





Generic Werebeast

Moonmad beasts in the shape of a man, men that channel the strength of beasts to empower themselves, nature spirits that have infected a man as a curse or boon, an infectious disease that bridges the gap between animal and man, a witch's hex to transform a man into something more animal… all of these and more are the source of the creatures known as werebeasts. From the iconic werewolf to the lesser-known and ever-elusive wereshark, the werebeasts are shapeshifters that take on the traits and characteristics of an animal, gaining the strength and instincts of that animal while retaining some of their human traits, if not the humanity itself.

Regardless of what sort you may be, you are one of these creatures and will spend your next ten years learning to be one. What that means for you, and what that means for anyone else, is entirely for you to discover. To aid you in your journey, take these;

+1000cp

You'll need them. Good luck, Jumper.

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have werebeasts in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting, so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Moon Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Moon Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Animal Side (Free): Pick a single animal that is at least ant-sized and isn't a single-celled organism. This is your animal side. Several perks below will reference your animal side, and you will use what you have chosen here to determine what those perks offer. If you forgo this perk, you gain an additional Moon Token, however, without this perk, several perks below become harder to use.

Beast Mode (Free): You can, at will, transform into a purely mundane example of your animal side. Its physical condition is similar to your own, any injuries or conditions you have will carry over to this animal form, including lost limbs, illnesses, and roughly how in shape you are. If you are a particularly fat individual, your animal form will be similarly fat for its species. This is an alternate form. If you forgo this perk, you gain an additional Moon Token, however, without this perk, several perks below will become harder to use.

Hybrid Form (Free): You can, at will, transform into a hybrid of your base form and your animal form, effectively turning yourself into a humanoid version of your animal form. This enhances the physical abilities and senses with the capabilities of your Animal Side, as well as granting you access to the natural weapons of your Animal Side. This is an alternate form. If you forgo this perk, you gain an additional Moon Token, however, without this perk, several perks below will become harder to use.

Turning (Free): Werebeasts aren't usually born, they are made, converted from another species, transformed by another werebeast. You have the ability to spread your nature as a werebeast to another individual, transforming them into the same sort of werebeast as you. You have complete control over when this happens, though werebeasts you create through this ability may not, depending on the type of werebeast.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years' worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years' worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter, on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years' worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Lion-Hearted (100cp): Courage is not the absence of fear, but the ability to push through that fear. You are not negatively affected by fear, retaining the caution and benefits of it, but never freezing up because of it. This also gives you an incredible resistance to mental influences of all sorts.

Fitness (100cp): You have the physique of a trained athlete, a well-rounded one at that. Though not particularly specialized in any one area of physical prowess, you have a physique easily adapted to any physical pursuit you may desire over time. This also reflects some of the physical capabilities of your animal side, a werewolf can run faster, while a werebear may have greater strength.

Observant (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people are hiding something from you. This also improves your senses a bit, especially with those your animal side possesses.

Iron Stomach (100cp): Werebeasts often possess heightened senses, and the first time they use them can be overwhelming. Thankfully for you, you are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that you may encounter. Your senses cannot be overwhelmed by extraneous stimuli in any form, and your ability to feel disgust from these sensations can be suppressed as will. This ensures that you will not feel sick from anything your senses perceive.

Community (100cp): Werebeasts are a varied lot, but the most common, the werewolf, are pack animals, just like humans themselves. Besides knowing how to cook flavorful foods and brew drinks, you have the ability to build up a fine atmosphere that eases the mental and spiritual burdens on those who experience it. Additionally, groups you are a part of, on the large or small scale, build trust, camaraderie, and teamwork better than most. Even those who normally clash will find themselves becoming closer to friendly rivals than bitter enemies. These effects will linger even after you leave, if you do so.

Alertness (100cp): Werebeasts, despite being seen as hunters, are often subject to being hunted themselves by individuals who see them as monsters. As such, you are constantly, passively, on alert for any sign of danger, your senses processing information far more efficiently in the background while your conscious mind is unaffected and free from distraction. The better your senses and active observation abilities, the better this passive ability becomes.

Animal Friend (100cp): You have a special connection with animals. You can make any animal understand your intentions for them and read them in turn, allowing for a form of simplistic communication. Additionally, animals are generally less aggressive and more tolerant of your presence compared to how they interact with other people. Additionally, you find it easier to tame and domesticate animals. This can affect any creature of animal intelligence. This is particularly pronounced with the animal you chose for your Animal Side and closely related animals.

Nature's Call (100cp): You have been trained extensively in wilderness survival, knowing how to hunt, find water, build shelters, identify edible plants from poisonous ones, create primitive tools, navigate the lands in a variety of ways, predict the weather, and similar skills. You could easily live off the land for years based solely on these skills. You are also immune to the negative effects of isolation, social or otherwise.

Daunting Presence (100cp): You cut an intimidating figure when you want to, able to use a combination of body language, subharmonics in your voice, careful word choice, and killing intent to intimidate those around you, and you do so instinctively and selectively when you want to. This can range from a subtle unnerving to causing someone to pass out from fear, as their consciousness simply can’t handle the fear you inflict.

Grounded (100cp): You always seem to remain a very down-to-earth and well-adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you would think of it even when stressed.

Animal Soul (100cp): You possess an animal soul as well as a human soul, something that has provided significant protection against any attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect. This also makes you resistant to corruption from outside forces.

Youthful Vigor (100cp): Werebeasts are known to be surprisingly long-lived, enduring the years far better than others do. You age incredibly slowly, and what age does accumulate is graceful. Moreover, you maintain the energy of youth and don't become so set in your ways like those who are old do. In fact, you seem to take the best parts of every age you could have and maintain them throughout your life. This renders you effectively ageless. You can choose if you look young or old, and can change this each jump.

Bestial Instinct (100cp): Werebeasts are highly in tune with the nature of animals, the predator and prey, the way to simply survive. You have an innate animal instinct that allows you to, at will, overcome any aversion to violence you may have and provides you with a degree of natural skill in combat. This also gives you an understanding of the instinctive reactions of your prey or predator, any creature you fight or hunt will provide you with a great deal of insight into how to improve against them in the future, and quite rapidly at that.

Tooth & Nail (100cp): Most werebeasts possess fangs and claws or other natural weapons in their transformed state(s), and some can access them even when untransformed. You have limited control over your dentition and fingernails as well as their supporting structures, allowing you to weaponize them easily. Transform your fingernails into razor-sharp claws for battle or blunted caps on your fingers to protect them while digging or climbing, convert your teeth into needle-like fangs, or stretch your jaw to get an easier bite.

Size Up (100cp): Some werebeasts have an animal side that is significantly larger or smaller than their base form. Well, now whenever you transform, you can choose to adjust your size anywhere between your base form and your other form's size. Be a man-sized ant or an ant-sized hybrid, should that be what you wish. You can do this with any of your alternate forms, not just your animal side. You can partially ignore issues this would normally cause, such as an ant not being able to sustain itself at a human scale.

Territory Awareness (100cp): Werebeasts are naturally attuned to the wilds and nature in general, giving them a great sense for it. The longer you live in an area, the more you come to know the area, even if you never leave the bounds of your village. This will stretch farther the longer you live in an area, though it will slow the farther away you get. Moreover, you gain a general sense of the health of the wilderness you've come to know.

Fast Healing (100cp): It is a well-known fact that werebeasts heal quickly, and now, so do you, roughly five times faster than the average person, in fact. This applies to wounds, illness, and even poisonings to the point that you can survive most of them easily. This is not regeneration, losing a limb will still see that limb gone, no matter how long you let it heal. However, if your Animal Side has natural regeneration, such as most salamanders or a starfish, this will allow you to regenerate, even in your base form.

