Grimm Jumpchain

By Brewhaha

Jumpchain version 1.0



In a world where fairy tales are more than stories for a children's bedtime monsters of all different types hide in the modern-day world. But even the monsters have stories to scare their young Jumper; be good or the Grimm will chop your head off. These special hunters can see into a Wesen's heart of darkness, reflecting their true self.

Here is 1000 points to begin your journey

Location: Without any drawbacks Jumper you arrive in Portland on September 10th, 2011, so you can be wherever and must survive for ten years in this world. Be warned that groups like the Royals and Black Claw have worldwide reach.

Age and gender can be whatever you want as long as it makes sense.

Origin

Each origin has a specific perk section with discounts. 100 discounted is free.

Grimm (400): A descendant of the Dēcapitāre and the Original Grimm, one day you started to notice faces changing. Maybe you had a family member in the know explaining things or an old book from a deceased cleared things up but either way you would out about the shadow world.

> You are more physically enhanced than most Wesen with superhuman strength, durability, agility, reflexes and speed. You are resistant to arsenic and other drug-like effects, hear precise sounds from far distances. You have an innate ability to see Wesen

when they are Woged which is when they are feeling strong emotion like surprise or anger or through an electric tension in your jaw, a sixth sense in the presence of parahumans.

Wesen (200): A monster of legend or tale, one day your parahuman nature revealed itself when you Woged. Maybe your family always told you the truth, but you never believed it, but you cannot hide from yourself. The council is run by Wesen.

Unless otherwise stated you are more physically enhanced than humans but weaker than Grimms.

Human: Rather than being a Kehrseite that knows nothing you are a Kehrseite-Schlich-Kennen in the know about the Wesen World. Maybe you were attacked while jogging in the forest or targeted for your human organs. The Royals are almost exclusively human even in a world of Wesen, which might say something about the real monsters.

General Perks

Multilinguist (Free): Most Wesen terms are in a different language and the Grimm notes come in words long past. So, you know three languages of your choice at the beginning of the jump and can learn more with the frightening ease of a genius in six months.

Battle Ready (Free): While there is a definite hierarchy in which species is stronger it can be noted that proper training can be an edge to live another day. You know how to throw a proper punch without hurting yourself too bad in the process and have great hand eye coordination.

Beauty perk (100): Your beauty is not dependent on any alternate form or ability. Even people not attracted to you can recognise your beauty and those that do are off the charts; they could look away from a Musai kissing them on the lips. This also affects any altforms like Woges.

Silver tongue (100): Normally hiding something can weigh on a person's soul and things fall apart when the truth comes out but for you that would be a rare event. Lies can spew out your mouth as easy as truths and are much harder to shoot down, only being revealed when you wish.

Police background (200): You have the skills of an investigator, how to do reports and manage bureaucracy along with the legal knowledge of the current basic laws. At the beginning of every jump, you can choose to be transferred into the local police force at a position of your choice as long as a named character does not currently do the job (although you can be an intern under them) and you have the skills to passably do so.

Grimm Toggle (200): Maybe you want your next worlds to be supplemented with Wesen of all different kinds and with this perk they will be balanced with other jumps, magic and monsters. They are fate-backed not to needlessly reveal themselves to humanity nor cull their numbers too deep for survival.

PTZD (300): You have recovered from the poison of a Cracher-Mortel which leaves some zombie like effects. Your fitness has improved so much that exercise and other increased activity does not tire you and you don't require water or air in times of true stress for short periods of time. This can be visually known by your skin turning grey. Post-Traumatic Zombie Disorder has only been seen in a Grimm but with CP you can have it too without becoming a zombie; plus you are immune to the poisons of a Cracher-Mortel.

Grimm

Artiste (100): Grimms seem to have an innate artistic capability based on the generations of diaries and warnings they make. Like them you have a great deal of talent and can quickly draw accurate depictions of most things.

True sight (200): Rather than requiring high emotions to notice a Wesen you can force them to reflexively Woge with a glare. It will be easier the weaker willed the individual is and may not work on those with strong will. Post jump this will work on those with a secondary shift.

Hunter (400): Due to your family history you have an innate natural aptitude for combat against monsters, especially with medieval weapons like blades and crossbows. These weapons will work just as good as modern weapons for you. Just by picking a weapon up you know how best to use it in a fight and within a thirty-minute training session have the muscle memory necessary to fight with it.

Decapitare (600): Decapitating your enemies is a viable way to make sure they do not get up. When facing enemies their neck becomes a slight weak point and your strikes cause more damage there as the battle goes on. If they are considered invulnerable, coating your weapon in their weakness and fighting for ten minutes could weaken them enough for the chop.

Wesen

Control (100): Grimm can only recognise Wesen if they lose control, but they won't recognise you unless you willingly Woge or the most terrible things happen. This control helps you manage your emotions and control your urge to act out by keeping your heart steady. It can also allow you to shift into alternate forms.

Vertrautheiten (200): Wesen can simultaneously Woge to memorise scents and rub the sides of the neck and head for a few seconds. By going through this trust exercise, you can calm grudges and foster a bond, it can be a peace offering through showing vulnerability. Even for those without a secondary form or enhanced senses it is a meaningful action and won't be broken in good faith; those that fail to do so would be considered oath breakers of the highest order.

Herbalist (400): As a fully knowledgeable apothecary you know the uses of multiple herbs for potions and poisons. This gives you an increased tolerance to drug effects and the ability to recognise them by taste or internal body effect. Every jump this knowledge updates to the world's herbs.

Resistance (600): The Réveillon riots, the Boxer Rebellion, draft riots during the Civil War, and the Boston Tea Party were all started by Wesen; rebellion is in your history and blood. When you have a cause to believe in, luck falls on your side, like the sequence of events that led to the assassination of Archduke Franz Ferdinand of Austria.

Human

Conceptual understanding (100): Only a few humans can truly understand the unknown and process it without going insane. Nothing phases you and you take all surprises in stride. This can help you with understanding more literal concepts like fairytale lessons.

Scientist (200): Science is your friend in this modern-day world, with it everything can be explained through logic. This can help you find out of the box solutions for ancient problems by looking at something with fresh eyes. An example of this is using a large amount of testosterone to trap a Huntha Lami Muuaji in one form.

Magic Armour (400): You have some metaphysical protection against magic effects like curses, infections and spells that would cause you harm. Spells meant to harm you would require double the power because normal ones just bounce off. It may take time for the magic to run its course without the cure based on the power though which may be painful or even lethal based on the intent but you have a better chance of surviving than most.

Royal (600): You can cultivate an image of fear even towards those that are more physically powerful than you although if you are stronger, it would be better. People are less likely to betray you with their inherent fear and you find it easy to gain employees to work under you. This makes you a powerful leader and can increase with the number of people who work for you.

Items

Two discounts for each price tier. 100 discounted is free.

Vehicle (Free): You have an automobile or motorbike that refuels and repairs when not in use. You also have a licence and all the registration for it.

Grimm Diary (100): For each Wesen species you draw within its pages this book will update to show a description detailing any known strengths and weaknesses. If you can't draw, then remembering the Woge while holding the book will do. In future jumps this will work for other monster-like species.

Residence (100): This can be any home of your choice with furnishing and mortgages paid for by Jump Chan. While it does repair any damages done its main feature is that nobody knows it is your house unless you personally welcome them in. You can also revoke this invitation at any time.

Mask contract (100): With this contract signed in blood you have a Vibora Dorada made mask with import availability without the chance of making you go insane. This gives you the strengths of the species without becoming a Wesen; although you can only choose a species that is free in the below section. It can only be used in planned fights and will also repair itself when broken.

Gun (100): A modern 21st century handgun with all the legal permits required for concealed use along with a box of ammunition that refills after every day. This ammunition can be coated in poisons to weaken Wesen and other monsters' post jump.

Medieval Armoury (200): A chest or strongbox of your design holds a museum's worth of archaic weapons designed by Grimms for fighting Wesen like the Siegbarste Gewehr. All weapons are in perfect condition and will repair any breakages. This also includes Wesen specific weaponry like the Bear Claw.

Scythe (200): The tool of a Reaper and not the agriculture kind. This curved blade is engraved with a phrase of your choice towards a specific species and is perfectly sharp; damage is increased towards that species. The weapon can be folded up to hide and has the special ability of not being considered a weapon until the blade is flicked open.

Contacts (200): Woges are a defining feature of both Grimm and Wesen so what if you could hide it. Wearing these single day contacts allows for a Grimm to hide their reflective void eyes while looking at Woges, Wesen can hide the minor Woges of their eyes from Grimms and Humans can even pretend to be Wesen. Usage causes your eyes to sting and you need to switch them out regularly.

