

Mulo Transformation Jump

Version 1.0

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Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. Among the many kinds of monsters, and undead, that exist here are also a staple of fantasy; vampires. Vampires here are real though often misunderstood, and this

is especially true of the vampires behind **the Veil** which shrouds Earth and the rest of Earth's solar system.

Vampires in the Troyverse's **Veiled Solar System** are, for the most part, respectful of the original vampire (in this region, at least), Persephone. It is she who is responsible for the emergence of the latest Mulo, a sex vampire whose fluids are incredibly delicious and nourishing to other vampires. In this iteration of this setting you are becoming said sex vampire, which won't leave you any weaker than other vampires and indeed gives you new abilities.

You now have 1000 Mulo Points. Use them wisely.

This is an NSFW Troyverse Transformation CYOA. Have a link to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump so long as you are an adult, as this is a NSFW Jump.

Thrall (+200 MP): This may disappoint some. Thralls have weak souls, and are normally little more than immortal blood-farms for their masters, or messengers or errand-people for their masters depending on the personalities of the masters in question.

In your case the term "Thrall" is in reference to your overall power level, not to any state of being you are in. Thralls are often those who have been deemed worthy of immortality but not of the true power of vampirism, and there are some who will look down on you. Still, there is a kind of power to this sort of weakness even independent of your powers as a mulo. Some vampires and other immortals will dote on you as a favored pet even if they don't see you as an equal. This is perhaps disappointing to Persephone, but she tells you that your unique Mulo abilities will still be quite helpful, in fact their rarity makes them your key selling point given your unimpressive powers.

You only get **6 Heartblood** for your stipend in the **Mulo Customization Section**.

Aspirant (Free): This is the average level of power vampires in this solar system are accustomed to. Other vampires will recognize your power, and coupled with your unique aspects as a Mulo will respect you a healthy amount by default. If you are ambitious, diplomatic, strong, or otherwise have a distinctive talent and personality trait, others will come to acknowledge your influence in time. Persephone is unsurprised, having expected you to have this level of strength, and likes it well enough.

You get a healthy stipend of **9 Heartblood** for your use in the **Mulo Customization Section.**

Lord (-200 MP): Oh, you have a strong soul. And that is… potentially a good thing. You have the natural countenance of a **Master Vampire** which is very rare.

Persephone is quite pleased with this, and knows that your power coupled with the fact that you are now a Mulo means no more vampires will harass her for not having a consort. You naturally command respect and other vampires sense your mighty power even from a distance. This, coupled with your powers as a Mulo, means you'll quickly garner influence all your own and in time could easily construct your own vampiric faction loyal to you and only you. Persephone does not relish the politics of her position and history so she's not opposed to this, but other vampires in positions of power might be more wary. Consider it a sign of respect.

You get a delightful stipend of **12 Heartblood** for use in the **Mulo Customization Section** later in this document.

Starting Location:

1. **Earth**

There is only one location this jump will begin in, the strange world known as Earth (though you select the precise location you start off in). Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power. The veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the "Supernatural" side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life on this world and are some kind of an adult somewhere on Earth when your adventure begins.

One evening, the evening the jump starts, when you are about to go to bed, you hear a beautiful voice from behind you. You turn and see a pale white woman who introduces herself as Persephone, and paralyzes you. You are supernaturally whisked away to a luxurious bathroom and a tub filled with strange fluids. You get placed into it and feel a strange transformation begin to take hold. As this happens Persephone explains her history, her **true** history which will differ a good deal from any version of the mythological tale you've heard. She explains that she was once a restless and mildly edgy daughter of the Summer Queen; Demeter before she seduced and slept with Thanatea, one of many personifications of death wandering the multiverse.

This, unbeknownst to Persephone, resulted in her becoming touched by death, which left her somewhat of a spirit. She wandered Earth for a time before consorting with the Winter Court, rivals of her mother and eager to use her to spite Demeter and Persephone's sister; Mab. The Winter Court devised a ritual that would grant Persephone her solidity again, and when completed Persephone was made into the first vampire (on Earth at least). Their reward for this, or rather the price they negotiated in exchange for their services, was dominion over the Earth for half of the year moving forward, a price they negotiated with Demeter in advance. Prior to

this, Earth experienced summer year-round. At first Persephone returned to the Summer Court, but her mother wasn't quite able to adjust to her daughter's new condition and so Persephone spent less and less time in the Summer Court before eventually leaving altogether. Her mother and her sister still care for her, in their own ways, something she tells you if asked, but the three of them just… clash.

She explains that over the millennia she has slowly created more of her kind, and more of her kind have just sort of happened thanks to vampires creating more of their kind and the politics of the Winter Court of Unseelie Fey, and due to her original status as a princess of the summer court coupled with her individual power as a vampire she has gained an undesired position as their leader. She takes her job seriously enough but doesn't relish it, especially seeing as it is a long-term consequence for a single night of youthful indiscretion.