Natural Fighter (100cp): Many animals are capable fighters, having natural defenses and weapons that make them dangerous to the average human. Your nature as a werebeast has honed your combat instincts to a great degree, making you a natural fighter. While this does not give you a honed style in any fashion, it does ensure that your instincts in battle are exceptional and won't let you down.

Form Mastery (100cp): Werebeasts change form, it is a natural part of what they are, and it'd be embarrassing to have to stumble around on four legs just because you aren't used to it. You can instinctively use any and all capabilities of any form you change into, having no trouble moving or utilizing your abilities in these forms despite how new they may be. This does not give you training on how best to utilize them, merely giving you the means to do so without stumbling or accidentally doing something you don't want to.

Savagery (100cp): You have a deep wellspring of bloodthirst that you can tap into at any point, sharpening your killer instincts and making every attack you make more lethal, even if nothing else changes. This simply makes every attack you land more severe, more dangerous and deadly, more painful, and otherwise more likely to allow you to land a killing blow. You can turn this effect off if you wish to.

Pack Tactics (100cp): Beyond simple teamwork is the point where you and your tamed creatures just seem to flow naturally around each other to better emphasize each other's skills and abilities without getting in each other's way. This comes with a sort of proprioception that extends between your allies and yourself, allowing you to sense each other in the same way you'd sense your own body, as well as getting a read on each other's intentions, making it incredibly easy to read each other.

Pain Tolerance (100cp): Some werebeast transformations are extremely painful, something that dulls all other pains they experience afterwards as they become used to the pain of the change. You have an incredibly high pain tolerance and can ignore lesser pains as if they weren't even there, though pains that signify actual injury will be more noticeable. Moreover, you are highly resistant to shock caused by traumatic injury.

Animal Magnetism (100cp): There is something about werebeasts, even in their human form, that draws people in and makes them more receptive to their advances. You have a sort of charm that attracts people to you, not changing your appearance but giving you an attractive quality, especially to those whom you find attractive yourself. You can also tell when others are attracted to you and what sort of attraction it is (curiosity vs. romantic, for example).

Beast Within (100cp): You have the ability to personify your animal side, giving it the capacity to think and speak to you as well as allowing it to focus on things in the background of your mind. It is just as intelligent as you and loyal, but is more in tune with its instincts and animal nature. When you transform, you can merge with this personification to enhance your connection to your animal side and make your transformation just a bit stronger, though your instincts are a bit stronger in both positive and negative ways. You can learn to suppress those instincts.

Stink of Fear (100cp): This is a bit of an unusual ability, but it is one that is well known for more bestial beings to possess. One or more of your non-visual senses is tuned to be able to tell the emotional state of those around you, allowing you to outright smell the fear (or any other emotion) someone is feeling. This can be used to give you insights into the mindsets of the people you interact with.

Heightened Instincts (100cp): Animals are more in tune with their instincts than most, and werebeasts are in tune with their animalistic side more readily than most. You often get 'gut feelings' that prove surprisingly accurate, warning of something being wrong, drawing you to search specific locations, giving you inspiration to try something new that may work better, and many similar situations. This also works on others, giving you a good read on the people you encounter and what they may want with or out of you.

Spirit Awareness (100cp): While rare, some werebeasts are known to hold a connection to the more spiritual side of their animalistic nature. You can perceive ethereal and spiritual entities as if they were physical beings, and can even physically interact with them if you focus on doing so, with training reducing the level of focus necessary.

Used to Change (100cp): With how often a werebeast shifts throughout their life, they are quick to get used to the process. Any and all transformations you perform on yourself are incredibly fast, put no strain or stress on you (be it physical, mental, or spiritual), are completely under your control, and can never be forced or suppressed unless you allow it to be.

Primal Fury (100cp): Berserkers. Derived from a word meaning bear skin, warriors said to 'wear' the skin of a bear to channel their spirit in battle. You now have a similar ability. You have a reserve of strength you can draw on at will, improving your physical capabilities, resistance to mental tampering of any form, heightened focus, and giving you a much greater resistance to pain. This is both physically and mentally tiring to maintain for extended periods and will falter if you don't focus or keep your blood pumping through combat or injury.

While not necessarily rage, this does have a few downsides, namely, the pain tolerance and focus render you less likely to defend yourself properly, not recognizing the danger as much as you should, and you may tunnel vision on a particular target or goal while using this ability. These can be overcome with training, however.

Predatory Insight (200cp): You have the ability to, through simple observation, pick up on the behaviors, habits, and patterns any creature follows, picking up on their strengths, weaknesses, environmental niche, and their reactions to various situations. These are internalized, and you will recognize the patterns in other creatures to adapt and integrate more of these creatures you encounter and observe. This is significantly faster if you interact with the creature in question, but it is less effective against more intelligent creatures, as they can adapt to you in turn.

My Strength Is My Own (200cp): You are who you are, and nothing can take that from you. Your abilities, whether supernatural in nature or base capabilities, cannot be suppressed, negated, stolen, or otherwise taken from you in any way unless you allow them to be. Additionally, your powers, genetic abilities, and unique traits or characteristics cannot be recreated by those who lack them unless you directly allow them. This means that attempts to clone or genetically imbue someone with your abilities will fail unless you allow them directly.

Howl at the Moon (200cp): When you desire it, your voice is both exceptionally loud and carries well, allowing it to be heard across an entire battlefield. This is, however, a small benefit compared to what else you can accomplish. You can also unleash a war cry that psychs you up, temporarily improves your morale, gives you a second wind, and improves your focus. The war cry has diminishing returns the more often you use it, but will reach full strength if you give it time between uses. You are also good at giving motivating speeches.

Danger Sense (200cp): In moments of extreme stress or when their life is threatened, the perception of time can dilate, giving one time to see what is to come, even if they can't do anything about it. Your animal instincts combine with this to hone it into a potent danger sense. Whenever something that puts your life in danger approaches, even if you are otherwise unaware of it, your perception of time slows for a few moments of real time, your senses become hypersensitive, and your reflexes are enhanced, but only for a few moments. Use it well.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent.

Animal Bond (200cp): A capability that some werebeasts possess, the ability to communicate with and befriend animals of all sorts, and even command them to some degree. You possess this ability as well, able to actually speak with various animals as if they were of human-level intelligence, though you may need to learn the individual idiosyncrasies of each species to get a proper feel for how to deal with them. This is especially effective for animals that you hold a close, personal bond with, such as a pet or mount.

If you also possess Animal Friend, then closely bonded animals seem to take on some of the traits of your animal side, boosting their capabilities to match those of your transformed state to a degree, in addition to the boosted intelligence.

Mountainous (200cp): You know how to leverage any and all physical characteristics you possess to your advantage while mitigating the downsides that others may seek to exploit. This even extends to your equipment, to a degree, allowing the use of heavy and unwieldy forms with a high degree of proficiency, using what would normally be downsides to your advantage. This makes it easier to leverage non-physical characteristics in the same way, though that requires practice.

Pack Leader (200cp): You are an incredibly skilled leader, able to quickly and easily earn the respect of others as well as having a sense for your people, their moods, and their desires, helping you to guide them more efficiently without making too big a misstep or losing their respect. This also makes it so your actions are looked at in a more positive light by those you are leading, though truly atrocious acts will be viewed as such regardless of this perk. Additionally, when you teach someone, the lessons stick far more easily, and you can adapt to your particular students, though in larger numbers, this becomes more difficult and less effective.