Leather Jacket (200): Based off the special ability of a Wildesheer this leather jacket has patches of fur on it enhancing your strength, speed and endurance by the level of basic Wesen without becoming one for a period of rechargeable time; the time you can use it and the time it recharges can be better with practice. The Leather Jacket uses your own energy to power so

humans can go for twenty minutes at the beginning, Wesen for an hour and Grimm for three. The jacket can come in any style you want with import availability and repairs itself when broken.

The Council (400): You have a phone number that puts you in contact with some very important people. They are a great source of information on the paranormal and supernatural truths of the world and have worldwide influence. Every ten years you can request a favour within their power which they are honour bound to complete.

Special Delivery (400): You have your own postal service to send letters and parcels between points. They are more efficient than other services, will not question the contents or be searched by customs for international communication and be as unobtrusive as you want. Within your city of residence, they are much faster as well.

Shop (400): You have a specialty spice and tea shop perfect for the exotic homoeopathic remedy needs of Wesen. It is filled with all kinds of herbs, spices, and teas that can be used for a variety of concoctions meant to help, heal, or harm an individual making it a perfect apothecary for knowledgeable individuals. Any ingredient usage will restock in a week and in times of crisis, it becomes a neutral meeting point for the community.

Trailer (400): A 1963 Airstream Globetrotter which can act like a mobile base and a secret storage facility; it seems much bigger on the inside than it is on the outside. It can be attached to any automobile for transport, can only be opened by yourself and those you designate, is impervious to fire damage and any tracking spells would put it in the middle of a random nearby forest.

Broadsword (600): This bladed weapon can be carried out in the open with no outcry and is treated like any modern weapon which you have a permit for. The perfectly sharp blade can either be used in a one handed or two-handed grip and returns to its sheath if lost; the sheath can be clipped to the back of a shirt, jacket or used as a belt if you are tall enough and your motion won't be impacted.

Taskforce (600): You have the backing of a powerful organisation and with it a group of fifty mercenaries to do with as you please. They are all at minimum military trained, a **Free** Wesen species of your choice and follow your orders without question. In time they can infiltrate different positions.

Castle (600): A large fortification with acres of heavy forest around thick outer walls. You know where intruders are down to the room, and it has prison cells made for Wesen. The design and structure of the castle is up to you, and it would not be considered strange for it to be on the edge of an urban city.

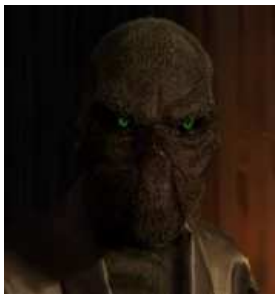
Companions

Canon (Varies): This option is to take any character from Grimm on your adventures. Humans without any additions like Hank are 100 CP, humans enhanced with Wesen capabilities like Wu and Renard are 150 CP, Wesen like Adalind and Monroe are either 200 CP or 300 CP based on if they are on the higher end of the power scale and Grimms like Nick are 400 CP. Their abilities are fate backed.

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred CP and four fifths of any discount points carried over if they take a drawback.

Wesen Species Section

This section is only available to those of the 200 CP Wesen Origin. The below costs are additional to the Origin price.



Alpe [In German: Alp "nightmare"] (100): Within German folklore an Alpe is the monster representing sleep paralysis and insomnia. They are seen as clever and cunning creatures with a bit of an arrogance in the way they carry themselves. This Wesen can usually be found near places where groups of people sleep like hotels and may live in a lavish lifestyle. Their Woge is covered in short green and brown fur with no facial features on their bald head beyond glowing green eyes and its huge mouth. The mouth can separate into three distinct, almost petal-like shapes which can release a paralysing gas that gives them bad breath. An Alpe feeds on melatonin and other proteins produced during REM sleep because they can't sleep and victims can be driven to insanity.

If you bought this option with CP without The True Monster Drawback you can sleep normally and gain more energy by going through the Alpe feeding ritual. With the True Monster Drawback you have to get the melatonin from outside sources.



Anubis [In Latin: Anūbis "Anubis, Egyptian God of the cemetery"] (Free): Within Egyptian mythology Anubis is the protector of graves and guide to the Underworld. They are seen to be protective of the dead and respectful of artefacts. This Wesen can usually be found near places where Wesen culture needs to be protected. Their Woge is almost completely hairless and pale beige and holds many canine facial features like the pointed nose and ears that extend above their head. There are also sharp claws and fangs. They possess enough superhuman strength and agility like other predatory Wesen species.



Apgadnieks [In Latvian: "wage earner, breadwinner, supporter"] (Free): A Malamute husky-like Wesen. They are seen as natural leaders, courageous and resourceful. Their Woge keeps their natural hair while also growing hair everywhere else apart from near the mouth, their nose becomes more dog and their eyes are a striking blue.



Aswang [In Tagalog: "monster"] (200): Within Philippine folklore an Aswang is a monster known for eating unborn foetuses and making a ticking sound with their tongue. They have a tradition that the eldest son must give up his first conceived child for his mother to consume in order to extend her lifespan else she dies within a month; this has been contended with in modern day but it leads to irrational and violent behaviour. Their Woge is bald with pale grey skin and a bat-like nose, their eyes glow silver in the dark and their teeth and nails sharpened into fangs and claws. The most notable feature though is the black, forked proboscis tongue. It can stretch several times the size of their body and can pierce flesh with scalpel-like precision. An Aswang will use their tongues to pierce the navel of a pregnant woman after chewing Valerian root and inject the chemical properties into the woman, tranquillising her. From there the Aswang will use their tongues to suck the infant out of the womb.

If you bought this option with CP without The True Monster Drawback you won't have to deal with this archaic ritual. With the True Monster Drawback you will have to deal with the event from another family if yours is not applicable.



Ataktos Fuse [In Greek: "mischievous nature"] (400): The inspiration for the Greek party God Dionysus an Ataktos Fuse is a functionally immortal cicadae like creature. They are known to be party animals due to the small time they have, are very charismatic and hold great care for the environment as they need to preserve their hibernation grounds. Their Woge is a full body yellow-brown chitinous exoskeleton that goes over any clothes and fingers fuse into an insect leg with a sharp opposable thumb. The carapace is tough enough to stop a regular punch and it is theorised that the wings on their back allows for flight. Once every seven years they rise from underground hibernation and roam for twenty-four hours to steal a food source – read person – that will last for the next seven years.

If you bought this option with CP without The True Monster Drawback you can live without hibernation and survive with other nutrients. With the True Monster Drawback you will have to go through hibernation and only awaken for one day every seven years; this will not cheat the ten-year period as you will have to go through hibernation 3650 times.



Balam [In Yucatec: "jaguar"] (Free): Within Mexican folklore Balam are supernatural jaguars that protect nature. They are seen as daring and aggressive that think before acting and become obsessive when family is harmed. Their Woge keeps natural hair while growing purplish-blue (based on lighting) fur over their body and their eyes glow amber. There are also sharp claws and fangs. They possess enough superhuman strength and agility like other predatory Wesen species.



Barbatus Ossifrage [In Latin: barbatus "bearded" + os, ossis "bone" + -fragus "breaker"] (200): Based off a bearded vulture Barbatus Ossifrage the need for liquidated bones. They are seen as plague preventers by recycling dead bodies. This Wesen can be found in packs called tristitudo (a group of grief) stalking areas where people die like battlefields or great heights unless they can break all the bones in another way. Their Woge wrinkles their skin, grows blood red feathers all over their face and turns their skin greyish-pink. Their mouth which is now a beak is lined with teeth hides a long, hollow proboscises tongue with four small, movable flap-like growths at the end. This appendage dissolves bones, drains them and can transfer nutrients via regurgitation. When a Barbatus Ossifrage becomes elderly their offspring is obligated to hunt for them as well.

If you bought this option with CP without The True Monster Drawback you are under no obligation to consume just bone marrow and can gain more energy by doing so. With the True Monster Drawback you will have an elderly member of your kind you need to care for who you can't starve or kill outright.



Bauerschwein [In German: Bauer "farmer" + Schwein "pig"] (Free): A pig-like Wesen. They are seen as being diligent and hard-working. This Wesen has a terrible feud with Blutbads that go back generations and often take mud baths to help ease their minds and think. Their Woge includes pointed ears, a boar's snout and a wrinkled face. Their only special ability is a superhuman sense of smell.



Blutbad [In German: Blut "blood" + Bad "bath"] (Free): Based on a wolf the Germans used their name as a synonym for massacre and may also be the origin for werewolves. They are seen to be a vicious, noble and savage being equally feared and respected in the Wesen community. This Wesen is known to adopt a solitary lifestyle deep in their family territory due to their control slipping in front of non-familial Blutbad. Their Woge retains most of their human features but varies with individuals and gender ranging from sharp features to wolf-like ones. They gain burning red eyes, curling claws and pointed teeth. Their sense of smell is beyond superhuman and their physical abilities are enhanced but are still defeasible by Grimm. Due to the muscle changes during Woges their lower back is a weak point. Blutbad can also choose to move away from their violent past by becoming a part of the Wider church.



