Omegaverse

The Omegaverse or A/B/O-verse (Alpha/Beta/Omega-verse) is a world where all individuals possess a secondary gender often identified as, you guessed it, Alphas, Betas, or Omegas. Many stories based in the Omegaverse are alternate universes where characters are given a secondary gender, what this usually means is that a person's favorite pairing can produce children even if they normally would be unable to, another main feature of many omegaverse stories is characters being likened to wolves and canines, in their actions and some behaviors. You will default into a generic Omegaverse world similar to mundane earth except with Omegaverse genetics. You can also choose to enter a setting that has Omegaverse themes.
+1000cp For You

Age & Gender:

The default age for this jump will be 17+1d8, unless you have supplement mode active then use the age provided by the Base Jump.
Your Gender is the same as it was last jump, or can be changed freely.

Secondary Gender:

You're probably wondering why Gender is an option twice. Well the answer is simple; in the Omegaverse each individual has two genders: their Base Gender (Male, Female, etc) and then their Secondary Gender (Alpha, Beta, Omega) that develops when they go through puberty. A person's Secondary Gender changes and affects their physical form in very unique ways (Depending on the "writer") as well as biological changes such as pheromones that identify them and allow them to "scent" things and others.

Alpha [Αα] (Free): Alpha's are the "dominant" gender, tending towards more aggressive and territorial behaviors. Their role as Alpha makes them the optimal "breeder" with Alpha's that posses a penis also possessing a knots at the base that will swell locking them with their mate to increase the chance of impregnating their partner, in some versions Alphas with vaginas are unable to get pregnant and instead their clitoris will act as a pseudo-penis when breeding, while other versions will have the vagina tighten locking their partners member inside, it also may depend on the physical gender of their mate. Alphas usually possess earthy and/or spicy pheromones (but there are special cases). The pheromones of Alphas are very noticeable to Omega. Alphas also tend to enter Ruts when and how often can differ (depending on "writer") the most common is once every month and can last 5-7 days, however times can differ, during a Rut the Alphas will become more aggressive and dominating as well as feeling a strong need to breed and mate, their pheromones will also become stronger and have more of an effect on Omegas. An Alphas rut can also be brought on by their Mate being in Heat.

Beta [Bβ] (Free): Beta's tend to be the most numerous of the Second Genders, existing with no real change from a "normal" human. Betas can impregnate one another easily, be impregnated by an Alpha with no issue and can usually breed omegas just fine. Betas do not possess any special features to their sexual organs. The pheromones of Betas tend to be more herbal and/or woodsy in nature (but there are special cases), and in some "versions" are able to calm agitated Alphas and Omega, as well as suppress the pheromones of Alphas and Omega. Betas are not affected by the pheromones of Alphas and Omegas and do not enter a rut or heat.

Omega [Ωω] (Free): Omega's are the "submissive" gender, tending towards more passive and nurturing behaviors. Omegas exist as a perfect opposite/partner to Alphas, their bodies are made for bearing children, even Omegas that do not possess a vagina are able to be impregnated anally. The pheromones of Omegas tend towards floral and/or citrus in scent (but there are special cases). Like an Alpha to an Omega, the pheromones of Omegas are more noticeable to Alphas and similar to Betas, the pheromones of Omegas tend to provide a calming effect. Omegas also enter Heats a state similar to an Alphas rut, before a heat starts an Omega will begin nesting gathering blankets, pillows, clothes, any item that they find comfortable and comforting then they will move all of their materials to a safe space (usually in a more enclosed space like a closet) where they are less likely to be disturbed and begin the process of building their nest (think a blanket fort), during the Omegas heat they will tend to stay within their nest dealing with their heat and can even become aggressive and agitated should anyone mess with their nest or attempt to enter it without their permission. If an Omega is in a relationship they may ask or "borrow" items that belong to their partner to add to their nest in order to have the scent of their partner nearby. When and how often can differ (depending on "writer") the most common is once every month and can last 5-7 days, and similar to Alphas an Omega's heat can be brought on by the rut of their partner.

Ratio:

The default ratio of Alpha/Beta/Omega will be 33/34/33, with Alphas/Betas/Omegas being split 50/50 for those with a Penis and those with Vaginas.