A Simple Soul (200cp): Your animal side has given you a sort of simple, easy perspective that makes it easier for you to adapt and understand the world around you for what it really is. This allows you to see and comprehend reality for what it really is, even allowing you to view eldritch entities that would cause madness with the same ease as looking at a simple stone. Moreover, you find that illusions, hallucinations, and other means of altering your perception of reality are easily recognized and pierced, while retaining the ability to view them if you wish to see them for some reason, perhaps entertainment? This does not mean you are unintelligent or can't understand complex concepts, having no impact on your actual thoughts.

Partial Transformation (200cp): Rather than an all-or-nothing ability, your transformations are on a moving slider between two extremes and can be localized to specific parts of your body. This could allow you to, for example, manifest wolf ears to heighten your sense of hearing without going full animal or even half-and-half. You can even tone down the physical effects further to just give your normal, human ears points if you'd prefer, though this would be less effective than actual wolf ears. You can scale your transformations from anywhere between your base form and your fully transformed state. This applies to all transformations you may possess.

Bestial Armory (200cp): Well, this is unusual. Like a certain knight turned werewolf, you have the ability to manifest a power, curse, or ability that involves a transformation as a piece or set of equipment, carrying much of the power of whatever was used to create it, condensed into that piece of equipment. Maybe your ability to become a weretiger becomes armor that has a distinctly tiger-like motif and enhances your speed and strength the same as it would if you had transformed, but also provides you with protection in its own right. You can also channel this effect into existing equipment, augmenting it instead of manifesting simpler equipment. You can use this on others to allow them to do the same, turning their transformations and curses into equipment.

Well-Equipped Monster (200cp): You have a sort of 'equipment inventory' that you can access and slot pieces of equipment into. This can grant you a full complement of equipment you could normally wear or equip yourself with, which do not reflect on your form unless you want them to. The equipment in this inventory augments your physical capabilities without you having to actively wield or wear them. If they do reflect on your form, then they are adapted to your biology and allow you to utilize that equipment regardless of the original form of those pieces of equipment. Given some experimentation, you may be able to discover new ways to utilize this 'equipment inventory' or open up new slots. For example, if you were to have a dinosaur form, you may be able to slot in fossils of that dinosaur to give your dinosaur form a boost.

Know Thy Body (200cp): You have near-total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as temporarily condensing your musculature, controlling your hair as if it were an extra set of limbs, kicking your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never actually needing to use a restroom unless you want to do so for whatever reason.

Unconditional Change (200cp): The moon is often associated with the transformation of a werebeast, usually as the control of when, but one night out of every month is rather limited, isn't it? You can utilize any transformation that normally has a conditional trigger at will, having no need to meet that condition at all, and can simply change with an act of will. This also allows you to undo or resist any and all unwanted transformations at any time, such as being petrified by a gorgon's gaze or being cursed into a monstrous new form.

Family Matters (200cp): Those you sire, whether via turning or from more traditional means (conceiving a child), are compelled to follow your commands. This is not like vampiric hypnosis and is more akin to a geas or curse of obedience, rendering them unable to go against you. You can choose exactly how strong this effect is at any given moment, a light hand may allow you to build a loyal following, while a heavy hand would give you greater control, though it may cause resentment in those you compel.

Self-Determination (200cp): Attempts to predict or plan around anything you are involved in just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. This will extend loosely to your allies so long as they are working with you. Your own predictions and plans are not affected by this, and you can choose to negate the effects of this selectively if you wish. With effort, you may begin to sense when someone is attempting to predict you and can influence the results of these predictions with information you desire, giving them false or misleading information rather than merely clouding or obscuring the results entirely. Additionally, you are immune to fate and luck manipulation.

Regeneration (200cp): A common thing for any werebeast to have is regeneration. And now you do, too. Your body will heal with supernatural ease, needing no resources from your body beyond the supernatural power you possess for your transformation, accelerating your rate of healing, which compounds with the Fast Healing perk, and making it so your healing is perfect and complete, so long as you can survive the injury in the first place. This also gives you resistance to shock from traumatic injury.

Skin Changer (200cp): Not all werebeasts are that way through circumstance, some are by choice, by their own efforts and capabilities. You've obtained the ability to craft a totemic fetish from the remains of a beast or a willing spirit, trapping a bit of its essence within the fetish. By tapping into the essence within the fetish, you can transform yourself into the beast the fetish was made from. This form is you as that beast, so if you possess an identifying scar or are missing a limb and have a prosthetic, so will this beast form. With time and training, you may be able to instead enter a hybrid form when you tap into the essence and draw on multiple essences at once, or even reshape yourself within the bounds of the essence you took up. You count as a fetish with the essence of any alternate form you have the ability to take on, allowing you to blend your alternate forms, so long as you learn how to do so.

If you also possess the Animal Friend and Animal Bond perks, you can merge with an existing, willing animal as if they were one of these totems, giving you their specific strengths and capabilities as well as fortifying your mind and granting you their experience and knowledge. Such a merging is bolstered by the trust and synchronization of the two involved, making it so the stronger your bond with the other animal, the stronger this merged form becomes.

Receptive (200cp): Any procedure or process you undergo that has even the remotest chance of beneficially enhancing you in some way will succeed, and with far fewer negatives, no matter how remote the possibility may be. They will simply not harm you or lead to death, as the chance of success becomes a guarantee of success. At the very worst, they will simply fail to do anything. This would let you swallow an energy field bigger than your head and, if even the slightest possibility existed of you succeeding, survive and benefit from it.

Primal Magic (200cp): With your nature as a werebeast tying you to the natural world, it stands to reason that some would cultivate that connection to access the magics of the world itself. This perk grants you the basics on how to use a particular school of magic, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Curse Magic:* Werebeasts are often associated with curses, whether their transformation comes from a curse or not, and many study it in order to try to break it. Curses are prolonged effects that hinder, harm, torment, or otherwise apply pressure on the subject of the curse and can have a wide variety of effects. Debuffs, trap spells, wards, and draining magics fall under the category of curses. Basic curses will last minutes to hours, but the more involved and expansive the preparation, the longer the curses will generally last, with some even being permanent. It is possible to use a curse in tandem with another spell that offers a benefit to enhance that spell, but also inflicts the curse on the one affected. Curses can also be anchored to an area or object fairly easily.
- *Terramancy:* Animals are often associated with earth in some manner, and this extends to the magics that a werebeast may access. At its basest, most simplistic application, this magic is about the manipulation, control, and shaping of soil, clay, sand, stone, and metal. While this, on its own, will provide significant benefits, it also covers the ability to sense earthen materials, to charge crystals with power for later, and similar such magics. With enough practice, you may even go beyond simple terramancy to include the more conceptual nature of earth and what it can accomplish, though this could take decades. Other forms of elemental magic fit into this tier.
- *Blood Magic:* This magic is more of a shortcut for more complicated spells. This magic specialization is a painful but potent one. By drawing blood and infusing it with your will, you can cast magic without needing to know the formula (or to ease the casting if you do know the formula) for a spell, simply casting it through intent with your blood as a medium. This uses the blood as a tool for the spell, so certain spells may be beyond your ability, but this magic is quite potent, as well as scaling off the quality and potency of your blood. It is possible to use the blood of others, but it is not as receptive to your will and intent as your own blood would be.
- *Blue Magic (100cp):* Also called mimicry or, derogatively, ape magic, blue magic is a distinctly combat-oriented magic, taking in the innate magic of a beast or creature that strikes the user to mimic some of their innate magical abilities. These individuals require high vitality and resistance to magic in order to survive, but if they do, they can pick up a wide array of skills from both their enemies and their own summons, learning to manifest the abilities of creatures they combat and encounter. There is also a simple workaround that has earned the blue mages the alternative name of gourmand, where they cook and consume monster parts to learn the magics of those creatures, but this requires additional training, as the cooking techniques are just as integral as the monster the parts came from.