Coyotl [In Nahuatl: "coyote"] (Free): A coyote-like Wesen. They are seen as mean, bullies and the Wesen equivalent to a street gang. This Wesen is very insular due to the strong pack mentality and can lead to possible inbreeding. Their Woge is very severe including a face shift, full fur growth (apart from their hair) and canine features like pointed ears and snout. Their eyes can be many different colours from yellow to blue. Like many other canine Wesen, they have enhanced smell but not to the level of Blutbaden.



Cracher-Mortel [In French: Cracher "to spit" + Mortel "deadly" or "mortal"] (300): A Puffer fish-like Wesen. They are seen as confident and dangerous due to their intelligence, cunning and sophistication. They also have some ties to voodoo events. Their Woge sifts their head into a large rounded form covered in short spikes coloured tan and highlighted in sickly green. When spitting their head inflates erecting the spikes; the larger the head the more spit they produce. Their tetrodotoxin seeps through a victim's skin and puts them in suspended animation making them controllable zombies that will follow the Cracker-Mortel's commands. Although this is different for a Grimm victim as they can't be controlled or reinfected. They also have enhanced physical abilities.

If you bought this option with CP without The True Monster Drawback you can have indefinite control over your puppets with enough constant dosage. With the True Monster Drawback you will be unable to control your zombies.



Cupiditas [In Latin: cupido + -tās "desire, longing, lust"] (100): The Cupiditas is more demonic than cherubic manipulating the emotion of love. They are seen as vengeful people that hold grudges for a long time; they do not care for others outside their family and resort to cunning. Their Woge includes swept back hair, dark blue skin, hellish eyes and two small horns. Their green saliva is used to create a unique love potion called Amor de Infierno which can only be broken with the Wesen's death.

If you bought this option with CP without The True Monster Drawback you have perfect control over your Amor de Infierno and can even deactivate it without your death. With the True Monster Drawback the normal rule applies.



Dämonfeuer [In German: Dämon "demon" + Feuer "fire"] (300): Based off a dragon they can breathe fire. They are seen as treasure hoarders and hold a great appreciation for combat service and anything relating to fire or copper. This Wesen can be found in occupations relating

to fire or combat and find great honour in dying due to battle. They would also be ashamed if they fail to save a family member which can lead to suicides. Their Woge turns their all of their skin into a scaly green hide, flattens their nose and ears, gives their eyes the appearance of fire and leaves spike in a crown like configuration. They hold great strength and durability in their woged state along with a resistance to fire that is not invulnerability. They have two forms of fire breathing. The first is to release a vapour into the air before ignition while a much quicker option is to open their mouth a breath the fire out like a flamethrower.

If you bought this option with CP without The True Monster Drawback you will not have any heartburn due to heavy gastric acids. With the True Monster Drawback when you overuse your fire breath you will have coughing fits as acid spills into your lungs.



Dickfellig [In German: "thick-skinned"] (Free): A Rhinoceros-like Wesen. Dickfellig have no fear, charging their foes head on. This Wesen is seen as great fighters. Their Woge gives the sides of their faces grey bumpy skin along with one to four horns; the primary one in the middle of the face where their nose was. Some also have red eyes. They are also strong and durable enough to hold their own in combat.



Drang-Zorn [In German: Drang "urge, stress" + Zorn "rage, fury, or wrath"] (100): A badger-like Wesen. This Wesen is seen to have a very short temper and are very easily enraged, prone to violent outbursts and fiercely protective of their young. When facing an enemy they can't defeat they will burrow into the earth for refuge. Their Woge shifts their features in a badger's including black fur all over their body, their teeth become razor sharp, their ears lengthen and they gain digging claws that can break through layers of dirt. Their bite is extremely powerful and does not diminish with age; on separate occasions both a seven-year-old Drang-Zorn and an elderly one was able to overpower two adults. If they woge before puberty a Drang-Zorn is unable to control their rage and needs to be isolated.

If you bought this option with CP without The True Monster Drawback you will not have any problems with your fight and flight responses and your burrowing will never leave you stuck. With the True Monster Drawback your stress response is like any other Drang-Zorn.



Eisbiber [In German: Eis "ice" + Biber "beaver"] (Free): A beaver-like Wesen. This Wesen is seen to have common sense that borders on cowardice, lives a communal lifestyle and holds a love for building and fixing things like bridges. This Wesen can be found as construction workers or repairmen due to their curious nature and show gratitude with handmade or baked items. Their Woge includes golden brown fur all over their bodies and enlarged front teeth.



El Cucuy [In Spanish: el Coco "the Bogeyman"] (200): Within Portugal Coco is a ghost and the idea of a bogeyman has a place in many mythologies. This Wesen is a nomadic person that usually moves to communities where there has been injustice and commits brutal acts of vengeance and justice based on the perspective. Their Woge gives them long grey hair on their heads and chins, yellow eyes, a wide mouth with razor sharp teeth and ears that can hear from miles away. They are also quite strong and agile in this form slashing the throat in a way that could be mistaken for a feral animal. Their ears can be woged without the full face and allows them to listen without revealing themselves.

If you bought this option with CP without The True Monster Drawback you will not have any instinctual need to be a violent vigilante. With the True Monster Drawback you will be compelled to bring justice to your community.



El Cuegle [In Spanish: Cuegle] (300): Within Cantabrian folklore Cuegle is a monster that walks on two legs and roughly humanoid in shape, it has black skin, three arms without hands or fingers, five rows of teeth, a single stubby horn and three eyes in its head: one green, one red, and one blue. Their Woge gives them bald blue-grey skin, a mouth full of razor sharp snaggle-teeth, opens a third eye on their forehead and a secondary right arm that grows out of their back. These three eyes can see into the past, present and future and through visions will find out about disastrous events. They are also quite strong and can coordinate their third arm precisely.

If you bought this option with CP without The True Monster Drawback these premonitions are not harmful, and you can separate yourself from them. With the True Monster Drawback these visions will give you migraines at any time and you will need to stop the future from occurring by killing the child.



Excandesco [In Latin: "catch fire"] (400): The basis for the mythical phoenix due to the intense flames they generate over their body. Their Woge turns their skin into a form of black igneous rock and changes the digits on their hand and feet to three but they can access their intense flames either woged or unwoged which can keep people from getting close. They have a natural resistance to heat from the outside but not from within.

If you bought this option with CP without The True Monster Drawback you can turn your flames off if they are redirected by others. With the True Monster Drawback if the energy is turned inward by fire retardant supplies you will burn and most likely explode.



Folterseele [In German: Folter "torture" + Seele "soul"] (300): A frog-like Wesen. Their Woge gives them a frog-like appearance in which their skin turns a yellowish to brownish-green colour, their eyes slightly bulge and move slightly further apart, their nose bridge flattens, and their mouth and lips widen. The lower jawbone is reduced to just the lower lip, and the throat becomes an inflatable vocal sac. They normally only woge when somebody is attracted to them which uncontrollably releases batrachotoxins through skin touch leading to the lover's death through heart failure. This poison can kill 10,000 mice, 10 to 20 humans, and 2 African bull elephants.

If you bought this option with CP without The True Monster Drawback you can control when you release poison and Woge normally. With the True Monster Drawback it occurs normally with any arousal and may require treatment that turns your skin slightly green.



Fuchsbau [In German: "fox hole" or "burrow"] (Free): A fox-like Wesen. They are known as liars and dealers of the illegal but at the same time are loyal and friendly. While avoiders of confrontation if forced to fight they prefer ambushes and surprise attacks. Their Woge grows long orange fur with patches of black or white all over their body along with sharper more fox-like features. They have a sense of smell on par with a Blutbad and incredibly strong bite force to tear through flesh or rope.



Fuchsteufelwild [In German: fuchsteufelswild "furious as a fox-devil"] (400): Connected to the story of Rumpelstiltskin this Wesen's name is always an anagram. They are known to be sadistic, love to play games with their victims to guess their name, they become violently suicidal if faced with losing and prefers ambushes; which as a jumper is negated. Their Woge turns their skin green, points their ears, sharpens their teeth and fuses their fingers into two digits that secrete highly corrosive acid at will strong enough to burn through metal. Fuchsteufelwild can leap incredible heights and distances, even while in human form. They are also very fast and agile and can move with great stealth along with their high intelligence.

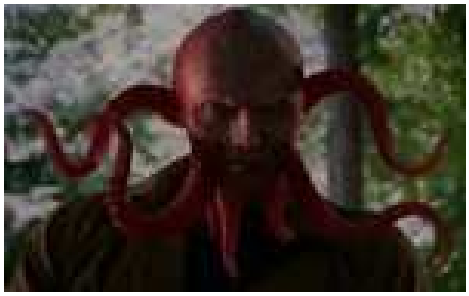
If you bought this option with CP without The True Monster Drawback you are not a slave to the need for games and being a sore loser. With the True Monster Drawback you will have a compulsion to play violent games with others.