If you would prefer some other ratio then feel free to change, this could also allow you to simply remove one gender completely maybe there are no Betas, or there are no Males/Females, in the case of removing a base gender like Male or Female and taken with supplement mode simply gender swap the removed gender to the one that's still around. You will also be able to choose how certain aspect of breeding work, such as is MPreg a thing if so how, etc.

Perks

Bonded Pair (Free): In the Omegaverse it is not unheard of to hear about Bonding, a process that tends to involve an Alpha biting their mate usually an Omega at the point where the neck meets the shoulder, this tends to leave a permanent mark that identifies the Omega as already having a mate and being off limits, usually Betas and Omegas would be unable to leave such a mark (But hey, Jumpchain), you will be able to perform this act as well and take your bonded mate with you as a companion. This is a **ONE** time thing.

- **Pack Tactics (600cp):** Isn't it more effective for an Alpha to breed multiple Omegas? Or for an Omega to have multiple Alphas to defend them and their offspring? And should a Beta really be barred from having a group of lovers just for being a Beta? By spending 600cp you gain the ability to leave a bonded mark on more than one person, the first eight will act as described in Bonded Pair, and more then that will act as followers that you can then import later on as Companions.

Pheromone Smells (Free): Depending on the writer the pheromones produced can be as vague as earthy to as precise as the first rainfall of spring at dawn on a Tuesday, some versions even have the scent evolve during a rut/heat. By taking this you can choose what your pheromones smell like, and should you be an Alpha or an Omega you can choose a second smell that is your rut/heat scent, the second smell must have some connection to your base scent.

- **Anchored Aroma (100cp):** You have better control of your pheromones than most people, being able to increase/decrease production, and when you scent things depending on the amount of time and care you put into it will also affect how long your scent remains
- **Wild Musk (300cp):** Your pheromones are different then most being able to affect all people, an Alpha's pheromones would be as noticeable to Betas as it would be to an Omega, even other Alphas would be affected to a lesser extent. And in future jumps your pheromones will be able to attract others even if they don't have super scent, and they will gain an added ability to make others feel emotions that you are feeling this in turn can be used as a minor aphrodisiac and with enough of your pheromones present you could potentially cause those around to enter a rut/heat like state. Togglable.

[Secondary Gender] Wagged Its Tail (100cp): In the Omegaverse it is common for the secondary genders to be expressed as some form of Canine and so your secondary gender takes on a form within your mind the default form will be that of a wolf, but you can change it to some other animal if you wish, when you are feeling an emotion you can have your "wolf" will express it in its mental scape, while keeping it from showing outwardly, keep your cool even while the wolf snarls, growls and snaps.

Pack Mentality (300cp): The connection/theming between secondary genders and canines means that the idea of forming close knit groups and "packs" isn't unheard of, even if the pack is simply blood relatives, and like a true pack you can understand one another and take care of one another. With this purchase you gain the ability to feel the pain that those that you are close to are feeling whether physical, mental, or emotional, you also know how to comfort them and if your bond is strong enough you can take the pain onto yourself, for mental and emotional

“wounds” this will probably be a temporary fix unless you also work to help fix it something you know how to do in the moment.

Alpha

Breeder (100cp): It is an Alphas biological duty to breed and produce offspring, so what good would you be if you couldn’t fulfill that requirement? With this purchase you gain the ability to toggle your fertility being able to dial its percentage from 0% to 100% and everything between. Any children that shares your DNA will be guaranteed to be physically strong you also gain the ability to ensure that physical benefits/abilities you possess are passed on to your spawn as well as how strong or diluted they are, as well as ensure that they are the optimal heir (Example: If you are a Kryptonian and mate with a human your child will be born 100% Kryptonian).

Protector (300cp): It is the Alpha's job to defend their mate from other Alpha’s and protect the home when their mate is expecting, you would be a poor excuse for an Alpha if you couldn’t fight and protect what is yours, so with this purchase you become a skilled fighter in three different forms of combat of your choice, your strength when defending your “territory” also increases in result of how close the threat is and how dangerous it is to what belongs to you.