Her court has pestered her for millennia to take a consort, something she has managed to put off by saying she'd take a **Mulo** as a consort if anyone with the ability to become one ever showed up. To become a Mulo one must be a veil-straddler, a human with the natural ability to see through the Veil who **also** has high tantric resonance, two things that are individually quite rare and statistically hilariously improbable to occur in the same person. And then… **You** happened. And now you're here, getting out of a tub that she explains is filled with the vaginal fluids of 1,000 virgins. Persephone examines you after explaining all of this and gives you a heartfelt apology, though it's a short one, but explains that she hopes that you'll come to like your new destiny. And she remarks, both genuinely and flirtatiously, that she thinks she could come to like it.

She also tells you that, like her, you have no vampiric weaknesses*. And so begins your life as Earth's newest vampire, consort to the Vampire Queen Persephone herself.

*This doesn't happen if you take the **Vulnerabilities** drawback. If you do, she instead tells you that UNLIKE her you have whatever vulnerabilities you selected for yourself.

Perks:

General Perks:

Mulo Makeup (Free & Mandatory for this jump): You are a Mulo, a sex vampire. This section describes your default makeup, the traits you get even if you completely disregard every other perk, and the Mulo Customization Section, which renders you immortal and grants you a physique double that of humanity's peak.

You heal ten times as fast as a human, and you can drink blood and sexual fluids to nourish yourself (you require no food to be healthy, only blood and/or sexual fluids). Going further, unlike most vampires, you are highly fertile and by default have no vampiric weaknesses (though you can give yourself some, for more points). Your blood and sexual fluids are especially nourishing to vampires, and by default, some of your blood or one of your loads of sexual fluids nourishes a

vampire for 2 days (though this can be customized in the Mulo Customization Section). You also get a full day's worth of meals from the sexual fluids (including milk) of other vampires, unlike most vampires who only get a tenth of a day's worth of nutrition and sustenance from another vampire's sexual fluids. Your fluids are equally nourishing regardless of how they are consumed/absorbed and taste/feel incredible. You can breed as easily as very fertile humans, creating offspring who are themselves new vampires (and these specific types of vampires are **living, breathing people**, not undead). This fertility also allows you to breed/be bred by undead and/or infertile vampires. Your children's gender and sex are determined by you when you impregnate someone, and your children will desire you (unless you wouldn't want them to) when they reach adulthood. Troyverse physics means incest for supernaturals has no biological downsides and most Troyverse supernatural communities are not bothered by consensual incest so long as it happens between adults.

Additionally, you can convert living beings into vampires (whose overall strength will be determined by the strength of their souls, not yours), simply by having sex with them. This can be humans, who don't have to consent to transformation to be transformed, or can be exotics who DO have to consent to the transformation for it to work. For Earth's vampires, other than you, to make someone become a vampire requires a long and complex ritual, and even then not everyone can become a vampire; it depends on the strength of their souls (though this method works on both mundanes and exotics/supernaturals). You can transform people regardless of the strength of their souls. When you transform someone using your powers as a Mulo you can decide which of your vampiric abilities they inherit (those here, other than your fertility and nourishing fluids, as well as those in the **Mulo Customization Section** that are not unique to Mulo's like *Cumpire's Preferred Stake*).

As a, as your kind are known somewhat colloquially, "Cumpire" you do need sustenance. All cumpires, the term for Earthly vampires in this setting, need sustenance and without it eventually weaken and, if starved for long enough, collapse into a deep sleep until they get blood or fluids on and in their bodies. That said, your sustenance is derived from blood and sexual fluids (again, including milk). Other vampires have other weaknesses (you don't, by default at least), such as being weakened by silver and religious symbols (when used by someone with actual faith). Most vampires don't have a true weakness to sunlight, though it does cause them searing pain, but some vampires (especially weaker or more feral ones) find that this weakness worsens for them and can be fatal.

One final note is that your fluids are nourishing to all beings, though the extent to which they are nourishing varies wildly. Supernaturals who are not vampires get about half as much nourishment from your fluids as vampires do (and all vampires, including those in future jumps, can feed on your fluids). Mundanes get a quarter as much. This may not sound like much, but the most virile or fertile Mulo's fluids can, theoretically, provide three days worth of nourishment to vampires, and even a quarter of that means only two loads are needed to sustain a mundane person for a day. Even at worst a Mulo's fluids can nourish a vampire for a day, so a Mulo can fully sustain a human with four loads which can certainly be more fun than eating.

