alternate Designations
Examples: Examples of this type in media and mythology.
Creation and Transmission: How is this type of werewolf created and are they infectious?
Shifting Capable: Can they shift from a human and to what degree or are they stuck in a wolf form?
Transformation Trigger: What causes their transformation if they are capable of shifting?
Human Intelligence vs. Animal Instinct: To what degree do their animalistic instincts control them and how much human intelligence and mind do they retain?
Shifted Form: What does their altered wolf form look like?
Transformation Speed: *How quickly do they change forms?*
Bipedal or Quadrupedal: Are they capable of bipedal or quadrupedal locomotion?
Strength: To what degree in their strength increased?
Regeneration: Do they have enhanced regeneration?
Speed: Do they gain a speed enhancement?
Social and Pack Behaviors: How do they socialize and interact with other werewolves and humans?
Hunting Drive: Does their nature drive them to hunt, and do they enjoy hunting humans?
Powers and Abilities: Does this type of werewolf enjoy the benefits of other abilities like magical talents?
Misc information: What other information is there about this type of werewolf?



All of the below examples have been compiled through the use of videos, websites, and memory. Any inconsistencies or errors are not intentional and these are meant to be a guideline on various styles of werewolves that you can build.

Werewolf Type: Lycanoid

Alternate Names: None
Examples: Supernatural
Creation and Transmission: Can happen when a true werewolf grazes a person and infects their blood.
Shifting Capable: They have a light transformation while staying in their human form.
Transformation Trigger: Involuntary transformation during the three days of the full moon.
Human Intelligence vs. Animal Instinct: They are fully influenced by their transformation and become extremely violent against anyone, even family.
Shifted Form: When transformed they stay fully human looking but do grow some exaggerated features. They gain clawed nails, fanged teeth, bushy eyebrows, and patchy fur.
Transformation Speed: They do not have an exceptionally speedy change and can be observed to visibly shift.
Bipedal or Quadrupedal: They are fully bipedal.
Strength: Minor increase in strength compared to their human form.
Regeneration: No enhanced regeneration.
Speed: Not exceptionally faster than a normal human.
Social and Pack Behaviors: They get along with others of their type but attack all others.
Hunting Drive: They have no issues with harming humans.
Powers and Abilities: They do not have any special abilities.
Misc information: Nothing worth noting.

** This would be the basic build for this form of werewolf.*
** This form costs +50 WP and provides you with 700 CP from the required drawbacks.*

Bipedal Locomotion [Free / 100 WP]
Fur: Median [50 WP]
Face: Minor [0 WP]
Ears: Minor [0 WP]
Eyes: Minor [0 WP]
Size: Minor [0 WP]
Legs and Feet: Minor [0 WP]
Basic Sense Augmentation [Free]
Basic Physical Augmentation [Free]
No Durability Augmentation [+100 CP]
Call of the Wild [+100 CP]
Slow Transformations [+100 CP]
Full Moon Trigger [+200 CP]
Uncontrolled infectiousness [+200 CP]



Werewolf Type: Manwolf

Alternate Names: *None*
Examples: Remus Lupin, American Werewolf in London
Creation and Transmission: Is the result of an attack and infection, and can pass it on through an infection by bite or scratch.
Shifting Capable: Yes, but unwilling.
Transformation Trigger: Involuntary transformation during the three days of the full moon.
Human Intelligence vs. Animal Instinct: No human intelligence and no memory of time they are transformed and no control when transformed as they are very animalistic.
Shifted Form: When transformed they grow into a slightly larger and more muscled bipedal wolf with snout, tail, and full body fur.
Transformation Speed: Visible Change.
Bipedal or Quadrupedal: Primarily bipedal, but run on all forms.
Strength: Slight increase in strength.
Regeneration: Increased speed in healing wounds but no true regeneration.
Speed: Decent speed increase.
Social and Pack Behaviors: Can form packs is desired but again mindless animals when transformed so the pack is mostly for when they are human.
Hunting Drive: Not specifically but they are animalistic when transformed.
Powers and Abilities: Nothing Notable.
Misc information: Nothing Notable.