Ultimate Alpha (600cp): You're not just some Alpha, you are THE ALPHA, what all other Alphas want to be. Your physical form is in peak condition and always will be, as age doesn’t affect you as it does others you will never weaken because of age or time, even weakness inherent to you will find less hold against your form. You will start out stronger, faster, more durable then others like you and these factors will only increase as you spread your influence and increase your holding. The most effective way is by finding a mate and having children as you will always know when they need your protection. And of course since getting a mate is the most effective way to boost your physical skills it only makes sense that you gain the skills to make your mate happy, and so you are a skilled lover knowing your partner's body with ease and having the stamina and endurance to pleasure any mate you may have.

Beta

Walking The Line (100cp): Betas don’t have to worry about a stigma or fitting into a specific mold like Alphas and Omegas, and you have really taken to this fact. When others seek to generalize and classify a group you can always choose to be an outlier or not included; in a setting where magic users are locked away if you didn’t view yourself as a magic user then no one else would, that doesn’t mean there won’t be some raised eyebrows if they witness you using magic, but as long as it's not a large group that witnesses it and you don’t do it to often in front of the same individuals or take direct action against them you’ll be fine.

Diplomat (300cp): Betas may not have any stigma about themselves but that doesn’t stop the other secondary genders from putting them in the middle figuratively and literally, it's not uncommon to see Betas breaking up fights between Alphas, or watching over Omegas so they don’t get taken advantage of by Alphas. You are skilled in settling disputes, breaking up fights, figuring out fair compromises that make every party happy, and should you be in a possession that involves taking care of another, others will be easily intimidated by you.

Neutral Ground (600cp): You are true neutral or for as long as you act truly neutral, you will find that you project an aura of protection at least 10ft. from yourself in all directions anyone in this area will start out as being neutral and thus uninvolved in any form of conflict going on and as long as they don't do anything to change that your aura will ensure their safety protecting them from any harm or danger that is caused by any ongoing conflict, it will also ensure that no one in the aura is singled out as a target. You can also imbue properties you own with this aura turning them into sanctuaries and safe spaces, you can also have these locations send out a specialized signal that will inform those looking for sanctuary where to go, it would take someone stronger than you in willpower to break through your sanctuaries aura.

Omega

Incubator (100cp): It is an Omega's biological role to get pregnant and produce children, as such you have truly mastered your biology; being able to toggle your fertility and even store "genetic material" for latter use. While pregnant you will gain a near-indestructible defense to ensure you and the child are kept safe, this defense will weaken the more you test it and push it, your body will also ensure that your children are taken care of should you not eat, breathe, etc. those abilities will pass on to your child temporarily to ensure their survival this will even be present after birth, which will be easy and almost painless. Any children you are parent to will be emotionally, mentally, and physically healthy, you also gain the ability to pass on esoteric abilities you possess to your children at a strength of your choosing.

Nurturer (300cp): Omegas tend to watch over the home and the pups (ie. kids), so to make it easier to handle all that would entail, with this perk you will become skilled at all domestic skills such as cleaning, cooking, etc. You also become a skilled parent being able to calm your children easily, identify what they want or need with a glance, and you a skilled teacher able to make learning fun and ensure the lessons you teach stick, and should your kids pick up a hobby you will be able to learn it at an increased speed in order to help them, and support them and their interests. Another part of this perk is everything you can do for your kids also extends to your partner. You also promote communication and healthy bonds.

Unexpected Underdog (600cp): Omegas helpless, submissive, weak, little omegas always needing a strong Alpha or Beta to take care of them and watch their back, at least that's what most people assume and think, and why not let them if it helps you in the long run. People will tend to underestimate you and when that happens it only makes you stronger, whenever someone would think less of you, you will be made aware of it and gain an increase in the area they are undermining. (Example: Should someone think you're not smart enough for something, your intellect will rise to meet that level) While this change isn't exactly permanent, should you work with it during the time it's boosted then the drop when the initial target stops looking down on you will not be as severe as back to the basics, instead you will have gained as much as you had worked on. You can also produce an air about you that makes people overlook you. And while not directly connected to the rest of this perk you are able to constantly keep a "bond" with your family knowing where they are, how to reach them with minimal time lost, and what state they are in.

Items:

You gain three floating discounts in this section:
100cp items are made free, 300cp to 150cp, 600cp to 300cp.