- *Celestial Alignment (100cp):* With a strong connection to the moon, many a werebeast will look towards the heavens for their magic. By default, this grants access to lunar magic, which grants access to shadow manipulation, divinations, moonfire, healing, and gravity-based abilities. However, with extensive practice, other celestial bodies or constellations may be connected to, offering their own boons and magical capabilities, such as Mars opening you to war magics. However, you can only connect to a single celestial body at any given time, meaning you can only access so much at any given point in time.

Survival of the Fittest (300cp): While more commonly associated with vampires, werebeasts are exceptionally long lived from sheer health and their innate connection to nature. You are ageless, highly resistant to diseases and poisons, and are immune to any effect that would simply snuff out your life. Damage causing death is not resisted through this effect, but a spell that simply ends your life or cuts the tether between body and soul to end you would have no effect. Even conceptual effects to erase your very existence don't work on you. Finally, you possess a potent life force that allows you to survive for extended periods even without major organs or extreme damage and even works on non-physical damage.

Mythic Beast (300cp): When choosing your Animal Side, you may instead select a mythological or supernatural creature in place of a mundane animal, such as a unicorn or a dragon. Besides greatly bolstering the power of your werebeast transformations, this also unlocks some of the powers and capabilities of the creature chosen, such as the healing capabilities of a unicorn's horn or the fiery breath of a dragon, using the previous examples. This can be used for any creature from any jump you have ever been to.

Alternatively, you can choose to enhance your werebeast transformation to take on some measure of supernatural and/or spiritual elements of a mundane animal, such as a raven's association with magic and death, granting you access to necromantic powers, or simply supercharge the normal capabilities of the animal massively.

Alpha (300cp): The term alpha has a different meaning from what many believe due to shoddy research in the past, and this is reflected in the alphas of the werebeasts as well. Werebeast alphas are the elders, the parents, and more experienced members of the community. Not the strongest of them, but the wisest. Your awareness and perception of the world are unclouded by bias or preconceived notions, able to pick up on patterns both large and small to glean truths and understandings that would mystify others in even the most academic of circles in civilized lands. Your wisdom is an insight that makes you the match for any genius using far simpler tools and ideas to accomplish equally impressive feats. You can even make leaps in understanding by connecting seemingly inconsequential or disconnected things together that open up entirely new possibilities. Wisdom also earns respect, when you offer advice or guidance, it is regarded with that same respect. Additionally, this makes you supremely aware of your own mental state, helping you to recognize influences and possibly trace them to their origins.

Cursed Blessing (300cp): The curse of the werewolf is a common thing in media, a curse that drives men mad under the full moon, and yet, time and time again, there are those who learn to control and harness this curse, turning from ravenous beast to powerful warrior, or even hero. When you are subjected to a curse or similar effect, you can nudge at it, influence it, twist it into something useful, turning any curse placed on you into another tool in your belt, learning to control it.

Additionally, you will maintain yourself regardless of the form or power used against you. Petrified by a gorgon? Your mind will remain intact to allow you to affect the curse. Burned with eternal flames? You can push through the pain to twist it into a useful form. Afflicted with a poison? It will not impair your mind and let you integrate it into your blood. Possessed by a demon? You can trap them in your mind and draw on their power as your own. Get blinded? Learn to echolocate like Daredevil. And so much more is available to you.

This is significantly easier if you also have a way to weaken the curse in some manner.

Green Warden (300cp): While there are many that would argue otherwise, and many cases of the argument being true, werebeasts can and do hold a connection to the natural world. You gain an innate connection to nature and its flows, granting you a talent and affinity for anything related to nature in all of its forms, the ability to cultivate those talents through interaction and meditation, and the capacity to commune with and influence nature spirits or avatars of natural forces. Even in places that lack such forces may have nature 'speak' to you to guide you towards particular points of interest or developing threats.

Additionally, your ability to fight and combat that which is unnatural is massively enhanced, especially in your animal or hybrid forms. Your natural weapons inflict wounds that are painful and do not heal easily, your hide resists the attacks of such beings, and your very presence acts to heal and repair corruption or damage they have caused, albeit at a slow rate. What counts for this ability can vary based on the definitions of the natural world and the spirits that rule over it, but you can maintain any such definitions in future jumps even if they would otherwise be contradictory in nature.

Convergence (300cp): Werebeast vary across the many worlds you have access to, and some may have benefits yours doesn't. Whenever you go to another world that has a form of werebeast on it, you can choose to integrate the local variation into yours, gaining the benefits of it while retaining your own variety.

However, this is a bit limited on its own, so you can combine similar abilities you possess and have them build off of each other, potentially becoming greater than the sum of their parts. For example, you could combine the energy pools of a few different magics, granting you a combined reserve that could be used for all of them equally.

Beast of Man (300cp): Werebeasts are not always aligned with nature or cursed magic. Instead, they are a punishment for the excesses of men and their sins, less of a transformation and more of a state of being for such an individual. As a result, you always count as in your natural form regardless of what form you are actually in and any effect that would force you into your natural form allows you to choose what your natural form is.

Additionally, you can apply this to things outside of transformations and alternate forms, such as counting a disease or enhancement within yourself as natural to your body when they would normally be purged as a contaminant by a form of healing, regardless of what the source is. This is effective for any qualities, be they physical, mental, spiritual, or esoteric in nature.

Finally, whenever you are subject to an effect that would affect one of your forms but would not another, you can count as either form in the moment, with your desires and will taken into account automatically, be it to render yourself immune to an effect or to allow it to affect you where it normally would not.

Rattle the Cage (300cp): Werebeasts are untrusted by the general populace due to their bestial nature, often being seen as wild and dangerous beasts in their own right. As a result, they are often imprisoned or sealed away to protect the people they might pray upon or themselves, depending on the situation. And yet, they almost always break free, whether through cunning, will, or might, to achieve their freedom.

Any attempt to bind, contain, trap, or seal you away is bound to fail as you naturally work to weaken the effect or action that is meant to hold you in place. You can pit your body and mind against any such effect, with simpler, mundane methods breaking almost instantly. The more comprehensive the attempt, the longer it may take, but the stronger your physicality and will, and the better you apply them, the faster you can tear them down. You can use even this effect on yourself and that which holds you back. Trauma, hesitation, depression, or even moral hangups that stop you from doing what you truly wish to do can be powered through and/or eliminated, either temporarily or permanently. This will take into account your subconscious desires.

Additionally, you can extend your will into the effect trying to hold you, giving you a better understanding of how it is doing so and where its weak points may be, something that occurs instantly with smaller effects. This can allow you to apply your might and will more effectively and speed up the process, assuming you deign to do so.

Finally, you can always apply your will to an effect, even if you are unconscious or otherwise unable to think to do so, you will retain your capacity to use this ability with your mind fully intact and able to focus on and utilize this effect to your benefit.

Chimera (300cp): Most werebeasts possess only a single Animal Side that they can transform into, only one small set of forms they can access. Very rarely, however, you see those that are able to take on the traits of multiple animals, not simply one or another, beyond even the sorts of chimeric creatures that are accessible via the Mythic Beast perk. You may select up to five additional animals you can access with the Animal Side perk and can mix and match the features of them when transforming into your Animal or Hybrid Form. These additional choices can be anything you could select taking into account all perks and abilities that would expand on this perk's effects. More importantly, each Animal Side offers its own boost to your abilities, which stack and compound on each other, making you significantly stronger as a result.