** This would be the basic build for this form of werewolf.*
** This form costs +500 WP and provides you with 700 CP from the required drawbacks.*





Bipedal Locomotion [Free / 100 WP]
Quadrupedal Locomotion [Free / 100 WP]
Fur: Median [50 WP]
Face: Major [100 WP]
Ears: Major [100 WP]
Eyes: Median [50 WP]
Size: Minor [0 WP]
Legs and Feet: Major [100 WP]
Basic Sense Augmentation [Free]
Basic Physical Augmentation [Free]
No Durability Augmentation [+100 CP]
Call of the Wild [+100 CP]
Slow Transformations [+100 CP]
Full Moon Trigger [+200 CP]
Uncontrolled infectiousness [+200 CP]

Werewolf Type: Bloodhound

Alternate Names: Lycanthropus Feral
Examples: Gingersnaps, Wolfman
Creation and Transmission: Is the result of an attack and infection, and can pass it on through an infection by bite or scratch.
Shifting Capable: Yes.
Transformation Trigger: Little or no control over transformation and can transform due to danger to defend themselves ,and still have involuntary transformation during the three days of the full moon, or with strong emotions.
Human Intelligence vs. Animal Instinct: The lycanthropy of this type will lead to the twisting of the mind of the infected leading them to quickly embrace the curse and be willing to kill even friends and family. They do retain a decent amount of human cunning but are still mostly animals.
Shifted Form: When shifted they gain muscle mass and an increase in height. They are fur covered bipedal forms, with no real human features.
Transformation Speed: Slow shifting with visibly muscle and bones changing.
Bipedal or Quadrupedal: Bipedal and quadrupedal hunched running abilities.
Strength: Minor increase in strength compared to their human form.
Regeneration: No enhanced regeneration.
Speed: Not exceptionally faster than a normal human.
Social and Pack Behaviors: Generally singular and not pack oriented, going as far as to fight others of their type to the death.
Hunting Drive: Feral and interested in hunting prey.
Powers and Abilities: Nothing noticeable.
Misc information: Nothing important.

Werewolf Type: Berserker

Alternate Names: Lycanthopus Beastialis
Examples: Underworld Evolution, Van Helsing
Creation and Transmission: How is this type of werewolf created and are they infectious?
Shifting Capable: No they are trapped in their werewolf form
Transformation Trigger: After initial infection these werewolves are trapped in their werewolf form forever with no way to change back.
Human Intelligence vs. Animal Instinct: They retain more intelligence than bloodhounds and retain some of their rationality and not losing themselves completely to animalistic bloodlust.
Shifted Form: What does their altered wolf form look like?
Transformation Speed: Form locked once the change happens.
Bipedal or Quadrupedal: Primarily bipedal.
Strength: Large strength increase.
Regeneration: Some regeneration.
Speed: Decent Speed increase.
Social and Pack Behaviors: How do they socialize and interact with other werewolves and humans?
Hunting Drive: Driven by their instincts and enjoying the hunt?
Powers and Abilities: Nothing noticeable.
Misc information: Always seem to be male.

Werewolf Type: Lycan

Alternate Names: Lycanthropus Robustus
Examples: Lucien from Underworld.
Creation and Transmission: Born and hereditary.
Shifting Capable: Yes
Transformation Trigger: At-will transformations.
Human Intelligence vs. Animal Instinct: They retain their completely human mind when transformed.
Shifted Form: Large Bipedal Wolf form.
Transformation Speed: Quick form shifting.
Bipedal or Quadrupedal: Capable of both bipedal and quadrupedal locomotion.
Strength: Immense strength to match a vampire in combat.
Regeneration: Visible regeneration and healing.
Speed: Decent speed enhancement.
Social and Pack Behaviors: Tend to live among humans but still form packs with others of their types, with pack hierarchy flowing from a central patriarch.
Hunting Drive: These do not tend to attack humans or have any real drive to but will when they want to increase the strength of their pack.
Powers and Abilities: Can develop a resistance to weaknesses like silver through repeated exposure.
Misc information: All male race of werewolf that is an upgrade to the bloodhound type. They take pride in their bestial nature and tend to hate vampires.