In future jumps your Mulo appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Troyverse Physiology (100 MP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

Also, canonically, Mulos are said to be MALE sex vampires (with the closest female equivalent being the "Bride" type vampire) but for this jump, we're ignoring that even if you don't take this perk. This means you can be a female Mulo, if you want. **That said taking this perk guarantees you such protections moving forward.** No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Tall Drink Of Blood (200 MP): You are always going to be somewhat attractive. Regardless of someone's preferences, they'll always have a soft spot for the dark majesty of your vampiric appearance. This is an enhancement to that. The more nourishment someone actively needs (or even feels like they need, in cases of beings that don't actually NEED nourishment but simply crave it), the more attracted they'll be to you. Someone starving or in need of a drink of water would be desperate for you.

The Hand That Feeds (400 MP): Once you've nourished someone they become far more fond of you. Those you feed will become far easier to influence and your actions and words that are seen positively will be better received, while even hostile and negative actions and statements are not quite as negatively received. The more you feed someone the greater the impact this has. This is strongest when you feed someone using your fluids, be it blood or sexual fluids, but this still works even when you are feeding someone more mundane things (just to a proportionally lesser extent based on how mundane what you're feeding them is).

<u>Thrall Perks:</u>

Non-Threatening (100 MP): You are unintimidating. This is not always a good thing, but it's certainly not always a bad thing. Your foes will prioritize targeting your allies over targeting you unless/until you make it clear that you're a bigger threat and their initial impressions were wrong.

Doting (200 MP): Your superiors/those with more power than you, tend to find you quite cute. They are far more likely to dote on you and forgive your mistakes. You also get babied a lot, and people with domineering personalities are somewhat fond of claiming you and marking you as their own.

Dom Bait (400 MP): People with dominant personalities find you incredibly attractive. Something about you is just… catnip to them, and they'll want to keep you safe and make sure that you know where, and to whom, you belong. You get frightening skill when it comes to manipulating those who believe in their own power and ferocity, and they'll not even realize how much control you have over them if you're subtle. Even in less dominant people you inspire feelings of protectiveness and, if you want, possessiveness. This gets stronger if you feed people.

Take Them Alive (600 MP): Your foes know that your value is lost if you are killed, or even unnecessarily hurt. Your opponents will almost invariably go to great lengths to keep you alive and unharmed when they can. Random opponents will see you as a valuable hostage or ransom target, while more careful and studied foes will see the value in converting you to their side. And, just as importantly, when you're alive and in the possession of your enemy, anyone who has claimed you in some way will be driven to rescue you and see to your safety. If such individuals rescue you, they'll also want to dote on their pet for a while and be more protective of you for some time.

You also get an ability to inflict someone with a sort of Reverse Stockholm Syndrome. Your captors will gradually come to see your, well not your "humanity", but your shared value as a person. If it's at all possible, they'll come to like you naturally, and can become intensely bonded with you. If you manage to feed them your fluids or blood this becomes a fierce loyalty that can cause them to go against orders regarding you and even see you as an ally.

<u>Aspirant Perks:</u>

Darkly Handsome (100 MP): You are classically handsome, or at least appeal to people who are attracted to such figures. You give off a magnetic air, are quite cool in your disposition and naturally attract people seeking equals and true partners.

Understanding (200 MP): You naturally empathize with people and can learn to understand where they're coming from. It doesn't matter if it's a salaryman who is at a bar drinking his sorrows away, or the ancient princess of a kingdom you didn't know was real until last night, you are quite understanding and know how to emotionally support those around you. Mundanes are

also far more likely to fall for you, and to some extent, this boost also applies to supernaturals who are not vampires themselves.

Well-Adjusted (400 MP): You are capable of rapidly adapting to wild amounts of new information and crucially changing circumstances. You can adjust to something as out there as being kidnapped and turned into an only superficially human being with ease, and perhaps even more importantly you have a contagious version of this mental adaptability. You can share your supernatural ability to adapt to new circumstances with others. Now they may not LIKE what is happening to them, but they'll be able to do the necessary mental shifting and reorienting of priorities with the ease of a nomad moving from place to place.

Balance (600 MP): You are a multifaceted person, a former human with layers. You know how to balance the world you come from with the world you now inhabit. You will never lose your humanity, and this talent serves you in a multitude of ways. You can persuade others to change as needed, for their sake or the sake of others, with incredible ease, and you can help people come to terms with who they are and what has happened to them. You are also capable of accepting yourself and coming to terms with what you want, be it to have a simple life even as a vampire or to embrace a previously hidden wellspring of ambition that is now showing itself.

<u>Lord Perks:</u>

Predator (100 MP): You are a vampire and the world will come to accept that. You are a domineering, powerful being, and you exude an aura that attracts those who are in need of owners, masters, or otherwise those to serve. You are irresistible to those who are naturally submissive, and such individuals find themselves remembering what it is like to be in your presence. They will naturally spend as much time as they can with you, delighted to be in your presence.