Additionally, you can acquire more creatures to use as your Animal Side. One method is to simply be turned by another werebeast with an Animal Side you lack to gain their Animal Side in addition to your own. Alternatively, you can consume the heart, brain, or a significant portion of the body of a creature to add it as one of your Animal Sides. Particularly potent forms may require you to pit your will against the creature before you can access its power fully. You can only have six available at any time but can switch them while in your base form.

Finally, you can combine and blend any alternate forms you may possess, not just those possessed via your Animal Side, choosing how they combine and how much they influence and offer the combined form.

You cannot use a Moon Token to gain this perk.

Everchanging (300cp): Nature is in a constant arms race known as evolution, minor tweaks and mutations leading to advantages that carry onto future generations, over and over again until they become something entirely new. Werebeasts are able to experience this for themselves. Your body, mind, and soul are able to evolve at a rapid pace to adapt to how they are used and the stressors placed upon them. Over time, you will find yourself developing subtle, helpful mutations that lend themselves towards specific tasks you perform or stressors you encounter, allowing you to use them better and with greater efficiency. While these mutations may not always be beneficial in all situations, you also have the ability to suppress the mutations when they would be a hindrance and can express suppressed ones instantly, regardless of your form.

Additionally, your maximum potential is effectively uncapped and the rate at which you plateau is reduced, allowing for you to achieve supernatural levels of physical, mental, spiritual ability and skill. As a final bonus, any permanent improvements you achieve are added to this perk and become fiat backed. This includes the benefits of simple physical conditioning and learning new skills. You will never lose what you have gained.

This is still a relatively slow process, with a timeframe in years or decades rather than weeks or months. Though it is faster if you immerse yourself in the stresses and environments that would cause such changes to emerge in the first place. The mutations are also undirected by default, though maybe you could learn to control them, in time.

You cannot use a Moon Token to gain this perk.

Garou (500cp): Werebeasts are not uniform, some simply show greater strength than others, powers beyond what they should be capable of, in come the Garou, named for the original werewolves that stand significantly stronger. It now refers to any werebeast of exceptional power. You may take two 50cp perks or one 100cp perk for free and gain a floating discount to one 100cp perk, one 200cp perk, and one 300cp perk you can use in this jump.

Additionally, you do not suffer from the strains normally put on the body, mind, or soul by your own abilities and skills, regardless of the source, they are entirely without strain or stress.

Finally, this perk acts as a Booster for all of your 300cp perks from this jump. *See the notes for details*.

You cannot use a Moon Token to gain this perk.

Lusus Naturae (600cp): Meaning Freak of Nature. And you really are. You are something altogether different from the standard werebeast, possessing a secondary soul that seems unbound by the normal constraints of a living being's soul. This secondary soul passively grows stronger over time, with seemingly no limits, and can extend beyond the bounds of your physical form. You can extend this secondary soul towards others to form an almost psychic bond with them, allowing for something akin to telepathic communication, the transfer of shared supernatural energies, targeting of supernatural abilities as if the individual were an extension of yourself or were being touched by you for any power that requires it, and the temporary sharing of knowledge, skills, and talents. You can even induce your own werebeast transformation, or other powers or transformations, into those you have connected to. This does require them to be within a close enough distance that you could actually extend the secondary soul to them, but this will increase in range as your soul grows stronger.

Additionally, you can portion off pieces of your own soul with copies of your capabilities and powers, which you can then gift to other creatures. By default, this will provide access to a werebeast transformation of your choice from those you can access, however, you can also tie in magics or powers you have that can be learned or developed, or that are native to a species you have been, and grant them as a part of this gifting. With some practice, you may even be able to copy perks, or create entirely new ones from your own skills, experiences, and abilities. You can even gift intelligence and/or a humanoid form to creatures that lack such with this gift, potentially creating entirely new intelligent species should they breed true. With the right array of materials, you can also imbue these soul fragments into items or artifacts of your own design, granting the imbued qualities to the wielder of the item rather than directly imbuing them. You can reclaim a soul fragment at any point and they will naturally return to you when the creature that possesses them dies, carrying some of the creature's own growth and development with it.

Finally, with a great deal of practice and investment, you may be able to shape these soul fragments into creatures wholesale rather than needing to imbue them into an existing creature. Such created creatures remain attached to your soul until summoned, and can be returned to your soul if you wish. They are fully realized creatures, otherwise, able to develop and learn, though they are entirely dependent on and loyal to you. They can be gifted similar powers to your own and are always connected to your soul as if you had it extended into them.

The soul fragments carry your will within them, allowing you to nudge and influence those that carry them, never granting outright control over them, but making them more inclined towards you and rendering them more easily influenced by your actions and arguments.

You cannot use a Moon Token to gain this perk.

Items

You gain two additional Moon Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small but comfortable home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that can house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full-on mansion with servants (who will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you so choose, though this would be limited to more academic knowledge and people who are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Cleaning Supplies (100cp): A series of cleaning products for both personal hygiene and cleaning surfaces or clothing. The personal hygiene products render the user completely hypoallergenic, eliminates all body odor, and strengthens the hair or fur they may possess while also protecting their skin from exposure. The other cleaning supplies render an entire area free of dust and dander, and keep it that way for up to a week. Used heavily, they can completely sterilize a room and keep it that way for roughly half the normal duration. Replenishes weekly.

Cloak of Red (100cp): A cloak made of red cloth specifically treated to shed the rain. In fact, this cloak protects you from the weather, regardless of the type, and regulates the temperature you experience to be comfortable regardless of the conditions you find yourself in, barring hostile intent controlling that weather. This will not protect you from fire or from any supernatural effects. As a final note, it cleans the air you breathe of simple toxins, including smoke, though high concentrations can still make it through. If you change form in a manner similar to a werebeast, the cloak can merge with you, providing these traits to that transformation.

Animal Figurine (100cp): This is a simple statuette of carved moonstone. It has two main properties that make it anything but what it seems. Firstly, it can change shape to match virtually any animal, though it cannot change into any supernatural creatures. Secondly, a being turned by a werebeast can have its Animal Side changed into whatever animal the statuette currently takes the form of after being in proximity to it for 24 hours. This only works, however, if the werebeast has not yet transformed. This can similarly affect other powers that align with animals or induce transformations, allowing them to be altered to an extent by being in proximity to the statuette.

Token of Memory (100cp): This can be virtually anything; a music box, a pendant, or even something abstract like a promise made or a phrase. What this simple token does for you, however, is remind you of who you are and what is important to you. Besides being able to ground you and make it easier to maintain a connection to people, this also gives you a path out of any form of mind control, berserk frenzy, insanity, or similar affliction, triggering your mind to force itself into activity when it would otherwise be suppressed. While this will not, in and of itself, free you from whatever afflicted you unless it was exceptionally weak, it can allow you a chance to fight it.

Any item of sufficient emotional resonance can also develop this property.

Safe House (100cp): An actual house, apartment, or other living space in the form of your choice. It is decently sized from outside dimensions, but could potentially hold several families worth of people within as the dimensions inside are significantly larger than the outside would suggest. It is fully furnished and has a number of secure rooms meant to contain a werebeast during their transformation if they run wild. This house is warded in such a way that those trying to find it with ill intent will have a hard time finding it, possibly making it impossible to locate entirely, even with the aid of someone without ill intent to guide them. Moreover, the safehouse is defensible, easy to protect and fortify, and keeping any and all upgrades made to it.

Animal Companion (100cp/200cp/300cp): A simple animal. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. They are accustomed to traveling and will not grow stressed from constant travel as other animals might. They are also remarkably intelligent.

For 200cp, this can be a larger, more dangerous animal such as a tiger. Alternatively, it may be some form of supernatural creature or alien that can match up to a tiger despite its smaller, less dangerous physical abilities. Each magical or alien quality decreases the raw physical power such an animal would possess.