Werewolf Type: Delta Werewolf

Alternate Names: Lycanthropus Sapiens Minor
Examples: Teen Wolf
Creation and Transmission: Non-infectious, and hereditary.
Shifting Capable: Yes
Transformation Trigger: Initial shift due during puberty and then capable of at-will transformations, with involuntary transformations due to heightened emotions till control is learned.
Human Intelligence vs. Animal Instinct: No mental changes or influences.
Shifted Form: When changed there is no real change in height or mass when transformed and retain their human size. They grow fur and lengthen their hair, grow claws like nails, sharpen their teeth, and have a more wolf-like nose and mouth without any sign of a snout.
Transformation Speed: Lightning speed transformation only taking an instant to change.
Bipedal or Quadrupedal: Primarily bipedal in form as they retain their more human proportions.
Strength: No real notable strength enhancement.
Regeneration: Slight regeneration increase.
Speed: Higher speed increase than true werewolves due to not gaining large amounts of muscle mass and growing in size.
Social and Pack Behaviors: Live among humans as humans generally with families of their own.
Hunting Drive: Does not generally hunt humans.
Powers and Abilities: Nothing noticeable.
Misc information: Weakest of the true werewolf breeds and are used by them.

Werewolf Type: Gamma Werewolf

Alternate Names: Lycanthropus Sapiens Savious
Examples: Howl (2015)
Creation and Transmission: Created through infectious wounds.
Shifting Capable: Yes they can shift.
Transformation Trigger: During the Full Moon.
Human Intelligence vs. Animal Instinct: Near human intelligence but still affected by their animalistic nature.
Shifted Form: When they shift they grow slightly in size and mass. They gain more wolf-like features with facial and ear structure, but no extended snout or fur increase.
Transformation Speed: Slow visible shifting over time as the infection sets in.
Bipedal or Quadrupedal: These are more humanoid bipedal werewolves.
Strength: Large increase in strength.
Regeneration: No exceptional regeneration.
Speed: Slight speed increase,
Social and Pack Behaviors: They have chosen to live among humans to hide and avoid persecution.
Hunting Drive: They still tend to go out and humans around them during the full moon, being dangerous and hostile as they revel in their animalistic tendencies and bloodlust.
Powers and Abilities: No real weakness but no extra protection like enhanced healing compared to a normal creature.
Misc information: They take pride in thier conditions and the terror and power it gives them.

Werewolf Type: Beta Werewolf

Alternate Names: Lycanthropus Sapiens Superior
Examples: Pretty much any comic book heroic Wolfman and werewolf character. Jack Russell from Marvel.
Creation and Transmission: How is this type of werewolf created and are they infectious?
Shifting Capable: Yes.
Transformation Trigger: May need to go under involuntary transformation on the three days of the full moon and may lose their mind during this, but this is not necessary.
Human Intelligence vs. Animal Instinct: No real change in their normal intelligence but may gain some complimentary wolf tendencies and instincts as compliment to their existing human intelligence. Some betas can still be as bad as the berserkers in nature but this is not completely due to the transformation but the nature of the human.
Shifted Form: These are some of the nicest looking and most physically fit of the human-like form with no real deformities or extreme alterations like digitigrades feet, though they do gain humanistic hands and feet capped in clawed nails. They maintain their human shape while gaining full body fur, and flat snout-less wolf features.
Transformation Speed: Shifts forms quickly.
Bipedal or Quadrupedal: Are they capable of bipedal or quadrupedal locomotion?
Strength: Increased strength.
Regeneration: Enhanced regeneration.
Speed: Do they gain a speed enhancement?
Social and Pack Behaviors: Live alongside humans, as they generally view themselves a s still human.
Hunting Drive: Does their nature drive them to hunt, and do they enjoy hunting humans?
Powers and Abilities: Does this type of werewolf enjoy the benefits of other abilities like magical talents?
Misc information: Heroes and good guys, willing to even stand up for the Delta Werewolves.

