



Fatal Attraction: The Hybrid Princess
v1.0
by LJGV/Sin-God

Natalie left everything behind to start a new life in the woods, until Alpha Jayce's invasion led to both her parents' deaths. Upon returning, Natalie learns that everything she knew about herself has been a lie.

The world of FA:THP is, on its surface, a typical urban fantasy. Vampires, werewolves, and even witches all exist in a curious and strange balance. Werewolves are a dominant social force, but their division and interspecies fighting keep them from being a stronger force. There are, of course, werewolves who despise this state of being and are working to change it, but there are also other forces at work.

In the distant past another species walked the world; dragons. Dragons, now brought to the edge of extinction, are potent monsters capable of commanding even the umbral nightmares known as vampires, and two decades ago the last member of their kind, Lorenzo Viserion, seduced a werewolf and, unbeknownst to him, impregnated her. She would give birth to a strange hybrid she named Natalie, whom she raised ignorant of her own true nature.

Natalie grows up and begins to date the werewolf alpha and playboy Derek; alpha of Lake Shore Pack. The day your adventure in this world begins is one year after Natalie discovers Derek's true nature as a playboy and leaves Derek's pack to go live with her grandfather. Coincidentally, this is the same day that Jayce, alpha of West Point Pack, returns to Lake Shore and, depending on your actions and role in this story, takes over Lake Shore Pack. Enjoy the next decade as the world begins to feel the impact of an active dragon and the dark covens of vampires that lurk in the shadows of his wings.

Take 1000 Hybrid Points to fund your adventures.

Author's Note: *Welcome to yet another ReelShort vertical drama, but this time with werewolf, vampire, witch, and dragon-flavored silliness sprinkled on top. This is the first supernatural ReelShort vertical drama I'm covering, though this is the second vertical*

drama I've made a jump for that involves werewolves. This time the world feels more grounded and takes itself just seriously enough for it to work. Still the inclusion of dragons, and especially of dragon-hybrids, is... Something.

Starting Location

The world of FA: THP is just Earth but with more fantasy mixed in. That said, there's one real starting location here: Lake Shore, which is a town that is centered around a lake. This is where Jayce, Natalie, and basically everyone but Silas, Derek, and Lorenzo all live. This place includes the homes of Natalie and Jayce, as well as a verdant forest and a club. You can pick any of these places as specific starting places.

Age and Gender

You can determine your age and gender freely for this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible. All origins also constitute a full species and are counted as alt-forms to an extent you feel applicable to your chain in future jumps. Each origin confers a series of powers that are noted in the origin's description.

Werewolf [+200 HP]

The werewolves of FA:THP are fairly standard werewolves, though, as a sign of a commitment to the supernatural elements of the world ReelShort is building, these kinds of werewolves can actually take on a full wolf form (this is significantly rarer than you'd think in these dramas). Werewolves are also stronger and faster than humans, heal faster than humans do (unless hit by silver, which is a powerful weakness of theirs), can communicate with their inner wolves, and have an innate, uncontrollable ability to form mate bonds with people; connections that tether their minds, bodies, and souls together to their true loves. This last bit is also toggleable. Werewolves are vulnerable to the bites of vampires, which kill them if they get bitten.

This origin corresponds to Peter, Jayce, Nathan, Derek, Natalie's grandfather, and the majority of the background characters.

Ancient Monarch [Free]

Dragons once ruled the world in the distant past. For unknown reasons, they would lose their empire and be driven to the edge of extinction. And yet life finds a way. One dragon, Lorenzo Viseron, survived the fall of his kind and dwelt in the shadows, gaining control over minions like Silas and other figures who gathered under the shadows of his wings. Now, like Lorenzo, you are a dragon.

Dragons are powerfully elemental creatures, capable of donning a human form but just as capable of transforming into a more fantastical battle form that makes them reptiles the size of a bus with enormous wings and gives them the power to unleash their hateful fire breath. Dragons are also incredibly long-lived.

As befits the nature of these vertical dramas, there's a curious moment early on in the series in which Lorenzo is said to be not a dragon but a "Dragonvampire" (this is by Natalie's mother, who says Natalie is half werewolf and half "Dragonvampire"). This is never meaningfully referred to again, but as a bit of a special courtesy, whether you take this origin or you take the Super Hybrid origin, you also attain the powers of a vampire.