Fuilcré [In Irish: Fuil "blood" + Cré "clay"] (Free): An ox-like Wesen. Known as deliberate and honest working in modern times they have a history of human sacrifice and can be upset at family rifts. Their Woge brings two curving horns out of the sides of their forehead, a bovine like face with a flat nose, enlarged incisors and a mane of hair. They are strong and sturdy creatures.



Furis Rubian [In Latin: "red devil" or "red demon," from furia "Fury" or "demonic spirit" + rubrum "red"] (Free): A horned toad-like Wesen mistaken for the devil throughout history. Their Woge causes them to lose their hair, their skin gains a red, scaly appearance, their ears become pointed, their fingernails turn black and elongate, and they sprout several horns from their head, with there being two more prominent horns a couple inches in length. Additionally, their eyes turn black, their nose widens, their voice gets much deeper, and their eyebrows turn into several small, black, scale-like horns.



Gedächtnis Esser [In German: Gedächtnis "memory" + Esser "eater"] (300): An octopus-like Wesen. Due to their abilities they are perfect identity thieves and may work espionage. Ther Woge causes them to lose all their hair, their skin turns a fleshy pink with a dark maw, and they grow multiple tentacles with suction cups on them. These caps burrow through the back of the head to steal memories, this leaves the victim with advanced dementia if done fully or memory disorientation if partially done.

If you bought this option with CP without The True Monster Drawback you can't be damaged by the stolen memory even of a Grimm. With the True Monster Drawback you'll have to avoid stealing from them else you will be a quivering wreck.



Geier [In German: "vulture"] (Free): A vulture-like Wesen. Known for their communal nature to work with others of their kind, Geirs are harvesters of meaty ingredients for Wesen. Their Woge gives their hands and feet sharp talons, a hook nose, black eyes and are more agile than humans. They have an instinctual ability to attack from above which historically has been in forests, but you can do drop attacks from any elevated position.



Gelumcaedus [In Latin: Gelum "coldness" + Caedis "kill"] (200): An alligator-like Wesen. Known for their history in ancient Rome this Wesen is fond of storm drains and other wet areas like swamps and are very aggressive. Their Woge causes their ears and hair to retract leaving

thick pale green skin, their mouths extend forward, widen, and become filled with razor-sharp teeth and they gain sharp claws. They are extremely strong, their grip is nearly impossible to escape from and they are incredibly fast for their size.

If you bought this option with CP without The True Monster Drawback you won't feel the need to go dormant in a bunker. With the True Monster Drawback you do.



Genio Innocuo [In Italian: Genio "genius" + Innocuo "harmless"] (Free): A tortoise-like Wesen. They are quite rare, intelligent and nonviolent. Their Woge causes their skin to turn scaly with a pattern done their back instead of a shell, their face becomes tortoise-like, and blunt claws sprout from their fingers for digging.



Gevatter Tod [In German: "The Grim Reaper" or "godfather death"] (300): An assassin bug-like Wesen. They are highly respected in communities while also being solemn due to their reputation as a Godfather of Death. Their Woge has green skin and a thin, glossy green, exoskeleton-like covering over most of their face and head, their eyes are red and compound like an insect's eyes with human eyelids, their ears are almost entirely non-existent and are more like holes on the side their head, and the structure of their nose in human form is nearly non-existent as well. Their most notable feature, however, is their two long, antenna-like tendrils that are on either side of the nasal region close to where their nostrils are in their human form. These tendrils demonstrate some fine motor control characteristics and can be moved and manipulated in a very wide variety of ways, though their resting position appears to be one in which they're curled up. This allows them to administer their toxic saliva; they insert these tendrils up the nostrils of their victims, who may be asleep, and then inject them with their saliva which can be fatal in high doses.

If you bought this option with CP without The True Monster Drawback you can live your life as you wish. With the True Monster Drawback you will be forced to do the duty of a Godfather of Death.



Glühenvolk [In German: Glühen "glow" + Volk "people"] (Free): An alien-like Wesen. They are close to extinction due to hunting, and it is considered good luck to see one in the Wesen world. Their Woge is a bulbous head with a tiny nose and ears, peg-like fangs and bio-luminescent skin that glows electric blue.



Hasenfussige Schnecke [In German: Hasenfüßig "cowardly" + Schnecke "slug"] (Free): A blobfish-like Wesen. They are known to be friendly, cowardly and easily intimidated. Their Woge is considered especially ugly as their skin gains mucous quality, their eyes turn black, and their face turns bloated and fishlike while losing all their hair.



Hässlich[In German: "ugly"] (100): A Troll-like Wesen. They are usually either Reapers that attempt to kill Grimm or organised crime in relation to bridges and are highly aggressive which is aided by their naturally tall frame. Their Woge gives their skin a leathery texture with creases in the forehead with varying ears, hair and skin colour. They are as strong as Blutbaden and incredibly durable to multiple blows even if they don’t woge.

If you bought this option with CP without The True Monster Drawback you don't have the minor cowardice that a lot of this species show. With the True Monster Drawback you do.



Heftigauroch [In German: Heftig "violently" or "severe" + Aurochs] (100): A bull-like Wesen. They are known to be laid back and pacifist when not driven into a feral rage. Their Woge gives them small horns and shortens their hair. They are strong enough to dent metal and durable enough to survive a beating which sends them into an animalistic rage where they don't feel pain.

If you bought this option with CP without The True Monster Drawback you can choose when to go into a rage with enough control to keep you mind. With the True Monster Drawback enough punishment will send you over the edge causing you to blackout.




Hexenbiest/Zauberbiest [In German: Hexe "witch" + Biest "beast"] [In German: Zauber "magic" or Zauberer "wizard" + Biest "beast"] (400): Either a witch or warlock like Wesen based on gender. They are known to be manipulative liars only loyal to those they serve for power, being feared for the magic they can use. Their Woge causes their face to decay and their teeth sharpen and, in this form, can give Grimms trouble physically. They have a wide range of abilities ranging from telekinesis, pyrokinetic and being able to cast illusions among other things based on the person. They can smell magic and can use a form of biokinesis to fuse flesh. Because this is CP you also have with the knowledge of Zaubertränke and Hexenbiest blood magic available to you no matter gender.

If you bought this option with CP without The True Monster Drawback you don't have the sociopathic need for perfection and the veneer of humanity will not fall. With the True Monster Drawback you are immoral on the basis of your species, and it will be hard to maintain human behaviour without actual emotion.



Höllentier [In German: Hölle "hell" + Tier "animal"] (Free): A hellhound-like Wesen. Known for their Egyptian history and for being jerks too dumb to be afraid and attracted to positions of power. Their Woge turns their skin a scaly texture, a snout-like face, pointed ears and fangs, spike like protrusions on their skin and turn red.



Hundjäger[In German: Hund "dog" + Jäger "hunter"] (Free): A hound dog-like Wesen. They are known for being tenacious towards those they hunt and are widely feared as enforcers. Their Woge grows thick brown fur over their bodies, long canine ears and a snout with sharp teeth and golden eyes. They have an excellent sense of smell in their Woge form, and their teeth are strong enough to tear flesh if they don't use the enhanced strength that most Wesen have.



Huntha Lami Muuaji[In Swahili: "hermaphrodite" + "tar" + "murderer"] (100): A flatworm-like Wesen. They are Hermaphrodites with two gendered forms and the Woge as the neutral middle ground which allows them to switch. Their Woge is slim and featureless with lines that give a segmented feel. Any changes to one body do not affect the other.

If you bought this option with CP without The True Monster Drawback then you exist as both forms and can switch back whenever you want. With the True Monster Drawback the alternate

gender is another person with their own whims that while listening to you as a lifelong companion it can misinterpret what you want.




Indole Gentile [In Italian: "nature" + "kind"] (Free): A doe-faced Wesen. They are considered harmless. Their Woge gives them large dark eyes, their ears become ovals and their skin takes on a green tinge. Because this is Jumpchain you also gain the genetic disorder Kallikantzaroi (kahl-lee-KAHNT-zah-roh-ee) as an alternate form which is normally only in Indole Gentile children and out of their control for twelve days. Your eyes glow green, bestial facial features and hair, pointed ears and claws.



Inugami [In Japanese: 犬神 "dog god"] (Free): A ghost dog-like Wesen. They are known to care deeply about honour and may feel bound to violently protect a family even to the disavowal of the protected. Their Woge gives them long, white mane around their face, glowing, bright blue eyes, a canine rhinarium that is dark brown to black in colour, larger, black lips and hairless patches of skin around the mouth and eyes.