Presentation (200 MP): You know what's the difference between a lesser vampire and a master vampire? Well, it's actually mostly a matter of soul strength, but as a consequence of having a stronger soul than many of your peers you are naturally commanding, and when you desire to be noticed people will notice you. This is an overall boost to your charisma.

Master (400 MP): In some alternate universe where the equivalent of Persephone or some other vampire found you and turned you into a vampire without making you a Mulo, the transformation would have still occurred. And then some.

You are a master vampire, and your powers are great enough to affect other vampires, even ones like your pheromones, which will make you irresistible to vampires. Those who feed on you find that your fluids naturally increase their own submissive tendencies and they also boost the loyalty of your submissive pets to incredible degrees. Over time, with a small number of exposures, this effect wears off. That said if you have addictive fluids, or if you expose someone to your fluids enough times, the effects become permanent.

Additionally, the effect of attracting members of your own species works across your alt-forms. You'll always be able to attract mates of the same species as you, so long as such individuals exist for a given alt-form.

Politics (600 MP): One critical facet of being a lord is dealing with your subjects and other nobility and royalty. You are a political genius, able to adeptly swim in treacherous seas and navigate the ins and outs of politics with ease. You also have a sense for loyalty and can tell how to instill loyalty in your court.

Mulo Customization Section:

This is where you spend your **Heartblood Stipend**. How much Heartblood you have to spend depends on your origin. Thralls have 6, Aspirants have 9, and Lords have 12. This section allows you to customize some facets of your appearance, as well as allows you to decide which of the more classical vampiric abilities and powers you'll have in your Mulo form. You can also spend Mulo Points here, and the math is simple. 1 Heartblood equals 50 Mulo Points. Some facets of this section are required and will be marked as such. Prices default to 1 Heartblood unless stated otherwise.

As a special bonus, all of these powers and perks can apply to any vampire alt-form you have, if you wish. So things you buy here enhance all of your vampiric states of being, not just your Mulo form, unless you'd want them to only affect your Mulo form.

Body Type (+1 Heartblood/0 Heartblood/1 Heartblood) (Required): In order to gain 1 Heartblood you can spend elsewhere, you can have a scrawny body. If you don't want to gain or spend Heartblood you can have a Normal body. If you want to be muscular and strong looking, you can spend 1 Heartblood to gain a muscular body. This set of choices is purely cosmetic, your actual strength is not at all determined by the appearance you choose.

Equipment Size (+1 Heartblood/0 Heartblood/1 Heartblood/2 Heartblood) (Required): Ah, this is an odd one. For +1 Heartblood your equipment (penis if male, breasts if female), is average sized. For free, and by default, your equipment is large. For 1 Heartblood your stuff is huge. For 2 Heartblood your stuff is gigantic, and is only possible to use fully and live with due to the power of fiat. Still if you want gigantic breasts or a massive dick this is the way to get it.

Face (+1 Heartblood/0 Heartblood/1 Heartblood) (Required): To gain 1 Heartblood, you can have a monstrous face. This isn't actually UGLY but it's very distinctly inhuman. For free, and by default, you have a handsome face. If you spend 1 Heartblood, you can get a stunning face more handsome or beautiful than is possible for humanity.

Skin Color (+1 Heartblood/0 Heartblood/1 Heartblood) (Required): Decide your skin color. If you want a Heartblood to spend elsewhere, you can have pure white skin. If you want this option to be free you can have pale skin. If you opt to spend a Heartblood here, you have a

normal skin color that any healthy human can have (and yes, you can change your complexion with this but it'll only be in your Mulo form).

Eye Color (+1 Heartblood/0 Heartblood/1 Heartblood) (Required): You can, in exchange for getting one Heartblood to spend elsewhere, have red eyes (which can turn your eyes ENTIRELY red, and glow, depending on your emotional state). You can get or spend 0 Heartblood for white eyes. Or you could spend 1 Heartblood for normal colored eyes.

Wings (0 Heartblood/1 Heartblood) (Required): You either have wings, which costs 1 Heartblood, or you don't, which is free. If you have wings you can fly with them, and by default you can fly as fast as you can run with them (if you don't also have **Flight**). You can retract them at will, and can choose how big they are.

Cumpire Connoisseur (+1 Heartblood/0 Heartblood/1 Heartblood) (Required): This determines how nourishing your sexual fluids are. For -1 Heartblood (which grants you a Heartblood you can spend to buy something else in this section), your fluids nourish a vampire for a day. For 0 Heartblood your fluids nourish a vampire for two days. For 1 Heartblood your fluids nourish a vampire for 3 days.