Vampires in this series are immortal daywalkers who drink blood, and some of them (including you) have the power of "Enchantment"; the ability to manipulate the minds of others around them. Finally, you possess the power to turn into a swarm of bats to move quickly or escape a battle that is not going your way. Vampire bites are also fatal to normal werewolves, though you can toggle this part on or off at will, allowing a werewolf to potentially serve as a recurring source of blood for you.

This origin corresponds to Lorenzo.

Super Hybrid [200 HP]

Natalie Prince is the series chosen one; a special existence that Lorenzo worked for centuries to create, only to discover via consorting with a witch that the work he had done wasn't truly necessary and purely by accident he had created a unique hybrid (arguably, a tribrid). Natalie was raised ignorant of her true nature, and of the schism her very existence created among her family. She starts the series off unaware of her true nature and of the curiosities that come with it, such as her possessing an immunity to the racial weaknesses of werewolves. You, like Natalie, are a half-werewolf, half-dragonvampire, and innately possess the abilities of all three species.

Perks

Origins get their 100HP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Subtitles [50 HP]

This perk gives you access to the peculiar subtitles vertical dramas provide their viewers, which allow you to easily follow various conversations at the same time. There is one pleasant peculiarity of this system of subtitles that makes them a little more interesting than other subtitles: when you first meet someone, you get to see their name and their title(s). With this if you were to meet a king, even one in hiding or who hadn't introduced himself to you, you'd know the second the two of you first exchange words.

Supernatural Fertility [50 HP]

This story revolves around hybrids. It wouldn't do to not allow you to be able to create hybrids, would it? This perk universalizes your fertility, allowing you to breed with and get bred by anything you desire. This doesn't increase the odds of such couplings producing offspring unless such an outcome is desired by both parties. This also grants you control over your own fertility such that you won't get pregnant or knock someone else up unless you'd want to.

Portents and Oracles [200 HP]

At the very start of the series, we're introduced to Lorenzo and a witch. The witch's role is very secondary, but her magic is interesting. She is paid what seems to be a coin and then offers a cryptic puzzle to Lorenzo. She states that what Lorenzo seeks will come to him in a year, though in goofy fantasy speak, and warns him that the universe will exact a price of its own in exchange for allowing his wishes to be fulfilled. How useful all of this is, in the long run, is not extremely clear since, at this point, Natalie was already born and indeed a full adult, but Lorenzo was unaware of her existence.

You now possess the ability to use the same cryptic power as the witch. You can offer sacrifices to the universe in exchange for glimpses and glimmers of the future. The more valuable the sacrifice, the more specific the glimpses and glimmers you can perceive.

Werewolf

The Wolf Way [100 HP | Free for Werewolf]

Trial by combat. It's a tradition as old as time. And now you benefit from it. With this perk, you can always demand a trial by combat, or other sort of competitive justice (such as a trial by footrace or trial by chess match), and it'll always be honored. Additionally, if you are actually innocent, then you'll find that your competence and effectiveness in the trial receive a buff, with the buff scaling in potency based on the severity of the charges against you. If you win, then your innocent verdict will be accepted by all parties.

Eye For An Eye [200 HP | Discounted for Werewolf]

Jayce is considerably more aggressive and violent than the male leads of these series tend to be. He has a plot-based reason for this, but it's still something very peculiar about this particular series.

Jayce specifically has an unusually intense hatred of vampires and dragons. His fearlessness allows him to go to battle against vampires and bring them low despite their relative type advantage against werewolves, as evidenced by the ease with which some vampires jump and kill werewolves. Like Jayce you are exceptionally good at facing down a specific type of foe, though unlike Jayce you don't need to be the victim of trauma to be good at this. At the start of a jump you can select a type of foe and find that based on the more specific the type of foe the more effective you are, in every way, against them. You can change what type of foe this works on between jumps. This effectiveness against a chosen foe includes making you aware of them, their weaknesses, and allowing you to do things like study and/or hunt them more effectively.

Additionally, the more someone harms you, and the more personal the way they hurt you seems to be, the more effective you are against them specifically.

Almighty Alpha [400 HP | Discounted for Werewolf]

Alphas should be obeyed. Or at least a good/competent alpha should be obeyed. Typically in stories like this when the right alpha is obeyed, good things tend to happen to those who obey them. And in this story, when Jayce is listened to, or would have been listened to, it usually pays off (or would have paid off). Now you possess this same trait. When people listen to you, things tend to either work out or go less disastrously than they could have.