Werewolf Type: Alpha Werewolf

Alternate Names: Lycanthropus Sapiens Major
Examples: Salvador Grant from The Order.
Creation and Transmission: This type of werewolves are pureblooded and are passed down through blood lines generally.
Transformation Trigger: They are capable of at-will transformation to and from their human and werewolf forms. May shift individual features at will or under stress and do not need to fully change.
Human Intelligence vs. Animal Instinct: They are extremely cunning and intelligent in their werewolf form, not being driven by their animalistic side to any great degree.
Shifted Form: Large Bipedal wolf form.
Transformation Speed: There is no lag in their shifting and it seems almost instantaneous.
Bipedal or Quadrupedal: Bipedal and Quadrupedal Locomotion
Strength: Immense Strength [These are among the strongest variations.]
Regeneration: Regeneration.
Speed: Decent increase in speed.
Social and Pack Behaviors: They tend to lead large families that follow a strict hierarchy, with the Pure Blooded Alphas Werewolves at the top.
Hunting Drive: They do not live to hunt but hunt to live like other werewolf packs.
Powers and Abilities: Are powerful enough that they may have other powers outside of just their werewolf forms and enhancements like magic and necromancy.
Misc information: These are mostly pureblooded creatures and tend to be obsessed in purity of bloodlines and maintenance of a bloodline.

** This would be the basic build for this form of werewolf.*
** This form costs +1500 WP.*



Bipedal Locomotion [Free / 100 WP]
Fur: Median [50]
Face: Major [100]
Ears: Major [100]
Eyes: Median [50]
Size: Major [100 WP]
Legs and Feet: Major [100 WP]
Basic Sense Augmentation [Free]
Vibrant Vision [100 WP]
Supernatural Sniffer [100 WP]
Heightened Hearing [100 WP]
Basic Physical Augmentation [Free]
Savage Strength [100 WP]
Swift Speed [100 WP]
High-Speed Healing [100 WP]
Restricted Reshape [100 WP]
Speedy Shifter [100 WP]
Mystical Advantages [200 WP]: Necromancy

Werewolf Type: Fenrir Wolf

Alternate Names: Lycanthropus Fenrir
Examples: Custom Creation
Creation and Transmission: These are not infectious and are the result of lineage or magical means.
Shifting Capable: Yes.
Transformation Trigger: They can change at-will.
Human Intelligence vs. Animal Instinct: There is no change to their human consciousness and they retain full control of themselves, though they may have some instincts and tendencies from their wolf form.
Shifted Form: Their shifted form is that of a normal fully bipedal animal, in this case a wolf.
Bipedal or Quadrupedal: They are fully quadrupedal as their shifted forms are fully wolves.
Strength: Immense Strength [These are among the strongest variations.]
Regeneration: Regeneration.
Speed: Decent increase in speed.
Social and Pack Behaviors: May be more interested in pack and group orientation due to wolf side?
Hunting Drive: While their wolf form may have a slight instinct bleed over, they have no real change from when they are human.
Powers and Abilities: No abilities or powers are gained as this is just the person in an enlarged wolf..
Misc information: Nothing of note.

** This would be the basic build for this form of werewolf.*
** This form costs +1200 WP.*



Quadrupedal Locomotion [Free / 100 WP]
Fur: Median [50]
Face: Major [100]
Ears: Major [100]
Eyes: Median [50]
Size: Major [100 WP]
Legs and Feet: Major [100 WP]
Basic Sense Augmentation [Free]
Vibrant Vision [100 WP]
Supernatural Sniffer [100 WP]
Heightened Hearing [100 WP]
Basic Physical Augmentation [Free]
Savage Strength [100 WP]
Swift Speed [100 WP]
High-Speed Healing [100 WP]
Speedy Shifter [100 WP]

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time as a hero or villain that much huh. Well have fun staying in this world of sapient animals.

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Update Notes

V1.0 - First release draft of the Jump Doc completed..

Trivia

The three little pigs in the [Three Little Pigs] scenario are represented as follows.

Youngest Pig = Straw | Drugs
Middle Pig = Wood | Flesh
Eldest Pig = Brick | Gold

Image Credits

Cover Image
https://nataliedecorsair.tumblr.com/post/632389442314862592/werewolf-ascending-some-lady-werewolf-whos

Female Werewolf FIght
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Werewolf Aesthetic head image
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Crossed Arms
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Wolf Pack
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Werewolf Type: Example Werewolf
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Glowing Wolf Eye
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American Werewolf in London
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https://the-order-netflix.fandom.com/wiki/Jack_Morton?file=TO-Promo-2x01-Free-Radicals-Part-1-12-Jack_as_Midnight.png

Fenrir Wolf
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