For 300cp, you apply both effects, able to have a larger and more dangerous animal form with the supernatural or extraterrestrial qualities that would increase how dangerous it is. Or, you may forgo the benefits in one area to improve the other, such as turning a tiger into a dire tiger or a bird with a bewitching voice into a siren.

If you choose the same animal as your Animal Side, this is discounted.

Shifting Cloth (100cp/200cp/300cp): An outfit designed to be worn by a werebeast, it can appear like virtually anything but is naturally self-cleaning, self-repairing, and self-fitting to the point it will actively change shape with its wearer to always fit perfectly.

For an additional 100cp, you will be provided a small machine that can alter additional outfits placed into it to carry similar properties to the outfit detailed above or turns the outfit into a suit of armor instead of a simple outfit. This can be done twice for both effects.

If you have taken both upgrades to this item, the machine can apply its effects to armor as well as common outfits.

Training Grounds (200cp): Whether it's a forest clearing, an arena, or some special land, this location has several effects that culminate in a simple, easy bonus. Anything trained within is thrice as effective, has fewer chances of hitting pitfalls or having bad habits stick, and any injuries resulting from training within are quickly healed off, never resulting in permanent injury. This can be a warehouse attachment, accessed from a property you own, or be imported into a location of your choice.

Imbued Pelt (200cp): One of the oldest examples of willing werebeast transformations, this simple-seeming animal pelt is actually a source of strength and power. Within this pelt lies the spirit of the animal it came from, which can empower the wearer of the pelt in a number of ways. By wearing the pelt, a person can forge a connection to the spirit within, gaining physical and spiritual strength from them over time. The longer you wear the pelt, the more it will affect your physicality, and thus the power it offers. This caps out after a point, however. As you become more in tune with the animal spirit within the pelt, you may find yourself unlocking more supernatural abilities related to the animal spirit and what they symbolize.

You can choose which animal the pelt is made from, though it can only be a mundane animal by default, with each animal providing different benefits. You cannot choose a magical creature, unless you possess the Mythic Beast perk, or any animal smaller than a rabbit or larger than an elephant.

Additionally, you gain instructions on how to make more of these pelts, though this requires the ability to perceive and interact with spirits or the ability to use magic to accomplish.

Primal Spirit (200cp): You have formed a connection with an animal spirit of some description, be it a wolf or a bear or even a sea turtle. This spiritual entity is quite knowledgeable about nature and its magic in general, enough so that it can feed you information about phenomena you may encounter and the natural magics that are inherent to the world.

However, that isn't everything they have to offer. This spirit is capable of possessing you, causing a change in your body to reflect the animal the spirit takes the form of in a manner similar to a werebeast transformation. You can have this primal spirit be your Animal Side if you wish, enhancing your werebeast transformations as a result. If you do not, however, the spirit instead accentuates certain aspects of your werebeast transformation.

In future jumps, they will gain additional information about the local environments and the powers they may offer, providing much the same benefit for them as well.

Silver Restraints (200cp): Sometimes, you just need to hold back the animal side of a werebeast, be it yourself or in others. There are two versions of these restraints; The first is a set of silver chains and locks that are reinforced to contain even the strongest of werebeasts while the second is a series of silver accessories and jewelry. Regardless of which one you use, these restraints tone down and weaken your animal side, making it harder to transform, but they also possess innate qualities of their own.

- The silver restraints mostly block the ability to transform, but are able to be used as both a defensive and offensive tool with training, and can actually allow a werebeast to learn to harness their werebeast abilities in their base form to an extent, as well as strengthen the transformation if they can push through the inhibiting effects of the restraints.
- The silver accessories enhance your base form's innate qualities proportionately to what is lost from your animal side. For humans, this enhances stamina, pattern recognition, memory, and learning ability. The more of these accessories are worn, the more restrained your animal side and the more enhanced your base form becomes.

Each purchase of this item gives one of the above.

Aconite Extract (200cp): Aconite, a flower also known as wormwood, monk's hood, or wolfsbane, is one of the main weaknesses of werebeasts. This extract will force shapeshifters into their base form and negates regeneration in its pure state. However, if processed, it can gain new properties, such as becoming an inoculant that dulls the weaknesses of those that take it or turned into a potion that makes out of control werebeasts regain and retain their human mind if taken prior to the transformation. This comes with instructions for several applications.

Primal Weapon (200cp/300cp): A weapon of your choice that is resonant with the nature of its wielder. This weapon acts as a nearly perfect channel for your abilities and powers and is highly receptive to anything that would make it stronger or offer it new abilities. It is also easy to reforge, even for a complete novice, the weapon can be reforged with surprising ease. It can meld with its wielder or change form when the wielder transforms.

For an additional 100cp, this weapon becomes more receptive to the nature of its wielder, such that it will reflect the wielder over time, developing a spirit of its own that will empower its wielder, and may even allow the weapon to transform in a manner similar to a werebeast on its own, growing in strength as well. This will constantly improve as the spirit within the weapon improves itself and its connection to the wielder.

The Lands I've Walked (300cp): With this item, you are able to take the lands of the world with you as a warehouse attachment. Effectively, pieces of the world are replicated within your warehouse as extensions and can be entered to hunt, gather resources, or access unique locations that would be lost to you along your chain, or merely the passage of time. You can either keep these lands in their own separate extensions or combine them into a single extension, blending them over time into a new world. You can also preserve them as they would have been, leaving them untouched by the passage of time, or allow them to progress at a normal rate.

You receive ten "nodes" each jump that you can use to mark an area of land to take a duplicate of it with you after the jump has ended. This means you must actually go out and reach the lands you wish to claim. The size of the lands taken is roughly equivalent to the size of a decently sized island, large enough to sustain a stable ecosystem, but not so large it crosses multiple ecosystems or biomes.

The lands will have living flora and fauna, but people will not carry across, not unless you put them here and allow them to flourish on their own merits, of course. It is possible, through your efforts, to build an entire civilization within these copied lands.

If you lack a warehouse, you'll be able to access this by willing it, transporting you to these lands in the same manner as the pocket dimension described in the A Place in the World item above.

This can be combined with properties you possess, including pocket dimensions, demiplanes, and similar such things, should you wish to do so.

Icon of Humanity (300cp): This is a rather strange artifact, taking the form of a massive, ceramic tablet covered in pictographs writing and diagrams of the human form. Whether the work of an ancient werebeast or something altogether stranger, this artifact has a single purpose… to transform animals into a more human-like form.

Any animalistic, nonhumanoid creature brought before this tablet and kept in its proximity for a time can be slowly transfigured by the power within to take on human-like features. This includes things like bipedalism, tool use, heightened intellect, and a shift in size to be closer to human, almost as if they were becoming a werebeast permanently locked into their hybrid form.

The resulting creatures are not inherently loyal, but will have, at worst, a positive, if neutral, view of you. Those that already were loyal or saw you as a friend or companion will retain that loyalty and friendship, though it may evolve because of their new view of you and themselves.

Given enough time and experimentation, you may be able to discover other effects or capabilities of the tablet that could prove useful to you.

You may have this item's effects automatically apply to any pets or mounts you already have or acquire in the future, turning them into followers.

Cimaruta (300cp): Werebeasts are considered the result of a curse, a loss of humanity that is replaced with animal instinct, savagery, and bloodlust, something to be curtailed and beaten back. Enter this simple charm. Resembling branches of an herb covered in small charms and symbols, the Cimaruta, the warding eye, is a counter to curses, holding them back. While this does not affect your werebeast transformation, it reinforces your mind against outside influences and will hold back and slow the onset of any curse or negative condition, giving you a good chance of fighting it off even without supernatural aid.