Mesmerizing Gaze: By looking into someone's eyes you can give them brief commands that they will follow without question. These commands cannot be complex or permanent, so things like "Be my slave forever" are off the table, but stuff like "Go up to someone and say hello" is not. Additionally, those you proposition will not find it strange for you to proposition them, though this won't make them more likely to sleep with you.

Selective: You naturally induce lust in those around you that of the gender you're attracted to. They will often idly fantasize about sucking you off, if you catch them unaware. That said, such individuals may not always be people you find sexy. With this power you can change that, making it so that your pheromones only affect people you find sexy.

Lots' o cum: This one enhances the size of your organs that produce your fluids. In males that's your balls, in women it's your breasts. This also immunizes them to damage, and thus removes what would otherwise be a major vulnerability to you.

Double Dick: This is really **Double Equipment**. You can give yourself another set of breasts, or another vagina, as easily as you can give yourself a new dick. Any options that affect one set of equipment affects all of your equipment.

Wall Walking: You can walk or sit on walls and ceilings.

Enough to go around: Another pheromone tweaker, this makes it so that you can, at will, cause those who want you sexually to be willing to share you with other mates and lovers. This only works while people are in your presence, but takes a while to wear off. If you spend time around your lovers, it's much easier for you to have a harem with this power.

Always Fits: You can enchant your sexual organs so they always fit or can always stretch appropriately. This makes it so that you only cause your sexual partners to feel ecstasy when you're inside of them, even if you should actually be damaging or painfully stretching them rather than pleasuring them. Also works if your partner is inside of you. Have fun having sex with a giant! You can decide if this is a physical phenomenon that people can see or some sort of bizarre hammerspace thing.

Lust Aura: This differs somewhat from **Pheromones** because it is more general. Your pheromones are tweaked so that everyone's (sexual) inhibitions are lowered. You can toggle the intensity of this at will, making it so that it's low strength (which mostly just makes it easier to convince others to fuck you), or that it's so intense it might make you able to persuade others to suck you off in public. Others cannot detect this unless you wish for them to be able to do so.

Cumpire's Preferred Stake (1-3 Heartblood): You can induce orgasms in others at will, though the range and circumstances that need to be fulfilled before you can use this will depend on the Heartblood you invest in it. If you spend 1 Heartblood on this perk then your cock needs to be part way inside of them for this to work. If you spend 2 Heartblood on this you only need to touch them to do it. If you spend 3 Heartblood on it you can do it if you're nearby and can physically see them,

Super Strength: You are twice as strong as a perk human by default, but with this you become strong enough to easily bench press cars and can do other such impressive feats. Normally this would make you get hungry faster the more of your enhanced strength you exert, but you are a Jumper-Mulo and so that drawback won't affect you if you purchase the power here.

Super Speed: By default you have twice peak human speed, but this allows you to move fast enough that you're a blur in the eyes of mundane humans. You are also given incredible reflexes and grace. Unlike in canon, you don't get hungry quicker the more you use this speed.

Super Toughness: Mulo have a lower default physique than many vampires, even lower than Cumpire's default durability tends to be. About double that of a peak human. This option enhances your toughness further, allowing you to completely ignore mundane bullets (they bounce off of you).

Flight: You can fly! This lets you fly without wings, at a speed of about 50 MPH, but if you have wings AND this option you can fly at nearly sonic speeds in the atmosphere and somewhat faster outside of it, if you can survive outside of the atmosphere.

Shapeshifting: You can give yourself any human appearance possible, and can change into a bat, bat-man, wolf, wolf-man, or mist. You can also change the size of your equipment, but only up to the size you chose earlier in this document. You also can't make yourself more muscular than the body type you chose earlier, or grab a more expensive option for eyes, skin, face, or wings. Your shape changes last as long as you want them to.

Climate Proof: This perk allows you to adjust your new form to make yourself comfortable at any temperature.

Thrallmaker: You can make a pact with someone, anyone who isn't a vampire, and make them your thrall. This by itself doesn't innately compel obedience (but you can make them swear to obey you), and does bring them to peak condition and physique for their species. This'll also make them age half as fast past their prime and fucking you will restore them to their prime. Thralls you orgasm in/using will be energized for 66 hours, their abilities tripling for the duration and their healing fast enough to heal cuts in minutes. Having sex with a thrall energizes you, doubling all of your abilities for six hours.

Addictive Fluids: Your fluids are addictive. You can toggle this on or off at will, as well as dial up or dial down the intensity of the addictiveness. Beyond that, you can also add other effects to your fluids, such as letting them act like alcohol and thus getting those you orgasm inside of (or who otherwise take in your fluids) get drunk off of them, or some recreational drug.