Protection (Free): An unlimited supply of contraceptives or every kind, and size, guaranteed to be 100% effective. Also comes with rut/heat suppressing medication

Nesting Material (50cp): Unlimited supply of comfortable materials, this box will have exactly what you need, pillows, blankets, clothes, etc.

“Protection” (100cp): A handy-dandy Collar to prevent unwanted Bonding marks, and not just that this will keep unwanted romantic/sexual attention away from you, and protect against non-concentual touching, plus it can’t be removed by anyone other than you of your own free will. Will be able to take on a form of neck ware in future jumps like necklaces, chokers, scarfs, etc. Note this protection will be put on the wearer of the Collar who does not have to be you, the rule of being removed will be the one who put it on and you can remove the Collar no one else.

Care Package (100cp): Taking the form of a wicker picnic basket this will fill itself will items that would be comforting to the one opening it, such as warm snacks and cool drinks, every item pulled out will provide a calming effect on those who take part in its contents (ie: eat food, drink beverage)

Money (300cp): You’ll get $7,000 monthly, $84,000 annually. In 2005 standards. Money will adjust to fit the setting you enter. The money will be stored on a specialized card that you will receive with the purchase, by making a slashing motion with the card in the air you can withdraw the money in a physical form, other forms of currency you own can also be accessed with this card.

Phera-Moan by Aletga Co. (300cp): This perfume bottle is able to disguise your scent as that of your choosing an Omega could spritz themselves and have others believing they are an Alpha, the perfume is waterproof and last 12 hours, this can also be used to copy another scent, when you need to have the scent of your mate just prey the bottle on yourself or the item of choice while thinking of them.

Safe Space (300cp): A handy pocket of the universe that will pop up whenever you need it, no one can enter it but you and those you allow, it can permanently exist on any property you legally own or possess often in the form of a closet, while in a place that is not owned by you it will only be able to stick around for 12 hours before booting you out and vanishing for 6 hours..

Home Sweet Home (300cp): defaults to a house in the suburbs with a kitchen, dining room, living room, master bedroom and bathroom, and three additional rooms to do with as you please, and 2 bathrooms.

Gym Equipment (300cp): A set of gym equipment always has what you want to work with, treadmill, yoga mats, barbells, etc, when using this equipment it will always improve you and be challenging as it would appear to be, changing to match the user, and it will boost your pheromone production making them more effective on those you would like it to effect.

𝐀, 𝐁, Ω Elixir by Aletga Co. (600cp): In your possession is a miracle of science as well as taunt against nature, this black case contains 14 vials and syringes for each vial. The four vials along the top are a deep red and marked with an 𝐀 these are the Alpha Elixir when the formula is administered it changes the biology granting the individual the Alpha secondary gender, the four vials along the bottom are a light blue and marked with an Ω representing the Omega Elixir that when administered changes the biology granting the Omega secondary gender, and then the vials in the middle the four middle vials that are yellow in color and marked with 𝐁 are the Beta Elixirs granting the Beta secondary gender, finally the last two vials that are on either side of the Beta Elixir are a clear liquid marked with an 𝛘 is a neutralizer that will remove the second gender and the features it provides

Warning: Aletga Co. is not responsible for how elixirs are used after purchase, Aletga Co. also does not recommend mixing secondary genders as study into that implication has yet to go underway.

Nursery (600cp): A warehouse attachment that will always have room for any children you produce, as well as provide them with rooms/environments fit for their needs, the facility will also come with workers who can take care of the children, and will teach and care for them as you would intend. Also allows you to bring your children with you when you leave a jump free of charge.

Companions:

Mate (100cp): Your perfect mate, the default will be if you're an alpha then they are an omega, if your an omega they are an alpha, if your a beta they are a beta, but you can change this if you want, they will act as having that “Second Gender” and get 600cp for themselves.

Import/Create (100cp): You can import or create a companion they get 600cp to spend on themselves and a “Second Gender” with all it entails.

- **Pack (300cp):** You can import or create 8 companions they each get 600cp to spend on themselves and a “Second Gender” with all it entails.