Jägerbar [In German: Jäger "hunter" + Bär "bear"] (Free): A bear-like Wesen. Known for their violent history of hunting two humans to celebrate adulthood (Roh-Hatz) but they are more civilised now. Their Woge is very extreme, turning them into a walking bear with brown fur everywhere, features, claws and roar of a bear.



Jinnamuru Xunte [In Eastern Maninkakan: jinne "evil spirit" + muruxuntee "person with a limp"] (300): A fly-like Wesen whose name comes from jinne (evil spirit) and muruxuntee (person with a limp), described as an evil spirit without feet or hands. They are known to frequent places with high emotions like churches or support groups. Their Woge gives them enormous black compound eyes, grey skin, razor sharp teeth, sharp claws, and fly-like hairs in the place of their normal hair. They have a long, forked, proboscis-like tongue, which they use to lick up the tears of their victims. They can also move so fast the eyes can't keep track and spray out tiny worms that can burrow into people's eyes leaving them blind.

If you bought this option with CP without The True Monster Drawback the worms in your brain do not give you migraines and tears aren't necessary to survive. With the True Monster Drawback tears become opioids for the pain in your brain.



Kackenkopf [In German: "poop head"] (Free): A dung beetle-like Wesen. They are known to be bad company, extremely volatile and cowards when faced with threats. Their Woge causes them to lose their hair and gain a plated exoskeleton ridge on the back of the neck, back of the head and the top. They also gain two insect-like appendages or antennae that protrude prominently from below their eyes, just below the part of the exoskeleton that resembles a zygomatic arch. Their eyes become entirely black and their teeth become triangular and sharper.



Kitsune [In Japanese: "fox"] (Free): A fox-like Wesen. They are known to be very reserved but can become enraged and grudgeful. Their Woge is long white fur, bright blue eyes and fox features that include a black cleft, sharp teeth, pointed ears and snout.



Klaustreich [In German: Klaue "claw" + Streich "strike"] (Free): An alley cat-like Wesen. They are known to be charismatic but bad partners for males and females are more likely to care for their friends deeply. Their Woge gives them patterned fur all over their body, their eyes can glow in the dark and other cat features.



Königschlange [In German: König "king" + Schlange "snake"] (200): A king cobra-like Wesen. They are feared as sadistic beings that other Wesen fear and are great lie detectors and death confirmers. Their Woge turns their skin scaly with a distinctive hood with a serpent's fangs and tongue. Their toxin is incredibly deadly, and they have the strength to go toe to toe with Grimms.

If you bought this option with CP without The True Monster Drawback you have great control over your poison and senses being able to notice when you are being tricked. With the True Monster Drawback the Death Faint potion can trick you.



Koschie [In Russian: Кощéй "Koshchey"] (300): Named for a skeleton man in Russian folklore this Wesen looks like a radioactive skeleton. They are known to be free spirited with a high sex drive and may use their healing to balance those they kill. Their Woge their skin sickly translucent with green veins that match the irises over the black sclera. They have the ability to either heal or harm with their hands, sending enough radioactive poisoning to kill within days.

If you bought this option with CP without The True Monster Drawback you wouldn't be weakened after the use of your special ability. With the True Monster Drawback using either you're healing or harming weakens your body close to death.



Krampus [In German: Krampen "claw"] (300): An anti-santa Wesen based off the Knecht Ruprecht myth. They are known to hunt naughty children and eat them during the Winter Solstice, they are considered mythical and are usually unknown to their human half acting as a Hyde personality. Their Woge gives them sharp teeth, curled horns, claws, and a flaming, red-forked tongue. They are extremely stealthy and have the strength to match a Grimm.

If you bought this option with CP without The True Monster Drawback you can Woge like any normal Wesen all year round with no memory problems. With the True Monster Drawback you will be possessed in the days coming to the Winter Solstice where another personality acts like Krampus, children eating and all.



Lausenschlange [In German: Laus "louse" + Schlange "snake"] (Free): A Snake-like Wesen. They are known to be naturally aggressive but can work with others. Their Woge turns their skin into a coloured scale pattern with fangs, a forked tongue, slit pupils and no hair.



Lebensauger [In German: Leben "life" + sauger "sucker"] (Free): A leech-like Wesen. They are known to be repulsive and self-loathing or sadistic, substance abusers and great actors even to other Wesen. Their Woge gives them brown lumpy skin, causes them to lose their hair and most of their nose save for the nostrils and a large, round, fang-filled, gaping maw in the place of their human mouths. It is theorised that blood is a necessary part of their diet.





Löwen [In German: "lion"] (Free): A lion-like Wesen. They are known to be aggressive, competitive, and violent with a terrible temper but with a capacity for peace; they are more likely to be leaders than followers. Their Woge for some male Löwen grow long hanging hair, while other males grow large bushy manes. Female Löwen have much less hair when they Woge and slightly less pronounced features, though some females have facial hair in their Woged state. Like other predator Wesen their strength, endurance and sense of smell is slightly higher than normal along with razor sharp claws and teeth.



Luisant-Pêcheur [In French: Luisant "shiny" + Pêcheur "fisher"] (Free): An otter-like Wesen. They are known to be quiet, kind, and gentle unless money is involved which leads to

unethical cunning. Their Woge gives them brown insulated fur for swimming, whiskers and webbed appendages. Their swimming is their greatest asset while they can be awkward on land.



Luison [In Guarani: "wolf-man"] (Free): A wolf-like Wesen. They are known to be suave and polite on the surface but are actually quite greedy. Their Woge gives them large fluffy ears at the tops of their head, their facial skin turns a light orange with fur on the sides of their face along with dog-like teeth and nose along with a sense of smell to match a Blutbad.



Malin Fatal [In French: Malin "malicious" + Fatal "fatal"] (Free): A boar-like Wesen. They are known to be great defenders, aggressive and intelligent. Their Woge gives them brown fur that covers most of the body except for the main part of the face while keeping the human hair, a animalistic nose, pointed ears and a pair of pointed tusks growing from the lower jaw.



Manticore [In English: Manticore; from Early Middle Persian: Martyaxwar] (300): Noted in legends as a half lion and scorpion beast, this Wesen is a legendary Persian cryptid. They are known to be excellent soldiers found on front lines more often than not. Their Woge is reminiscent of Lowens with a large mane but they have a large black scorpion tail extending from their spine. This is extremely poisonous that can paralyse or kill. They are also enhanced beyond normal Wesen standards.

If you bought this option with CP without The True Monster Drawback your tail is not a weak point and can't be used against you. With the True Monster Drawback if you would rear back in pain if your tail were just stabbed and you are vulnerable to your own stinger.



Matança Zumbido [In Portuguese: "buzz kill"] (100): An electric eel-like Wesen. This horrifying Wesen is extremely possessive, and they have a penchant for going insane. Their Woge turns their skin lime green with blue accents while losing all hair, nose and ears. They can generate bioelectricity up to 200,000 amps making any attacks look like a lightning strike with the control that only affects the target.

If you bought this option with CP without The True Monster Drawback you can send out an electric wave at will. With the True Monster Drawback this would only occur at your death.



Mauvais Dentes [In French: Mauvais "bad" + Dents "teeth"] (Free): A Sabretooth cat-like Wesen. They are known to be vicious killing machines that like to play games with their prey. Their Woge gives them grey fur over their head and arms, stripes and massive fangs. They are also physically enhanced to stand up to Grimms.



Mauzhertz [In German: Maus "mouse" + Herz "heart"] (Free): A mouse-like Wesen. They are known to be timid and harmless mostly and are very friendly. Their Woge gives them beady eyes, whiskers, pointed nose, facial hair, larger ears and oversized incisors.



Mellifer [In Latin: Mellis "honey" + Ferre "to bear"] (100): A bee-like Wesen. They are known to live communally around queen bees and act as warning callers. Their Woge gives them large blue compound eyes, their mouths sprout external articulated mandibles, and antennae appear on their foreheads. They can control swarms of bees and excrete a deadly apitoxin.

If you bought this option with CP without The True Monster Drawback you can inject your poison without a stinger and don't feel the need to follow a queen. With the True Monster Drawback you require a syringe to inject it and require a hive.



Murciélago [In Spanish: "bat"] (100): A bat-like Wesen. They are known to be highly emotional, falling on a spectrum between calm and creative to selfish and spiteful. Their Woge gives them glowing red eyes, leathery brown skin, bat features, sharp claws, webbed hands, and vicious rows of teeth. Their sonic cry can be fatal to human hearing by shattering eardrums and popping eyeballs among other effects.

If you bought this option with CP without The True Monster Drawback you are immune to your own scream and hand-crank sirens. With the True Monster Drawback you have those weaknesses.



