HOW TO BE A WEREWOLF

Comic by Shawn Lenore, Jump by Aehriman

Since being bitten by a strange wolf as a child, Malaya Walters has attempted to live a quiet life… hopefully a life free of attempting to eat her family or the customers at her family's coffee shop. Being the only werewolf she's ever known, Malaya has managed her condition by keeping tight control on herself and the world around her, with lackluster results. That is, until a strange guy wanders into her shop one day and introduces her to a whole world she never knew existed…

Welcome to a world of magic, wonder and horror. But mostly a world of young adults figuring out themselves and their lives while being adorably awkward. To help out, have **1,000 canidae points** (cp) to purchase useful things.

AGE, RACE & GENDER

You may have any combination of the above appropriate to Earth, circa 2015 CE.

LOCATION

As a default, you start at Crescent Lake, Michigan, the setting of the story. You can be from wherever though, there are like twenty werewolf packs just in Michigan.



ORIGIN

Any Origin may be taken as a Drop-In, a new figure, or to replace a canon character.

Ordinary Mortal (free) Exactly what it says. You're a full-blown human being. But you know, there are far worse things to be.

Werewolf (-100 cp) You were bitten, and now you get all hairy around the full moon. The rest of the time you can shift back and forth between human and wolf- though that may take a little practice, and have enhanced senses and physicality. Being a werewolf is ridiculous.

Witch (-100 cp) Are you a good witch, or a bad witch? Witches draw power from nature, mostly from trees, to perform mystic feats. Be careful of hoarding too much power, though, Mother Nature has a steep interest rate.

PACK

Like the creeper that girdles the tree trunk, the law runneth forward and back
For the strength of the pack is the wolf, and the strength of the wolf is the pack
-Rudyard Kipling

The Jumper Pack (-100 cp) Import up to ten people with 800 cp apiece to spend. This can be taken multiple times to increase the number of people brought in.

The Walters Pack (-100 cp) Recruit any canon characters you like to run with your pack and join you in future worlds.



PERKS

Be Brave (-100 cp, FREE Ordinary Mortal)
Sometimes things are terribly scary and overwhelming. But that's usually because they're new. Be brave a short while, and the scary new thing can become an ordinary, routine thing. You are very good at being brave, and handling stress

and anxiety. Partly because you're tough, partly because you know it's okay to ask for help or just… take a moment.

Never Skips Leg Day (-100 cp, FREE Ordinary Mortal)
You're remarkably fit. Peak human, if not in the comic book sense. As a side benefit, you get sick rarely and bounce back incredibly quickly.

Well Drawn (-100 cp, FREE Ordinary Mortal)
You are… exceptionally good looking. You attract interest from any party remotely interested in your gender, but others will not be creeps about it and respect your boundaries unless you specifically take a drawback saying otherwise.

Be Prepared (-200 cp, discount Ordinary Mortal)
No, not like the Tom Leher song. You must have done well in the Scouts, because you are skilled in outdoorsmanship, first aid, a variety of crafts and tend to carry emergency supplies as a matter of routine.

Exceptional (-200 cp, discount Ordinary Mortal)
Funny, but people trying to ward against danger or mask their sound never seem to account for the muggles. So it is for you, unless it's specifically pointed out to them, or they got burned once before, most magical defenses, traps, or concealment won't spot or block *you* specifically.

Gifted (-200 cp, discount Ordinary Mortal)
You're quite clever, good memory, perceptive, and it all comes together to let you learn things at least five times faster than your peers.

Inoculated (-400 cp, discount Ordinary Mortal)
You were scratched by a werewolf, which makes you immune to the transforming effects of a werewolf bite… and also the cursed magical sepsis that strikes anyone bitten by a werewolf too weak to change someone or unwilling to do so. Bit more resistant to curses in general too.