Export (Free/100cp): You can bring a companion with you when you leave, if you can convince them to leave with you of their own free will. The free option doesn’t ensure your meeting. For 100cp a good first meeting is ensured as well as you coming into contact multiple times. If both **Export 100cp and Mate** are taken you may combine them ensuring that individual is your Mate, they may not be your “perfect” mate keeping their personalities but will love you all the same, you can also choose their Secondary Gender.

Drawbacks

Supplement Mode (0cp): You can take this as a supplement for another jump, All cp is kept with its intended document. If a setting you use as a base jump has a fanfic or other that uses Omegaverse you may choose to go there instead.

Severe Heat/Rut (+100cp): When you go into heat/rut it's almost painful, how bad it affects you, and you will find your mind is almost completely driven by the need to be bred/breed and should you fall to your instinct you are guaranteed to produce a child from it.

Untraceable Heat/Rut (+100cp): Your heat/rut is unpredictable happening at different times for varying points of time, it can even occur right after its ended. You won't even get an idea that it is coming only knowing the moment it starts.

Worst Time For This (+100cp): Your heat/rut will occur at the worst possible moments and you will forget taking this drawback.

Rogue Rivalry (+100cp): You will meet an individual of the same secondary gender as you, who really does not like you and will have no trouble making it known, they will attempt to one up you in anything you attempt, and can not be affected by any of your powers or abilities. Should they die a new rival will appear.

- **Love Triangle (+100cp):** It would seem they don't just want to prove their better than you, they also want others to know and the best way to do that is by taking that witch you care for most, if/when you find yourself attracted to someone and want to form a romantic relationship with them, your rival will also begin making moves on them, their pheromones will also be boosted when attempting to seduce your crush.
    - **Alpha's Alpha (+300cp):** Well it would seem they really don't like you or maybe they REALLY like you, your rival will not stop at just trying to beat you in the things you pursue or in romance, your rival seeks to make you submit to them, they will gain counterparts to any power/perk/ability/item you have and will stop at nothing until they have you on your knees before them.
- **More Than One (+100cp):** You have more than one rival, for each time this drawback is taken you get +100cp up to five times, and you can also choose how many of them gain **Love Triangle** and **Alpha's Alpha**. If they feel they are losing they may start working together.

Lots Of Litters (+200cp, Intend to be Impregnated Restricted): Your fertility is truly something… unreal? If you are impregnated you are more likely to produce at least four kids, and can potentially get pregnant while already being pregnant increasing the number of children within your body. You won't have to worry about this damaging your body at most, you'll just keep getting bigger until you are bedridden and give birth.

Man That Wuff (+200cp): Whatever your second gender is will be viewed as second class citizens and treated with disdain, you will receive little trust or acceptance, and even should this

gender be in positions of power it is most likely a temporary thing that will be passed to their mate once they are in a relationship.

Locked Out (+300cp): All perks/powers/abilities/items and connections to the cosmic warehouse or equivalent are cut off, and you're dropped to your base form.

Notes:

Anything in red is likely to be removed by the “final” version.

Scenting & Pheromones: The pheromones that each person releases is unique to them and can easily identify them because of this a parents pheromones tend to calm their children and many parents will scent their children, pheromones also have a calming effect on the mate and because of this many mates before they reach a sexual relaionship will provide their partner will an object they have scented when said partner enters a rut/heat, the common places where pheromones are released at their strongest are the hands/wrist, face, armpits, feet, and genitals, when scenting another mates will rub their faces along their partners neck to leave their scent their as a sign of partnership. Scenting is basically the process of rubbing your scent/pheromones onto another thing, it could also be as easy as wearing an article of clothing.

Bonded: Bonding is viewed as a special and intimate ritual that usually occurs during intercourse with a mate that you intend to spend the rest of your life with, the process involves biting the point where the neck meets the shoulder, any other bite mark will not work, and usually only Alphas can create this permanent mark on their partner. Think marriage but more REAL.

There are no set behaviors for how an Alpha, Beta, or Omega will behave. The examples given in the gender descriptions are the generic idea, but there are also cases where Omegas that act as an Alpha would exist.

Changelog
0.8: Removed specialized supplements for Supernatural and Star Trek.

Thank you to everyone who provided ideas, gave feedback, showed interest in the jump, helped with correcting mistakes and for just being a part of the community.