Musai [In Ancient Greek: Μοῦσαι "muses"] (200): A muse-like Wesen based on the sidhe. They are known to feel guiltless about the deadly chaos they cause and are passionate about art. Their Woge turns their hair red, skin shiny blue, deep blue eyes and pointed ears. Their kiss secretes an addictive euphoria that creates an emotional high in the victim if it touches any bare skin. This leads to obsessive love and a change in personality.

If you bought this option with CP without The True Monster Drawback you can control if you release your pheromones. With the True Monster Drawback it occurs from any saliva touch.



Musasat Alsh-Shabab [In Arabic: مُصَاصَة الشَّباب "youth sucker"] (100): A scarab beetle-like Wesen. They are known as greedy but wary creatures and will fight when confronted. Their Woge gives them a partial, grey exoskeleton over their faces and parts of their arms in a spiral pattern. The skin that is not covered by this exoskeleton becomes exposed dermis, and they also gain four mandibles around their mouths and two large, scarab-like jaws. Their teeth become needle-like. The mandibles can pierce the face of victims and suck the youth out of them which would kill them due to accelerated ageing. This Yanbue can make somebody look youthful.

If you bought this option with CP without The True Monster Drawback the Yanbue you produce does not have any addictive effects. With the True Monster Drawback easy overuse will lead to disfigurement and death.




Naiad [In Middle English: "water nymph"] (Free): A mermaid-like Wesen. They are known to be extremely protective of family; males are sterile but that is negated by jumpchain. Their Woge gives females webbing on their arms and between their fingers and toes, gills and bright blue eyes while males have orange/yellow eyes. You do not suffer from dehydration if you don't take a swim every day.



Nuckelavee [In Scottish Gaelic: Nuckelavee] (Free): A horse-like Wesen connected to Orcadian folklore. They are known to approach tasks logically and would rather die than fail. Their Woge gives them transparent black veins, a horse mane, grey skin, horse teeth and hooves leaving the thumb. They are strong enough to leave a dent in metal.



Pflichttreue, [In German: "one who is dutiful"] (Free): A white panther-like Wesen. They are known as smart, fearless, and extremely loyal. Their Woge gives them white fur with black markings, glowing eyes and sharp teeth.



Phansigar [In Urdu: پھانسی [phansi] "to hang [someone]"] + [In Persian: گر [gar] "doer"] (Free): A Komodo dragon-like Wesen. They are known to sacrifice a couple to Kali every year. Their Woge causes them to lose all their hair for full body covering greenish scales, claws, teeth and a retractable tongue.



Quijada Vil[In Spanish: Quijada "jaw" + Vil "vile"] (Free): A Gila monster-like Wesen. They are known to be opportunistic, calculating, and clever especially in ambushes. Their Woge gives them black and grey scales with variation in colour, sharp teeth and claws and a lizard tongue.



Raub-Kondor [In German: Raub "robbery" + Kondor "condor"] (100): A condor-like Wesen. They are known ruthless, dedicated, and dangerous hunters dedicated to wealth. Their Woge gives them black feathers everywhere but the dark tan parts of the face, their nose becomes a beak, talons and bright blue eyes. Their vision works in the pitch night and is telescopic and when Woged can turn their head 360 degrees.

If you bought this option with CP without The True Monster Drawback you can turn your head in human form. With the True Monster Drawback you can only turn 360 when exiting the Woge.



Reinigen [In German: "to clean"] (100): A rat-like Wesen. They are known to be scavengers, cautious but also temperamental. Their Woge turns their eyes darker, ears larger, a pointer face and enlarged incisors.

If you bought this option with CP without The True Monster Drawback you are a prodigy at controlling rats. With the True Monster Drawback you don't have the special ability.



Schakal [In German: "jackal"] (Free): A jackal-like Wesen. They are known to be naturally aggressive, cruel, and violent, and they will let nothing stand in the way of their goals. Their Woge gives them a short wide nose, heavy brow, large ears, fur and a thick mane under their chin. They have an underbite with sharp thin teeth.



Scharfblicke [In German: Scharf "sharp" + Blicke "sight", "look" or "view"] (Free): An owl-like Wesen. They are known to be self-conscious about their beak and be willing to do small jobs without talking about them later. Their Woge gives them a plumage around their face and down their neck, and their hair becomes a part of the plumage, nose becomes a beak, their eyes brighten and become large allowing them to see incredibly fine details like the tumblers inside a lock.



Schinderdiv [In German: Schinder "flayer" or "oppressor"] + [In New Persian: دیو [div] "false god"] (Free): A warthog-like Wesen. They are known to be ruthless and selfish. Their Woge gives them large tusks from their chin/cheek and their ears enlarge.



Seelengut [In German: "kindhearted"] (Free): A sheep-like Wesen. They are known to be timid and peaceful but can be more confident in a herd. Their Woge gives them white fur, sheep ears and hoof hands.



Seltenvogel [In German: Selten "rare" + Vogel "bird"] (100): A rare bird-like Wesen. They are known to be timid and easily reassured. Their Woge gives them a multi-colored head and beak, and glittering golden eyes. They can create rare golden eggs called Unbezahlbar from their throat sacs.

If you bought this option with CP without The True Monster Drawback you can generate one every year with no health risks. With the True Monster Drawback it will have to be cut out of your throat every ten years.



Siegbarste [In German: Sieg "victory" + Barst "burst, broken"] (300): An ogre-like Wesen. They are known to hold grudges to the bitter end which normally involves the other party dead and minor claustrophobia. Their Woge includes rough pale-yellow leather skin, long nose, larger ears and a bigger lower jaw, and slightly pronounced teeth. Due to their dense bones and skin, it is difficult to cause pain to them and even harder to hurt them.

If you bought this option with CP without The True Monster Drawback you are not prone to infections, nor the bone calcification caused by Siegbarste Gift. With the True Monster Drawback those are ways to kill you.



Skalengeck [In German: Skalen "measuring scales" + Geck "fop"] (Free): A lizard-like Wesen. They are aggressive, irrational, and violent at worst or devious and cunning at best. Their Woge gives them yellow scaly skin, forked tongue, pointy teeth and three gills on either side of the neck.



Skalenzahne [In German: Skalen "scales" + Zähne "teeth"] (100): A crocodile-like Wesen. They are known to mostly live peacefully but may attack without provocation and become crazed when eating humanoid meat leading to a carnivorous state. Their Woge gives them crocodile scutes all over their body while removing any hair and ears, a short snout, claws and sharp teeth. Their healing seems incredible, able to lose large amounts of blood repeatedly in a

fight but being fine in a few days. Physically they can stand up to Grimm for a short period of time and are known as natural fighters.

If you bought this option with CP without The True Monster Drawback you do not seem to have any weaknesses. With the True Monster Drawback your mouth can be held shut by a person's hands if they can get close enough.



Spinnetod [In German: Spinne "spider" + Tod "death"] (200): A spider-like Wesen. They are known to be attracted to shiny things and disliking water for reasons unknown. Their Woge gives them grey wrinkled hands that are clawed, eyes turn black or blue and spider chelicerae from their mouth. These can excrete venom. They can regenerate limbs.

If you bought this option with CP without you do not prematurely age. With the True Monster Drawback you will have to go through Le retour d'age every five years by sucking the youth out of three victims. This is done by spraying digestive liquid into the mouth of the victim then sucking their insides out.



Stangebärr [In German: Stange "rod, spear" + Bär "bear"] (Free): A porcupine-like Wesen. They are known to be peaceful like other rodent Wesen but they are not docile, usually found in areas that let them work outdoors. Their Woge gives them sharp claws, dark eyes, reddish skin and thick coat of flexible quills in the tops of their head and on their limbs.



Steinadler [In German: Stein "stone" + Adler "eagle"] (Free): A hawk-like Wesen. They are known for high intellect, good intuition and to leave others wondering what side they are on due to their ability to seem friendly and stern at the same time. Their Woge gives them a beak nose, with feathery hair all over their body and pale-yellow eyes. Their vision is excellent allowing them to see perfectly in darkness and different wavelengths.



Taureus-Armenta [In Latin: Taureus "bull", "ox" + Armenta "cattle for ploughing"] (Free): A minotaur-like Wesen. They are known to be extremely stubborn and courageous in the face of adversity but may run when facing immense odds. Their Woge gives them short grey fur all over their body apart from the mouth which is black, the nose becomes a bull snout along with other bovine features and two curling horns above their ears.



Taweret [In Ancient Egyptian: "she who is great" or "great one"] (Free): A hippo-like Wesen. They are known to be laidback and easy going but will defend themselves, they also like chivalrous gestures. Their Woge makes them taller and gives them a hippopotamus head without losing human hair. This head is both large and strong enough to bite a human head off.