How potent this is, overall, depends on a number of different factors. The first factor is the social hierarchy of it all. The more stark the difference between you and someone else, socially, is the stronger this effect is. If you're an alpha commanding a new addition to your pack who is ostracized from the rest of the pack, and they listen then they tend to get disproportionately better results for it. The second factor is the emotion involved. If you're worried about someone and they listen, or otherwise more emotional about something and they listen, then the effects are stronger. The third factor is how effective the command itself is/would be, with better advice seeing higher returns here. If you command someone to go home and in doing so their life would be saved then when they listen, they get real rewards for listening. Even at worst this can minimize the disastrous results of not listening to you, with these factors coming into effect even if you are

disobeyed though to a much, much lesser tier, so long as you issued a command to someone who could reasonably be said to be an underling to you. This most commonly takes effect in the form of someone remembering your command at a key time and either listening when it truly matters or reporting to you honestly that they didn't listen and need help, allowing you and other, more obedient followers to swoop in and rescue them rather than allowing them to die.

This also makes it so that listening to you feels good. People are inclined to do what you command just because doing so awakens a part of them that can make them feel all tingly inside. There are plenty of people who may not otherwise listen to you who find themselves doing what you say just because of this.

The Way Of Warriors [600 HP | Discounted for Werewolf]

At least one werewolf finds the idea of Jayce's conquests and unification of lycanthropes everywhere to be sexy. And Jayce has the natural air of leadership. Like him you are a natural leader, an alpha (or the equivalent), and also like him you excel in battle and bring others under your rule. The stronger you are the more charismatic you become, with this providing both a buff to your leadership skills and an attractiveness booster. This also goes in reverse, though to a less notable extent; the more charismatic and attractive you are the stronger you become. The more attractive a given person finds you the easier it is to persuade them to follow you, with this buff being especially potent when applied to members of your given species. A final facet of this is that the more members of a species under your command and who fly your banner the more attractive and charismatic you become to members of that specific species, and this is in full effect even for smaller, less populous species.

This also gives you the chance to spare foes and cause them to join forces with you as members of your pack. Such foes need not be werewolves and will serve you loyally to the degree of the defeat they suffered at your hands. A total, undignified loss at your hands whereby the only reason they survived is because of your mercy will cause them to serve you devotedly, wholeheartedly, and faithfully. A less total defeat will give them more resistance to this, but even only a barely achieved success will instill some degree of sincere loyalty, respect, and gratitude into them. It's up to you to nurture such loyalty to new heights but it can absolutely be worth the effort to create a real, lasting friendship between vampires, dragons, werewolves, and humans. All of this is further magnified if the victory was not the result of subterfuge and treason but a straight, fair battle between different forces.

Ancient Monarch

Supernatural Seeker [100 HP | Free for Ancient Monarch]

Lorenzo's desperate desires for a family lead him down a dark, occult path. And yet, at the end of a long trail of darkness and shadows, Lorenzo finds a witch and uses her magic to get put on a trail that leads him to Natalie. Like Lorenzo, you have an uncanny ability to find what you're looking for, especially if you're willing to go to extraordinary, literally supernatural lengths, to do so. If such methods normally cost something, a balancing of the scales, as it were, such prices are extremely lax relative to you. Even if you don't use supernatural methods to pursue your goals, you find that it's always easier and cheaper to find what you're looking for based on how many methods you're using to find what you're looking for.

Monstrous Minions [200 HP | Discounted for Ancient Monarch]

There is something curious about Lorenzo's charisma. He has an otherworldly ambition that allows him to bring even monstrous people like Silas and Derek under his thumb. Fascinatingly, his subjects display real loyalty to him, with Silas willingly risking his life for his liege, drawing the heat of various werewolves and Natalie in the hopes of giving Lorenzo a chance to escape a dicey battle that was going sideways for the scaled sovereign.

You are exceptional at turning monstrous, be it externally or internally, people into loyal subjects who are ready to kill or even die for you. You also draw out the inner power of your subjects, with them more likely to awaken rare gifts such as Silas's dark ability of Enchantment. The more loyal a given subject is to you, the more likely they are to awaken semi-mythical abilities that could lurk within them based on things like their heritages of species.