Items:

General Items:

Castle (100 MP): This is a castle in a place and of an aesthetic you choose. It is staffed by a court of follower-NPCs who keep it clean and properly equipped. You can use this castle however you wish, and it will always be ready for you to come home with a spacious master bedroom and other amenities that are only for your use.

Thrall Items:

Collar (100 MP): You are someone's precious pet. This collar reflects that. At first, it is a blank thing, non-adorned and waiting for someone to come and claim you. When you've been claimed and accepted it, your collar shifts and automatically signals to people that you belong, in some sense, to someone. They will know that to attack, harm, or otherwise get in your way is to obstruct the goals of the person who has claimed you.

VIP (200 MP): You are a VIP at over half a dozen establishments, both in the exotic world and in the mundane world. People really like inviting you to such places, and you get preferential treatment in them to the point that your drinks are free. In future jumps this translates to getting preferential treatment in all sorts of high-class eateries and social scenes, with some even eager to hire you as a promoter.

Sugar Baby (400 MP): You really are a sugar baby, aren't you? Well that's one way of getting and harnessing power and influence. This item represents a network of sugar mommies or sugar daddies who seek to make sure that you are pampered and well taken care of. In every major region of this setting and future ones you go too you will find rich, influential individuals

who need a sugar baby and they'll find that you hit their exact, idealized strike zone. What a comfy arrangement!

Mulo of the Bedchamber (600 MP): This is funny, this is normally a court position you'd need to find someone to fill. This item lets you be the official lover and confidant of any single royal or local equivalent in a setting. With this you could do something like be Demeter's lover in this jump, if you wish. You are basically a court pet, but everyone knows to leave you be and that to try and hurt you would mean incurring the wrath of whoever's lover you are. This can be used in any future setting (barring something like an item-lockout drawback, of course) to grant you near instant access to any royal or similarly placed individual.

Aspirant Items:

Qualifications (100 MP): This item fiat-backs your qualifications for any career you're certified and experienced in. It allows you to practice as a doctor in a medieval jump you visit in the future if you have the qualifications here. This is primarily intended as a way to allow you to keep some semblance of your old life even in your new life, and also reflects how some vampires actually do manage to have a balanced double life.

Helpful Guide (200 MP): This item is… rather odd. By taking this you have an uncanny ability to find helpful guides in new places, people who'll make sure you don't get lost and have a place to stay somewhere safe in new parts of the world. This item is a trinket you can give such folks, which will help them in a pinch. When you give this to them you'll find a new one mere minutes later. It's an amorphous thing, and its form is never solidified until you give it to a helpful guide. You're only as alone as you feel.

Those In Need (400 MP): Becoming a vampire can help and indeed even save a lot of people. Sometime after you've adjusted to your new state and gotten your sea legs, so to speak. You'll get this list. This is a list of people who'd be helped if they were made into vampires. This can be people who are sick, people who are in desperate need of something like justice, and other such folks. If you convert them into vampires they'll adjust to it well enough and they'll be grateful to you, eagerly soaking up your teachings while handling their problems themselves.

Club (600 MP): Somehow the club-owning vampire feels a bit cliched. Still, this is a popular idea for a reason. You now own a popular nightclub chain with locations across the world (both the mundane and supernatural halves of it). This place attracts vampire clientele who see it as a neutral location and respect each other here, at least until everyone leaves and walks a block or so away. In future jumps this club attracts nocturnal folk and supernatural people (if any such people exist in-setting), who also agree to an unspoken truce. This nets you modest influence among other vampires and supernaturals, and is decently profitable.

Lord Items:

Collars (100 MP): You are a good and proper lord. As such you either have or will get a small menagerie of pets. These pets can be ACTUAL pets, or submissive lovers, and either way this set of collars is perfect for them. These collars instinctively let people who see them on your pets know who your pets belong to, and they'll even know how to contact you. If your pets are not yours in heart then the collars lose their effectiveness, but so long as your pets identify as yours, these collars will work. No more putting up lost dog signs for you!

Retreat (200 MP): Ah, so you're the owner of this popular Exotic tourist spot. That's nice. This item is the deed to a wealthy hotel and retreat located in a much-visited part of Exotic/Supernatural Earth. You'll get a lot of wealth and influence from this, especially if you use it as a way to call to more exotic beings and various factions throughout the Exotic world.

Spellbook (400 MP): Oh? This is interesting. This grimoire is an introductory text to some darker schools of wizardry, which is the art of casting spells. This text allows you to learn how to do basic spellcraft and also slowly and subtly grows in power as you advance throughout your chain.