Uhranuti [In Czech: "evil eye"] (Free): A falcon-like Wesen. They are known to be calculating, clever and prefer the element of surprise for their plans. Their Woge turns their nose into a beak, enlarged eyes turn a falcon's yellow and dark blue feathers all over their body apart from the eyes, mouth and nose. They also gain claws that can either be used in combat or to climb structures. Their visual acuity and ability to focus their eyesight is incredibly strong.



Ungeziefer Greifer [In German: "vermin" + "grasper" or "claw"] (Free): A weasel-like Wesen. They are known to be loyal to subservient roles and can be very honest in a duplicitous manner. Their Woge gives them long canines strong enough to pierce flesh, mostly black eyes, larger ears and grey facial hair.



Varme Tyv [In Norwegian: "heat + thief"] (100): A snake-like Wesen. They are known to be lethal in winter if unable to form a group. Their Woge gives them glowing white eyes, turns their skin into pale scales while losing all hair and ears. Their sharp fangs can be used to suck the body heat out of a person killing them.

If you bought this option with CP without The True Monster Drawback you do not freeze to death in winter. With the True Monster Drawback your will require a hibernaculum and to steal the heat of others to hibernate.



Vibora Dorada [In Spanish: Víbora dorada "golden viper"] (100): A chimeric snake-like Wesen with connections to Xipe Totec. They are known to be quite dedicated to their craft of mask making but can be absolutely ruthless and cold-blooded when they kill. Their Woge turns a brown, grey reptilian with highlights at different points of the face like the movable pointed flaps of skin around the back of the head. Their sharp fangs can release a paralysing neurotoxin that can leave a Wesen in Woge. Then a mask can be created allowing a person to use the victim's strength.

If you bought this option with CP without The True Monster Drawback any masks you make will not cause you any harm and wearers will not go crazy. With the True Monster Drawback each mask will have special rules and if broken the mask will be stuck and the wearer insane unless the Ceremonia de Desgrascias.



Vulpesmyrca [In Latin: Vulpes "fox"] + [In Anglo-Saxon: Myrc "dark"] (Free): A black fox-like Wesen. They are known for hunting and killing, opportunistic and excellent at tracking. Their Woge gives them black fur with white accents, pointed ears that are higher on the head and longer canines.



Wasser Zahne, [In German: "water" + "teeth"] (Free): An aquatic reptilian-like Wesen. They are known as unpleasant bullies to those physically weaker than them. Their Woge gives them

blue scales all over their body apart from the white face. Their mouth is fanged, and they have five spiked fins on the top of their head. This Wesen is suited to aquatic lifestyles.



Wendigo [In Algonquian: "evil spirit" or "cannibal"] (Free): A cannibal-like Wesen referring to an evil spirit that has tasted human flesh. They are known to be savage when provoked and are quite sadistic to their victims. Their Woge gives males short white hair, needle teeth, yellow eyes, longer ears, curved nails and a distinctive. Females have all that, but their hair just turns a slight grey instead of the white hair.



Weten Ogen [In Dutch: "knowing eyes"] (Free): A lynx-like Wesen. They are known to be fiercely protective of their children and hold onto old traditions like the Maagd Zoektocht. Their Woge gives them feline fur and characteristics like gold/grey fur, gold eyes, fangs, claws, pointed ears and black accents.



Wettbewerbsgewinner [In German: "competition winner"] (Free): An avian reptile-like Wesen. They are known to be loyal to those they serve. Their Woge gives them hard scales, spines and feathers in a variety of colours along with sharp claws. Both the eyes and feathers can glow.



Wildermann [In German: Wilder "wild" + Mann "man"] (Free): A humanoid-like Wesen that inspired the Bigfoot/sasquatch cryptid. They are known to be friendly, loners who enjoy nature. Their Woge gives them an ape-like face including a large jaw, canines and lots of overgrown hair. They have big feet capable of leaving deep impressions and are incredibly strong.



Wildesheer [In German: Wildes "wild" + Heer "army"] (200): A wolf-like Wesen connected to the Wild Hunt. They were known as Nordic Berserkers and are still extremely aggressive with no fear of death and like to fight dangerous warriors. Their Woge gives them grey fur, large brow, black eyes, canine nose, snout and large fangs. They are quite powerful, able to fight off Grimm and Blutbad with the durability to match. If you defeat a warrior, you can create a cloak from their scalpel to add to your power.

If you bought this option with CP without The True Monster Drawback you can survive if your long hair is cut. With the True Monster Drawback your circulatory system is connected to your hair and if cut you will bleed excessively.



Willahara [In Old English: willa "pleasure" + hara "hare"] (Free): A rabbit-like Wesen. They are known to be hunted due to their feet due to beliefs in fortune and fertility although they are very passive and avoid threats. Their Woge is slightly different between males and females but

they both gain fur covering most of their face, a pair of floppy ears and lengthened incisors. Their feet also shift to four digits with elongated toes and nails.



Yaguaraté [In Spanish: Yaguareté "jaguar"] (Free): A jaguar-like Wesen which seems connected to the jaguar men of Guarani mythology. They are known to be shy but with a temper and very family oriented. Their Woge gives them orange or yellow fur on their bodies patterned with black spots, the nose largens and flattens, eyes glow, their lip gains a feline cleft and the teeth become sharper with fangs.



Ziegevolk [In German: Ziege "goat" + Volk "people"] (200): A goat-like Wesen. They are known as meek but can be manipulative and arrogant due to their pheromones. Their Woge flattens their face, points their ears, gives them horns at the top of their head and a beard on their chin along with fur on most of their body. Black hair on their hands gives the illusion of hooves and fangs growing from their mouth. Their special pheromones come from a gland below the hippocampus and come out through sweat glands which has an enthralling effect that opens people to suggestion. More pheromones can even lead to close proximity enthrallment rather than touch.

If you bought this option with CP without The True Monster Drawback you can excrete your pheromones without eating any toads. With the True Monster Drawback, the amount of pheromones you release is proportional to the amount or strength of the toads you eat.

Scenario

Each of these are separate from the main ten-year jump and turn into extra years in this world. If you fail these without dying you can reattempt them after a one jump cool down period. Losing would take any rewards you get from them like the CP.

Pre-Canon

Chivalry is not dead (+500): Rather than waking up in the 21st century you wake up in the 13th during the fourth crusade as a squire to the seven knights. You must survive the sack of Constantinople, defeat Alexios V after the walls were strengthened and forces recuperated. You also have to keep all seven Grimm alive and convince them to betray their employers – which puts you all on the run – by hiding the Piece of Zerstörer's staff in the Black Forest. The scenario will be completed when the treasure is sealed up and the keys created.

Rewards:

> **Knighthood:** You have been inducted into the Templar order gaining the official title of Sir/Dame proving your professionalism, courtesy and warrior strength. Your reputation will precede you allowing enemies to treat you fairly beyond the conflict and employers to know you are the right person for the job. All official records note your knighthood.
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> **The Knight:** One of the knights has decided to follow you on your journey as a hunter of evil.

Just a Fairytale (+500): Even though the Brothers Grimm are the namesake of the gifted humans, they do not have any of the special abilities to stand up to Wesen in physical or mental fight. They need a protector so they can write more accurate tales. To complete this scenario, you must help them write an unredacted version of Children's and Household Tales [Kinder- und Hausmärchen]. This will not be easy as the brothers will throw themselves at Wesen to write a story ruffling some feathers and causing anger in others.

Rewards:

Grimm Fairytales: This unassuming children's tale book holds a large amount of research into the supernatural. It is honest and seems to update after an encounter. Post jump, it updates to any supernatural or conspiracy worlds.



Brothers Grimm: The pair have learned a lot from you and wish to write more books about the unknown.

<u>During But Separate</u>

Black Claws Scratching Hadrian's Wall (+500): Even with Bonaparte dead in Portland, Black Claw is still an international threat so a secret government agency black bagged you to work for them. Your mission is to stop Black Claw before they become the powerhouse they were in 2016 with your teammate famous for his infiltration skills.

Rewards:

> **Pyramid Scheme:** When you kill somebody, everyone in their organisation is defeated out of sight without you needing to lift a finger. Kill a cell leader and the cell falls apart due to infighting but destroying a founder and a portion of the entire organisation vanishes based on how many founders there still are.
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> **J.B:** This Gedächtnis Esser used to work in MI6 before the loss of his wife led him to swear revenge against Black Claw and after working with you to shut the organisation down is willing to follow you as a companion. Just make sure you get his drink order right.

Inheritance of Killers (+500): A letter arrives for you telling of a will reading requiring yourself at a remote island. You meet a band of different people there and it is revealed that only one person can leave the island alive in a forced fight to the death. Each combatant has their own special skills.

One is a Naiad that likes to drag their victims into the deepest depths to drown. Another is a Wildesheer with a large amount of scalps collected making him confident about any hunt. A Drang-Zorn likes to dig a hole in his target's path and jump out for a sneak attack. A Varme Tyv uses hand to hand combat to steal body heat. The Raub-Kondor is a far-sighted sniper.