Additionally, this charm is capable of learning, enhancing its effects against any condition its wearer is subject to with each exposure, until it can hold them off indefinitely, and possibly even negate them or turn them into something both controllable and beneficial to the wearer. This also applies to how long an effect is allowed to linger, with it adapting more the longer you are affected, though it won't apply this improvement until the next exposure.

Similar conditions to ones the Cimaruta has already adapted to will gain some of that resistance based on the next closest condition, and will adapt more quickly than they otherwise would have.

This charm is context sensitive and will take into account what the wearer considers a negative condition.

Dreams of The Hunt (300cp): Quite literally, in fact. You have a connection to a spiritual plane of dreams that ties all living things together. When you sleep or through meditation, you can project your spirit into this plane and explore its boundaries, practice your skills, speak to spiritual entities, encounter manifestations of the lands, or any number of other events you may find interest in.

During these explorations or events, you may be presented with a quest or challenge, often in the form of a hunt for a particular creature, though other challenges may be given. By completing these challenges, you may receive a reward or prize of some description, be it the hide of a beast you hunted transformed into armor, a blessing of some description, rare materials or medicines, or even entirely new aspects to your nature as a werebeast. Such prizes and rewards come with you out of the dream, with material prizes manifesting when you wake. Time within this dream is somewhat condensed, no matter how long you spend within the dream, no more than a few hours, the time it takes you to get a full night of rest, will have passed.

You can also use this dream plane as a means of communication, if you can find the right methods, allowing you to contact others through their dreams, even pulling them into the dream with you, where they can also benefit from the effects of this item if you allow it.

You cannot use a Moon Token to gain this item.

Moonstone (300cp): A piece of smooth, pale white and grey stone that shines with an internal light worked into a piece of jewelry such as a ring, pendant, armlet, or some other accessory. Whether this is an actual piece of the lunar body or something more terrestrial doesn't matter before what power it actually offers. This stone is filled to the brim with with power.

Merely having the Moonstone on your person satisfies any and all special conditions necessary to use your abilities or to initiate a transformation. It can also provide fuel for such abilities or conditions, providing all of the power necessary to use the ability and maintain it for as long as you wish to use this ability. It can maintain up to ten such abilities before it cannot fuel any more. This stone can even be used as a catalyst to extend this feature to processes, such as spells or rituals, that need a specific set of conditions or constant fuel to work.

Additionally, the reserve of power within the Moonstone can be tapped into, represented by a finite, but rapidly refilling, pool of power separate from that which powers the previous function. This can be used to enhance any transformative or shapeshifting power you may possess, augmenting and shaping them in various ways, as well as providing something akin to experience with using them. This can also be used to fuel supernatural powers of another sort, though it is less efficient for any power that isn't connected to the moon or nature.

As a final feature, the stone can meld into its wearer, becoming a part of their body for as long as they desire it to be or until their dying breath, when the Primal Moonstone will return to its original form on the body.

You cannot use a Moon Token to gain this item.

Companions

You may spend your Moon Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Moon Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Packmates (50cp): This option allows you to create a new companion with 800cp and 5 Moon Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Soulmate (300cp): By taking this option, you are able to import or create a companion that will automatically import each jump going forward, not taking up a companion slot, and gaining 800cp plus half the CP value of any drawbacks you gain, as well as the full benefits of any stipends (except those that can only be used for purchasing companions) the jump offers, with each import. Any jump that provides a type of token for discounts, including this one, the companion gains the same number as you do. If the companion chooses to stay behind or otherwise does not wish to follow you on your journey, you may select a new companion to benefit from this option. **This may only be purchased once.**

Leader of the Pack (500cp/300cp): You possess eight Pack Member slots. Before the start of a jump, you may place any of your companions into these eight slots, one each, and automatically import them into the jump with 600cp, a free origin, and any additional stipends the jump grants you. Such companions find that their abilities work better with each other and yourself than they would have otherwise.

You may spend 50cp to give all such companions an additional 100cp, which you may do any number of times.

You may select different companions between each jump.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Hybrid (+0cp, Toggle): You are not just a werebeast but also a vampire. You may take this jump and the Generic Vampire jump at the same time.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Malus (+50cp/+100cp/+200cp/+400cp/+600cp): Werewolves may not have as wide an array of weaknesses as their counterparts, the vampires, but they do have some of their own, represented here as Maluses. There are several types of Maluses, see below for details.

For +50cp, you gain a Least Malus, which include Repellent, Inconvenient, or Revealing effects. Repellent Maluses simply mean you can't approach past arm's length to that malus. Inconvenient Maluses are just that, inconvenient, such as being sensitive to certain, harsh smells. Revealing Maluses are signs of you being a werebeast that otherwise have little to no real effect on you specifically. Examples of these sorts of Maluses include predators of their animal form, the smell of ammonia, reflective eyes.

For +100cp, you gain a Minor Malus, which include Weakening or Maddening effects. Weakening Maluses, as their name suggests, weaken you, sapping something from you, such as your strength or stamina. Maddening Maluses, on the other hand, bring out the bestial instincts of their animal side, making them less in control of their actions and reducing your ability to think clearly. Examples of these sorts of Maluses include fire, having their clothing thrown at them, and poisons (inhibits their regeneration).

For +200cp, you gain a Moderate Malus, which include Harmful or Poisoning effects. Harmful Maluses are, simply put, weaknesses that physically damage you when you are exposed to them, often disproportionately to what it should be. Poisoning Maluses are those that cause you some sort of persistent, but temporary, condition when you are exposed to them. Examples of these sorts of Maluses include exposure to silver, wolfsbane, or substances that are toxic to your Animal Side.

For +400cp, you gain a Major Malus, which includes Neutralizing or Lethal effects. Neutralizing Maluses render the werebeast unable to act in some manner, be it through paralyzing them or leaving them unable to use their abilities. Lethal Maluses are an upgraded form of Harmful Malus where the effects are significantly greater and will leave wounds that last significantly longer. Examples of these sorts of Maluses include certain chemicals that can prevent the transformation, damage to the heart (causing full body paralysis until healed), or sanctified silver.

For +600cp, you gain a Great Malus, which includes Fatal effects. Fatal Maluses are Lethal Maluses taken to the absolute extreme, making them near instant death. For example, if a Lethal Malus of silver would cause your wounds to not heal properly, a Fatal Malus version would instead have it burn you like acid, spreading from the point of contact until it reached something vital, killing near instantly.

Each Malus requires you to choose something to trigger its effects. You can choose the same thing for multiple types of Malus, combining their effects. This drawback can be taken any number of times.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting, as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence, and a final purchase makes it nearly daily.

Unnerving (+100cp): You have an unusual quality about you that makes you unnerving to animals or other people, causing you some trouble for you. Animals will have their fight or flight instincts trigger with your presence, either trying to get away from you or trying to attack you outright. People, however, will get a feeling that there is something wrong about you, some measure of uncanny valley that will make interactions stilted and difficult. This is worse when you are in your Animal or Hybrid forms. It is possible to overcome this with exposure and/or genuine connection. An instance makes this apply to both animals and people or make it so this applies regardless of exposure or connection. This can be taken a total of three times.

Uncontrolled Transformation (+100cp): The full moon is heavily tied to werebeasts, and in many cases they are forced to change under its light. You are forcibly changed into your animal or hybrid form under certain lunar conditions of your choice. Whether this is the full moon, the new moon, or somewhere in between is your choice. This one night, you are forced into your animal or hybrid form. With an additional instance of this drawback, it is instead a span of roughly seven days where each night you are transformed. With a third instance of this drawback, you transform nightly. With a final instance of this drawback, you are permanently locked into your animal or hybrid form for the duration of this jump.