Cult (600 MP): This is… certainly something. It seems that a group of popular social media influencers of your preferred gender have somehow learned of you and they are *Smitten*. They form the beginnings of something resembling a cult to you, eager to be ravished and fed upon as well as learn more about you and about the exotic world beyond The Veil. The number of individuals here is quite small, at least initially, but they are all influential in their own rights, making a living as social media influencers and minor celebrities and they are more than happy to fly out to you if you want them to. They'd do anything to be turned into vampires, and would even do a lot just to be made into your thralls. In future jumps you can choose whether or not you get similar, aesthetically, people in your cult (and can even opt for them to be reincarnated versions of old cultists), who have similarly influential but nebulous jobs, and who are just as adoring and devoted to you. If you have the Collars item you can choose for them to have their own collars already.

Companions & Followers

Import (50 MP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 MP to spend themselves on perks, and items. Companions cannot take drawbacks.

Court Packing (Free/50 MP): You have a "court" of your own. This is a political body that you govern. This is separate from Persephone's court, of which you are co-ruler and a valued member, at least so long as you opt to be.

Your court has a number of roles that need to be filled. Each time you select one of the Retainers from the Retainer section of the source material, you can gain them as followers for free. There are eight roles that need to be filled, and if you wish these roles can be filled by generic individuals. Alternatively you can make contact with a named character from one of the

other transformation CYOAs (Endymion, Grigori, Incubus, Oberon, Zaar) to gain as a retainer in your court, but doing so costs 50 MP.

Seneschal: Retainer in charge of your household, regardless of the form it takes. This person oversees maids and handles purchasing and spending. You will always have some income coming in, in the form of tribute paid by vampires in your court and in the court of Persephone.

Lady of the Bedchamber: This retainer is your most intimate confidant, attending you at all times, and joining in on any sex you have (unless you'd not want her to).

Constable: This is your security and defense retainer, overseeing both your protection and the protection of your household.

Cupbearer: This is an outdated term for your personal bodyguard. This position is considered less necessary than most, since on the supernatural side of the veil vampires have equal rights as other supernaturals and vampire hunters are loathed by many supernaturals, but this position indicates great trust and it's seen as a matter of traditionalism for a vampire noble to have one.

Herald: This person is your announcer, messenger, and proclaimer, and is a position well suited for those who like the spotlight. It's a coveted position among influencers and ambitious sorts in vampire courts.

Grand Panetier: Retainer responsible for making sure that you are always as fed as you want to be, which in your very specific case means that this person is supposed to make sure there's always people who are DTF in your household.

Steward: This retainer is an ambassador to other vampire courts and non-vampire factions curious to meet and work with the Queen's Consort. It's best to make sure this person is a like-minded, trustworthy ally.

Jester: The entertainment. Despite the implications of this term given the overall tone here, this person is just expected to be an entertainer. That can be as sexual or non-sexual as you desire.

New Friends (50 MP if non-ascendant, 200 MP if they are the protagonist of another powerful CYOA 300 MP if ascendant): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 MP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 MP, or if they are an ascendant you need to pay 300 MP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario.You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Reconciliation:

As the Mulo you have been thrust into a weird place of real influence literally overnight. People from supernatural organizations across the planet, and even from other worlds, are mildly intrigued by your sudden appearance and the trust and fondness Persephone, herself a very powerful member of her kind of vampire, seems to feel towards you. Eventually, representatives of the *Solstice* movement (a group of fair folk who wish for real and permanent peace to emerge between the Summer and Winter Courts) approach your court, and one of their messengers has a bit of a personal request for you.

This individual, identifying herself as a Baldra, a female fair folk of incredible beauty and sexual prowess, asks you to reconcile Mab and Persephone. If you accept this request, how you do it is up to you. There are many different pathways to peace, and even just getting them to go to therapy can do much of the heavy lifting if you have enough time in this jump. Mab and Persephone love each other but their philosophies make it challenging for them to fully accept each other. If they come to accept each other they will reconcile and you will complete this scenario.

Reward:
The Baldra, overcome with joy at the thought of the reconciliation, eagerly celebrates with you. Mab, Persephone, the Baldra, and both Persephone's and your Court, all follow you on your chain if you want them to, and you gain a perk known as **Reconciliation** which helps your efforts to reconcile different people, factions, and even whole countries or planets (though it gets weaker the larger the scale you are working on).

Rebellion

Partway through your stay in this setting, one of Persephone's self-styled suitors fumes with rage and decides to do something almost unheard of. He moves in open rebellion against Persephone. This figure is one of the more influential vampire dukes who lives on Veiled Earth,

and hires extraplanetary mercenaries, which makes his forces decently powerful. That said, most vampires like the efforts of Persephone and reveal themselves to be surprisingly loyal, resisting indirect efforts to be courted to the side of the duke. You learn of several influential figures who have been besieged by the Duke's forces, including Nefertiri, Dr. Agatha, and even Countess Mina, which shows how powerful the duke is. You have to rescue a few of the vampires, while those loyal to Persephone attack the duke directly. When you rescue the vampires, you all join up with Persephone and take part in the final confrontation with the duke. If you defeat him, you win.