Once you have finished them off you will be led to an unlocked bunker where a human is deep at work cutting into a cadaver. He then injects a serum into his neck and Woges into a Blutbad...

Whatever you do next to return to the mainland you complete the scenario

Rewards:

> **Hybridisation:** As the last survivor you gained a Wesen Woge through artificial hybridisation; using points you can choose in the buying stage. Being human is transitory and allows for further hybridisation while Wesen and Grimm can only have this one. This does not bring an alternate personality and the two forms can be combined if that is what you want.
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> **Creation:** Either by using animal or Wesen parts you can turn regular humans into Wesen or Grimm through surgically implantation. It will be easier to do any of the free Wesen in future jumps because they are basically alternate animal forms and would just require the same basic species parts like a wolf for a Blutbad.

Crime Time (+500): While Nick, Hank and Wu work in the South Precinct and the North Precinct is controlled by Black Claw there is nothing known about the third and final East Precinct. You are now the captain of this place and must create an environment where Wesen crimes can be investigated while following correct procedure.

Rewards:

> **The Station:** Deep downtown a police station for those that truly need help has its door always open. The officers are courteous and calm even in the face of sobbing victims and raging perpetrators, defence attorneys are available for those accused and politics will never be put ahead of justice. You can always find a job there for you and your companions.
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> **The Rookie:** This young Blutbad with gold Woge eyes instead of the normal red was transferred from the North Precinct due to his uncompromising care for innocents causing him to come into conflict with his bosses. Through working together, he has formed a bond with you and is willing to follow you as a companion.

The Seven Graves (+500): During the fourth crusade seven Templar Knight realised the danger the world would be in if the Royal Families got their hands on a dangerous artefact. They hid it and separated the map onto seven keys taking them to their hidden graves. A royal family has

hired you to investigate the only known tomb which will send you on a search through Europe finding a clue to the next location at each grave but beware the traps else you shall go to your grave. You meet a brave archaeologist on the way...

Rewards:

The Stick: To the winner, the spoils and now you have a piece of special wood bound to you. This gives you a strong healing ability when you hold it near wounds, a shockwave when taken and can burn the thief's hand.



The Archaeologist: This Anubis is considered a graverobber in some countries due to his deep belief that artefacts belong in a museum to preserve history and after going on this adventure is willing to follow you as a companion. He is fearless in the face of danger, just don't ask him to fight a Skalengeck.

The Other Side (Requires completion of the Seven Graves) (+500): When you found the Stick you started to investigate the strange markings prophesying that something would come from an unknown place. Whether it was accidental or not you fell through a portal into the Mirror Dimension. You will have to survive in this primal land and bring all the villages together into one army to keep the always Woged Wesen busy before fighting the devil of this land Zerstörer in a battle to the death at the druidic altar.

Rewards:

> **The Staff:** You Stick has returned to the rest of the Staff transferring ownership to you. This upgrades the previous capabilities like visible shockwaves that can send people flying can be created by slamming the stave into the ground, a form of battle telekinesis, and your healing can bring people back from the recent dead once a year. Every ten years it can do a miracle like going back in time. With the Staff you gain the alternate form of Zerstörer.
>
> He had a skeletal body with black burned skin accented by deep red arterial markings highlighting his features and muscles.



Mirror Dimension: You now hold domain over this dimension and can use it in whatever way you wish. You can travel back and forth from it using mirrors and can even use it as an in-between for teleportation. Some believe this is a kind of afterlife so nobody can truly die without your permission, and you can shift things in there with barely a shrug.

Main Timeline

A Grimm Story (+500): Maybe you think the story needs to be written differently or think some plot holes need to be cleaned. Either way you wake up in Portland on the 10th of September 2011 and cross paths with Nick Burkhart during the pilot. You must help him learn about his family history as a Grimm and protect both Wesen and Kehrseite. This puts you in the canon story where you shall stay for five years.

Rewards:

I am Here: With this you can insert yourself into the man canon story. This creates interactions with the protagonist or another character and can help you integrate into a group seamlessly. This will not remove any of the canon characters but allows you to join them for their adventure in the Jump.

[Based on origin] [Based on Hybrid]

[Grimm] Strength of Blood: You can summon spirits of warrior Grimms long past as you all are distantly related. These spirits can feel when they are needed and come with advice and blades to help with your enemy. These fully corporeal beings can't be vanquished by force, only leaving when the threat is defeated. They may help you fight and weaken the enemy but only you can see and remember them, so it is likely they enhance your strength with their own.

[Wesen] Created Not Born: Your powers are always greater than those average to of your kind which applies even to bodymod and future abilities. Physically you are stronger and faster, mentally you have eidetic memory and spiritually you will always have your soul which can't be stolen or lost.

[Human] Only Human: You are adaptable to magical changes and curses controlling them for some good. Something that turns you into a zombie could make you a temporary living dead when you want to stop breathing, being scratched by a diseased wolf could unlock a primal state. Something that does not kill you will make you stronger.

Drawbacks

Book Canon (Toggle): If this part of Grimm canon you can choose so.

Comic Canon (Toggle): If this part of Grimm canon you can choose so.

A True Monster (Variable): Jumpchain disregards some inherent Wesen weaknesses because you are paying with CP but if you want your preferred race to be discounted then you can accept weaknesses detailed under the description.

Lycanthropia (+50): During full moons you have memory lapses and wake up with blood between your teeth. Without training and control being in a highly emotional state Woging uncontrollably if Wesen or turning into a primal form if Human of Grimm.

Halloween masks (+50): It's an annoying detail but whenever you watch a Woge you can see uncanny special effect CGI and the full Woges look like Halloween masks.

Umkippen (+100): You do not have the control noted in the free Wesen perk Woging at almost any shift of emotion. You will have to learn control without any help with perks. This may lead to the Wesen council sending hitmen after you to keep the humans from finding out if you spend too long. **[Wesen only]**

Reputation (+100): Within each Wesen description there was a mention of stereotypes for each species. You find this correct more often than not.

Endangered species (+100): A hunter is chasing you for the chance to cut off a distinguishing feature of your Woge, Grimms for their eyes and a human for their organs. It is only one person, but they are a skilled expert in stealth with the means to make a fight with you difficult. For an additional +100 the hunter is Wesen with their own special ability. [Can be chosen multiple times]

Cannibalistic Tendencies (+100): Human organs are considered exotic homoeopathic remedies to Wesen even though Wesen as a species are considered parahuman. This leads to the services of organ grinders still being around. To you, human organs are a delicacy, and you won't shy away from the taste.

House troubles (+100): Any protections on your place of residence being found is removed. This may cause threats to follow you home hoping to catch you off guard.

Half Breed (+200): Rather than a full Wesen you are the child between one and a human which greatly diminishes your Woge and abilities from it. You are still affected by Grimm's and the weaknesses as well until the end of the jump when you gain the full power. [Wesen only]

Ritual (+200): Something happened as you came to this world causing you to lose access to any Wesen or Grimm abilities. To get them back you will have to through a complicated ritual with multiple steps reflecting your species. All species but Hexenbiest and Grimm will have to fanwank.

Addicted (+200): You begin this jump with an addiction to Jag if Wesen or a mundane addiction like alcohol if human or Grimm. Either way you will have to work through it without any willpower perks going through painful withdrawal with the chance of relapse.

Don't fear the Reapers (+200): Because the organisation is coming for you and won't stop even if you send a few heads back in the mail. Spread throughout your jump there will be seven instances of the Hasslich Reapers attacking you and it will only be on the final time that the organisation will stop. [Grimm only]

No Outside Perks (+300): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

Who Wesen (+400): Without warning people in your peripheral will Woge even if they are not Wesen. It will be harder to trust your intuition on who is a Wesen unless you can force a true Woge or check on them in high emotion.

Modern Slavery (+400): Is a job you can't escape from. On the palms of your hands, you have been branded with the Verrat symbol which forces you to follow any order you hear from mainline Royals without question. This bypasses any perks and would require the blood of a current king (one not dead) to remove.

Notes

This is a jumpchain based off the Grimm TV show

Sorry to all comic and book fans but there is the toggles

On the origin pricing. Grimm are considered much stronger than most Wesen so that is why they are so high

A human with Herbalist could safely consume Jag and other deadly substances for their species

The magic armour works on spells that are specified to you.

If you come here, just for the Wesen/Grimm species there is a Grimm Species Supplement with just the species section.

Here

Companions are bare for room to fanwank and tailor personalities

Scenarios can be done in any order but it is recommended to go in the order of display

The Seven Graves and the Other Side are alternate versions of the Seven Key and Zerstörer storyline

Completing them both can drop you in the main timeline as scenarios are done in the order shown removing any not selected.

Sean Renard is not considered mainline due to being banished