Huh, Cool (-400 cp, discount Ordinary Mortal)
You have one of the rarest powers of all, that of being an incredibly well adjusted individual. You handle yourself very well under stress, and any trauma won't give you complexes. You also have the very rare gift of common sense.

Making Friends (-600 cp, discount Ordinary Mortal)
People can turn on each other for looking or acting even slightly different. Or they can embrace and open their homes to complete strangers without a second thought. People are funny like that. You embody the best of humanity in this, able to look past monstrous appearance or behavior to befriend just about everyone. Your sheer charisma helps- you could be chained up in a basement and emerge with your captors as lifelong friends.

Mythology 101 (-100 cp, FREE Werewolf)
It can be really hard to research werewolves. Fortunately you're quite the myth and folklore buff, know all the common stories. Further, you have an instinct for when a legend rings true, even if a lot of the details are distorted. This knowledge updates in future Jumps.

Quick Healer (-100 cp, FREE Werewolf)
Werewolves tend to heal fast. You in particular recover from trauma in a third the time it would normally take, and never get sick unless it is some form of magical disease.

Sniff Sniff (-100 cp, FREE Werewolf)
Even in human form, Weres have phenomenal scent, hearing and night vision. So it is with you. There's a reason most werewolf houses are extensively sound-proofed.

Hand-to-Hand Combat (-200 cp, discount Werewolf)

A werewolf is all too often a fighter, too hot-tempered. So you must be prepared to defend yourself, without weapons and in any form. Fortunately you are quite a skilled martial artist with exceptional awareness of both your body and situation.

Mastery of Form (-200 cp, discount Werewolf)
The first couple of times you change can be scary. You can be stuck in one form or another, or part ways through. You have internalized that you are a person who is also a wolf, sometimes it is advantageous to be one, sometimes the other. Your transformations are smooth and instant, and at all times under control. You can also transform any part of yourself.

Protect Your Pack (-200 cp, discount Werewolf)
When your friends or family are threatened, you run faster, strike harder, fight better. Nobody had better mess with your pack. This doesn't work if you intentionally put them into danger to exploit the effect, since the threat to your loved ones is… you.

Enthrall (-400 cp, discount Werewolf)
Werewolf Alphas have this ability, where their eyes glow while making eye contact with a member of their pack or bloodline. Generally, it's used to calm weres when they lose their temper or freak out during the first few transformations. It can also be used to immobilize, but you have to maintain eye contact the whole time. Since you're paying a lot of points, this doesn't work on just members of your pack just… try not to use this for creepy evil?

Werewolves Are Like Yogurt (-400 cp, discount Werewolf)
See, you need a little fresh yogurt and some milk, mix it together and the bacteria will multiply and it all becomes yogurt. So a werewolf seeds a human with werewolf magic, and if they're strong enough the magic multiplies with the next full moon and creates a new werewolf. Your magic grows a little stronger with each full moon, for werewolves this increases your strength, speed and sensory abilities.

If you have Quick Healer, the full moon also fully resets your health.

Werewolf Mayor (-600 cp, discount Werewolf)
You're an Alpha. Which is more of a formality than anything, but never mind. You are significantly faster and stronger than most of your peers, though raw personal power hasn't been the point in a long time. You know how to manage a group, mediate disputes and make sure your pack covers each others' weaknesses while supporting and bringing out their strengths. Most importantly of all, you know you got into this for the right reasons, to help your people, and will never ever forget or lose sight of that.

As a side benefit, you can make a mean potluck dinner. Sure to be a hit at those big picnics werewolves all seem to love.

Premonition (-100 cp FREE Witch)
You have dreams sometimes of important events in the future, giving you a vague sense of where you need to go.

Psychometry (-100 cp, FREE Witch)
When you meditate while handling an object, you can receive visions of the places it has been, the people who owned and handled it.

Tarot (-100 cp, FREE Witch)
An old diviniatory tool, this actually provides useful if vague information when you shuffle a deck and assign meanings to cards.