Unnatural Nature (+200cp): The hybrid nature you possess has settled unnaturally within you, making you always count as both animal and man whenever it would be detrimental to you and are considered unnatural or corrupted for any magics or abilities that care about such distinctions. With a second instance of this drawback, nature itself abhors you, rendering any nature-oriented abilities not work for you and making any and all nature spirits and entities associated with nature to hold you with distrust, disdain, or hostility.

Hunters (+200cp): Where there are werebeasts, there are hunters, and you will encounter your fair share of them. By default, they are simply normal humans who are well-informed and have some decent level of personal skill. With an additional instance of this drawback, they are instead incredibly well trained and work in organized groups, have tools and equipment custom-designed to handle dealing with werebeasts of all sorts, and may even have access to some augmentations they can utilize. With a third instance of this drawback, they are a well-funded, world-spanning organization with access to augmentations that bridge the gap between a normal human and a werebeast and have access to supernatural powers to combat those that werebeasts would possess.

Creature of the Night (+200cp): Werebeasts are connected to the moon and the night, as such, you can only enter your animal or hybrid forms at night. With a second instance of this drawback, you can instead only transform under the light of the moon three days before and after the full moon, as well as under the light of the full moon itself.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump, and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Moon Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Animal Side, Beast Mode, Hybrid Form, Turning, Hobbyist, Career Path, Craftsman, Combat Skills, A Place in the World, and whatever freebies you gain from your Moon Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Animal Side, Beast Mode, Hybrid Form, Turning, Hobbyist, Career Path, Craftsman, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Werebeast (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Moon Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of, and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Wild Beast (+300cp): You are not completely in control of yourself while transformed, instead taking a backseat within your own mind while your Animal Side takes control. You can somewhat direct your Animal Side and may even be able to train it like a common animal, to an extent, but you are not in control and will only have the ability to influence them. With an additional instance of this drawback, however, your mind is completely unconscious while you are transformed. You will have no knowledge of what you did while transformed and no influence over your actions in any way save what training you may be able to impart to your Animal Side prior to this point.

For each instance of the Uncontrolled Transformation drawback you possess, this gives another +50cp with each instance of this drawback. As a caveat, however, if you are permanently in your Animal or Hybrid form from Uncontrolled Transformation and have taken both instances of this drawback, you will be completely awake but still unable to influence your Animal Side, rendering you locked in your own mind.

If you also have the Man Eater drawback, you gain an additional +200cp per instance of this drawback.

Man Eater (+300cp/+400cp/+600cp): You suffer from an unfortunate condition; you crave the flesh of man. While this is not a requirement for you to function or use your abilities, it is a constant influence on your mind, almost akin to a drug addiction. For an additional +100cp, this comes with mild to moderate withdrawal-like symptoms even if you have never actually consumed the flesh of man. For a final +200cp, you actually do need to consume the flesh of man to continue functioning, with your body slowly shutting down the longer you go without, almost as if you were starving even as you consume normal food. In fact, no food besides the flesh of sentient beings will provide you any nourishment at all.

Normal Human (+400cp, Requires Delayed Gratification Tier 2): Well, this is odd... you aren't actually a vampire, lacking the Animal Side, Beast Mode, Hybrid Form, and Turning perks as well as any actual benefits for being a werebeast. You can become a werebeast in jump, if you can find a werebeast you can trust not to simply kill you, or acquire another way to become a werebeast. This isn't all bad, though, as you will not suffer from any Maluses so long as you do not become a werebeast.

Bloodmoon War (+400cp/+600cp/+800cp/+1000cp): Werebeasts are not a united people, and they come into conflict with each other often, usually along the lines of what their Animal Side is. Werewolves, werebears, wererats, and other werebeasts are in a tense state as conflicts steadily escalate. During your time here, a sort of shadow war will break out between at least two of these factions, and you will likely be caught in the crossfire, either dragged into one side or another or just a casualty of the circumstances.

For an additional +200cp, the tensions have already boiled over, and a third party amongst these factions will enter the fray, such as the common man or hunters. You will need to either join up with a side or find a way to avoid the fighting, possibly even fleeing entirely, if you want to be safe. While you may not be a direct target, in these situations it is easy to be caught in the crossfire or to be in the wrong place at the wrong time.

For a final +200cp, all factions are fighting, and you are already in the thick of it. In fact, you have become quite the target for whatever side you are not on, even should you leave. Especially if you leave, as your former allies will come after you just as much as your enemies should you attempt to avoid the fighting.

If you've taken the Hunters drawback at the 3rd tier, you will receive an additional +200cp, as they will be well optimized to fight against the werebeasts and will begin recruiting from the rest of humanity's ranks.

Choices

Now, at the end of the jump, you have one final choice to make… do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story. This is a generic jump, and it is meant to be flexible and open-ended for interpretation by the Benefactor for the story and thus the writer of the story.

On the Transformation: This is meant to be a fairly customizable thing, with how it applies the transformation being up for interpretation. Whether it is a flat increase, a multiplier, both, neither, or something else entirely is up to you and your benefactor. Basically, when it comes to the transformation, Fanwank.

On Soulmate & Leader of the Pack: You can slot in your Soulmate into Leader of the Pack, granting them a free origin and an additional 600cp to spend when they are imported but otherwise not changing anything else.

Garou Boosted Perks

- *Survival of the Fittest:* At the start of each jump or after every ten years, whichever comes first, you gain an additional life. Should you die, you can use one of these additional lives to revive, either right away or after it is safe to do so. You may have up to eight such additional lives available at any given time.
- *Mythic Beast:* You have developed a wellspring of supernatural power within yourself that you can use to fuel and augment your werebeast transformation and any supernatural capabilities it offers. Additionally, you can lend a portion of your power to another, which they can use for their own supernatural abilities, though this does not naturally replenish, requiring you to gift more to replenish it.
- *Alpha:* You gain a potent affinity for the supernatural as a whole. Any supernatural abilities you possess are simply better and more efficient. This includes your werebeast transformation. You gain a free instance of the Primal Magic perk.
- *Cursed Blessing:* You may now twist and alter curses applied to yourself or internalize them to allow you to inflict them on others rather than simply gaining control over them.
- *Green Warden:* You are not simply connected to the natural world and its embodiments, you are actively favored by them. Any blessing or boon that you receive from a nature spirit or similar entity is rendered permanently a part of this perk.
- *Convergence:* This perk's primary effect now applies to anything you possess, not just your werebeast nature. Additionally, you can favorably combine anything you gain from this, neutralizing any weaknesses that aren't shared between all of them.
- *Beast of Man:* You can sense the natures of other beings and if they potentially have multiple natures. You can use this perk to target the specific nature of a creature to affect them even if their current nature would negate the effect you are utilizing.
- *Rattle the Cage:* You can apply the effects of this perk towards others, not just yourself, allowing you to break any chains that may be binding them, be they literal or metaphorical. This also acts as a charisma booster as those you use this effect on become more responsive to your words.
- *Chimera:* Any feature or ability that can normally only have a single manifestation, such as access to a Semblance, can unlock new variations and manifestations within the bounds of that power system or ability. This may require specific actions or effort to be put in to unlock additional instances. Each power can only have six active manifestations, and some may have conditions to when they can be swapped out.
- *Everchanging:* While in your base form, you can slot a perk, power, or enhancement into this one to unlock a transformation based on the perk you have slotted in. The perk will be empowered as if it were under the effects of a capstone booster, though the actual effects of this are up to you. You can only have one perk slotted into this one at any given time but may swap it out after you return to your base form.