Reward:
You get to take the Duke's territory, including several fully staffed courts, his holdings, and you can ask the vampires you saved to join you on your chain for free. One interesting thing that he had in his back pocket was an unusually skilled member of the Order of Van Helsing, an all-female vampire huntress group. This person has been pacified, and your companions wonder what to do with her. Persephone eventually tells you that the Order is made up primarily of weird women who have repressed sexual urges for vampires. When the huntress wakes up, and sees you, you can sense that the queen's words ring true. You could gain a powerful, loyal servant by converting her into a vampire…

Drawbacks:

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 SP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.
Vulnerabilities (Varies): This is a set of vulnerabilities to vampiric weaknesses. Ones like the Sun/sunlight (in the day) are worth more points (400 MP to be exact), while others like garlic are worth 50 MP. Religious iconography, and places of faith are worth 200 MP, mirrors are worth 100 MP.
Embarrassing (Varies): This is a set of drawbacks from the actual CYOA, Swelling, Growing, Always Hard, and Preferred Hole. These drawbacks are mostly minor inconveniences, but **Swelling** is a bit rougher than that, so it's worth 200 MP, while Preferred Hole, Always Hard, and Grower are worth 100 MP each (and Always Hard & Grower are mutually exclusive).
Stereotypes (100 MP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.
Not Nourishing (100 MP): You do feed vampires… about half as much as you should. This is an odd drawback, but this ONLY affects how much your fluids nourish vampires so while it's weird it's not enough to be super dangerous.

Remote Reaches (200 MP): Somehow, things like teleportation magic just do not work with you. If you're gonna travel the world you have to do it the old-fashioned way.
Real Politics (200 MP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.
*The protagonist of any given CYOA.
D**ramatic Bastard (400 MP):** Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.
Sly Snake (400 MP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.
Age Of Myth (400 MP (Earthly tier) 600 MP (Exciting tier) or 800 MP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken. If you take the first, merely exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.
If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Oberon, Zaar, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.
They Know You (600 MP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.
Vampire Hunters (600 MP): The Order of Van Helsing is empowered, and becomes both a threat to normal vampires wandering the world, and also a nuisance to organized vampire courts. Their assassins gain enough skills, speed, and strength to actually win in battles against even decently powerful vampires, and you begin to hear a name whispered by vampire hunters: **Bel Monte** (this drawback can be resolved if you take the Rebellion scenario and win).

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a friendly vampire, or something… darker?
Stay Here:
Take another 500 MP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an influential Mulo, might be able to garner some decent levels of influence in vampiric courts. Who knows?
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the suave and sexiness of a vampire influencer

Notes & Mini-Changelog

-This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the same major region as A Human Of Earth & A King On Mars. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.
-I somewhat empowered the Mulo, just a touch, compared to its default form in the base CYOA. The ability of the Mulo's fluids to nourish non-vampires is new and makes them a BIT more like Oberons, another transformation I intend to do a jump for, but also universalizes one of the more fun gimmicks of this CYOA which is good for stuff like jumps and jumpchains.
-This reflects the structure of the smaller-scale NSFW transformation CYOAs of Troy's that I'd like to convert into jumps in the future. I want to do jumps for Incubus, Endymion, Zaar, Grigori, and Oberon, eventually and I'm hoping to give each of the "Modes" in them a distinct set of perks, items, and stipends for the customization sections of their respective CYOAs. I don't know the order I plan to do this in, tbh.
-I made addictive fluids a perk. I get why it's a drawback in the original, but I've always thought it was handy and very few of my Mulo characters have ever not had it.
-The thrall origin becoming a sort of sub/sugar baby origin is very funny to me. It feels like it kind of makes sense, since when people think of subs and sugar babies they think of people who at a glance lack power but are actually the ones in charge in a lot of ways (at least if the relationships in question are healthy). I wanted to give someone a reason to select that origin, and I think that's one way of doing it. The Aspirant origin is a bit misleading since it's actually more about healthily adjusting to radically changing circumstances and understanding those around you. The Lord origin is what it sounds like, its power.
-Version 0.1 of this was started on October 9th, 2024. This version was shared to my W.I.P. subfolder.

-Version 0.3 of this was achieved on October 9th, 2024. This version has a few perks, the base Mulo physiology written out, and the Thrall origin's perk tree completely written out. This was shared to the appropriate spaces for early viewing & initial comments.
-Version 0.5 of this was written on October 9th, 2024. This version has all perks and powers written out, and awaits items, drawbacks, companion options, and scenarios.
-Version 1.0 was shared on October 9th, 2024. This makes this jump a decently rare example of an origin-ed jump done by me in less than 2024 hours. Neat.