Borrower (-200 cp, discount Witch) You can freely borrow, or lend, magic- or mana, or other exotic energy forms- to/from willing living beings. You can adapt these to other energy types and smooth over any issues you might otherwise expect to occur.

Hover (-200 cp, discount Witch)

A bit of a costly spell, but you can hover a few dozen feet off the ground, getting around terrain obstacles, and moving much faster than your legs could take you.

Ms. Fixit (-200 cp, discount Witch)
You're very handy with restorative spells, healing injuries and repairing objects. Be aware there are some things, like cancer, that witch magic can't fix. Mostly it just skips over the waiting period on things you could have recovered from eventually.

Illusions (-400 cp, discount Witch)
You can create illusions, and even make them solid. Though there's a harsh upper limit in size, you could make a horse solid but not an illusory car, or create many insubstantial images. This is also great for creating noises.

Rapid Caster (-400 cp, discount Witch)
One truth is universally known, a werewolf can always close the distance and attack in the few seconds it takes a witch to prepare a spell. Unless you're dealing with Flora/Connie, or a Witch borrowing the speed and energy or a werewolf. Or you. For whatever reason, the words 'casting time' no longer have any meaning to you. You cast the instant you decide to.

Debt Forgiveness (-600 cp, discount Witch)
Witches take energy from the earth, mostly in the form of plants. But they have to give it back or create greater problems for themselves. Well, the forces of nature seem to really like you for some reason, and are happy to give you a little more time. You're very good at wriggling out of supernatural debts, pacts and contracts, and as a side bonus can create and control mana-draining vines, much like Connie in her final form.



ITEMS

WolfNet (free)
Never google werewolves. Not if you're looking for helpful information. Real werewolves have an obscure 'roleplay' forum dating back almost to the Usenet days. You have the URL and a list of codephrases to slip in and let other weres know you're the real deal and not one of the surprisingly dedicated RPers who have fallen in with the site and are having too good a time to kick off.

In future urban fantasy Jumps, you will always be able to find the secret online communities of magic practitioners and/or monsters. Or even alien invaders. They're all just written down on this sheet of paper.

Elaborate Bread (free)
The only thing more ridiculous than all the shops and kiosks and carts that spring up to sell soft warm pretzels is how often they give you a discount, or one on the house. Either way, you never have to work hard to get pretzels.

Really Good Coffee (free)
They brew it strong and good at the Red Moon coffee shop, pretty much no one has gone there and complained, except the one guy who always sends his order back. Limitless supply of coffee and scones.

Basics (free)
Birth certificate, school transcripts, driver's license, passport, and all the other paperwork needed to give yourself a background as a real person.

Bag (free)
You have a backpack with emergency supplies. First aid kit, two pairs of gloves for handling poisonous plants, water, energy bars, flashlights, emergency blanket, poncho, bug spray, sun lotion. Refills nightly.

Job (free)
The mark of a responsible adult, you have gainful employment. Perhaps as a reporter, nurse, lawyer or even slinging cups of coffee. Your schedule is incredibly flexible around your needs.

Car (free)
It's a little beat up, but this car keeps going without maintenance, repair or fueling.

Red Moon (-100 cp)
A coffee shop. Turns a modest profit and makes some very fine coffee, you can work here or use an NPC staff. Most importantly however, you can freely discuss weird, criminal or supernatural things in a cozy setting here and never be overheard.

DRAWBACKS

More problems, more points. Limit of +700 cp.

Aconite Sensitivity (+100 cp)
Wolfsbane is bad mojo for werewolves, and reasonably toxic for the rest of us too. Like Eli, you're particularly vulnerable to the stuff, a little inhalation could leave you wobbly and weak for days, major exposure could put you in a coma. At least if you're a were you'll recover the next full moon, right?

Adorable Puppy Love (+100 cp)

Tale as old as time. There's someone you really like, but whenever you're around them you turn into this tongue-tied, foot-in-mouth, clumsy oaf. Maybe you can really impress them some other way?

Mute (+100 cp)
You cannot speak or make a sound, except perhaps a howl. Best learn sign and get in the habit of carrying a notepad.

That Was Bad & You Should Feel Bad (+100 cp)
You make incredibly lame puns all of the time. Especially relating to witches and/or wolves.

This Tastes Like Cardboard, And I Love It (+100 cp)
Ooof. Your taste buds are taking a Jump off. If you saturate something with concentrate and spices, you just might get it to taste as good as an energy bar. Otherwise, it's pretty much paper/cardboard taste from here on out.

Anxiety Disorder (+200 cp)
What if you're really a bad witch? Or an eldritch being from outside the universe in a human mask? What if you lose control? What if you… hurt someone? You are plagued by doubt and fear, especially having to deal with groups of people in uncontrolled settings. With time and a lot of support you might overcome this to an extent, but you're unlikely to ever be fully comfortable in public this Jump.

Bit Beastly (+200 cp)
You have one heck of an anger management issue. It takes very little to get you to lash out violently, especially when startled or poked.

Abusive Parent (+200 cp)
Well, in your in-Jump identity you were raised by an abusive parent, just the worst, most toxic and manipulative person ever. And the worst, most messed up part? Even knowing all this, you kind of can't help but love them, want to give

them a second chance even when all logic says they're burned you before and will again.

All Territory And Bureaucracy (+300 cp)
A pack of werewolves is moving into your community, and they really don't like having unaffiliated weres/witches/clued in people running around their turf. They will harass you and try to run you out, and have serious connections with the werewolf council. Unless you want to make an enemy of all weres everywhere, you dare not be the first to engage in violence, or escalate, and should be incredibly careful about defending yourself. Meanwhile, a blind eye is turned to all their offenses. If you leave, the cycle will start over in your new location. If you knuckle under and join up, you will be the juniormost, most abused member of the pack.

You Lose Control All Over Again (+300 cp)
In theory, a werewolf can live forever given their regenerative power that just gets stronger with every full moon they experience. In practice, after living out a generous human lifespan, they grow ever more feral and wolflike until they stop turning human and just run as a clever immortal wolf with some moments of human lucidity. Maybe you're an old wolf, maybe just cursed, but you are trending ever more to the… feral, and not really safe to be around people.

Connie's Child (+400 cp)
Once, there was a brilliant witch, unprecedented in power and skill, who fell in love with a werewolf. Things ended… poorly, the wolf left, pregnancy almost killed her supplying mana to the baby and she covered the whole area in wards of protection and concealment, the strongest anyone has ever heard of- until the trees cut her off. So she took control of an old werewolf gone completely feral, and started infecting and kidnapping children to be her batteries.

You might be Connie's biological child, or one of the ones she kidnapped. Either way you have problems. The lack of formal education, birth certificate or any sort of documentation- yes, even if you take papers as an item in this or a

previous Jump- is just the start. You are bound to Connie, unable to properly manifest any perks or powers from this Jump as she siphons off your energy. She is dying, and determined to drag you with her, as her condition worsens you will be unable to move further than a rapidly shrinking radius from her. If you or anyone else kills her, you and your siblings will die. Best of luck, Jumper, you're gonna need it.

Return to the Earth (+400/600 cp) Momma Gaia is just gonna hold on to all these excessive, out-of-Jump powers and perks for you, alright dearie? You can have them back when you leave, so you don't throw things too far out of whack. For an extra +200 cp, your connection to the Warehouse is disrupted by the local magic, which is everywhere.

END

Go Home: This place can make you sick for home, with all this love and touchy-feels. Perhaps it's time for you to hang up your spurs.

Remain: Crescent Lake is a neat little town. All these people are so sweet and wholesome. So why not stay?

Press On: This Jumpchain thing can be very scary, alright? But if you stick with it a little while, it will become familiar and not so scary.