Blood Is Thicker Than Water [400 HP | Discounted for Ancient Monarch]

Lorenzo is a simple man at heart. He just wants to have a family and to rule the world. Everyday ambitions, especially for a dragon. Ruling the world is a little harder than having a family, but this perk can help when it comes to all matters related to your offspring.

Your children trust and obey you. They need no supernatural compulsion to do your bidding (beyond this perk), and they are innately loyal, loving, and caring towards you. They take your teachings to heart and are eager to please you even if they are adults when they first meet you and would otherwise have cause to be wary of you.

You have a connection to your children and can, loosely, sense their presence and health based on how well you know them. This does mean you need to know about your children, but once you know they exist, even if they don't know you, fate will begin to open a path for you to find them (or perhaps for them to find you).

Shadowy Sovereign [600 HP | Discounted for Ancient Monarch]

Lorenzo sneakily took control of Silas's coven of vampires, and like him, you are a master of shadowy takeovers and ruling from behind the scenes. You are supernaturally skilled at co-opting command structures and rewriting things so that everyone in an

organization recognizes you as the boss, even if they keep this a secret from those outside of the organization.

There is a second, darker edge to this. In addition to any other leadership skills or buffs you possess, the less people know about you, the more effective you are as a leader and in battle. In terms of this buff's effectiveness in battle, if people don't know you or have mistaken ideas about your identity, they find that their moves against you are less effective, and your attacks hit much, much harder against them. This buff is extremely potent when people outright don't know that you exist, but even people knowing about you in theory only somewhat limits how much of a buff this gives you. You draw strength from people's ignorance and can turn their ignorance into a leash to wrap around their necks or a blade to point at their throats.

This also drastically increases the effectiveness of ambushes and betrayals you execute, with them making for incredibly potent coups and attempts to decapitate enemy leadership and armies (with the exact buff scaling in potency based on how surprised enemies are). With this, you could easily improve on Lorenzo's success rate with ambushes, given his fairly unimpressive achievement of having an army of vampires, ambushing West Point Pack and only killing half of them despite the type-advantage vampires have over werewolves in this series.

Super Hybrid

Magical Magnetism [100 HP | Free for Super Hybrid]

Natalie manages to draw the romantic interests of no less than three people: Silas, Jayce, and Peter. This is an impressive number even by the standards of this genre, and every single person who is attracted to her is a supernatural creature, with Jayce and Peter both being werewolves and Silas being a vampire.

Like Natalie, you are incredibly attractive to supernatural beings. It is almost shockingly easy to cause supernatural creatures to grow infatuated with you, and this effect is even more magnified the more supernatural commonalities you have. As an example, if you're a werewolf, it's incredibly easy for you to be attractive to werewolves. If you have magic akin to a witch or wizard and you want to romance them, this perk will help. With this, romantic interactions with stranger, more fantastical creatures will be all the easier. If you aren't careful... You might end up creating the next generation of super hybrids.

Stopping Speciesism [200 HP | Discounted for Super Hybrid]

Jumpers, more than most people do, have reason to be wary of speciesism. Natalie also has more reasons to be worried about speciesism than most people. If she had this, then her adventure may have gone a little bit smoother.

With this perk, people will never use things that are ostensibly "out of your control," such as your species, race, gender, sex, sexuality, or what have you, as a way to hurt you or discriminate against you. You are not guilty by association anymore, jumper. This does not stop people from holding you accountable for your actions, but that is significantly different from someone switching up on you the second they learn your dad, who you only just learned is your dad (and did not raise you), is also a fantasy supervillain. Basically, you're guaranteed to have an easier time with the plot of this series than Natalie did.

Racial Rites [400 HP | Discounted for Super Hybrid]

Natalie hates the part of her that she owes to her biological father. In the midst of despair, Natalie is told that her nature as a werewolf can be exercised to allow her to reject the part of her that descends from him. This ritual involves using the power of the moon to call on her mother's genes and excise the part of her she hates.

You can create variants of this rite that touch on esoteric and conceptual parts of the forms you've gained the ability to take on as a jumper, shutting down your ability to access them but making the remaining forms stronger. These rituals will invariably involve meaningful exposure to something conceptually tied to whatever form you're using to reject a given form, such as a dragon needing to be in the depths of its hoard to reject an elven alt-form. These rituals will be challenging and difficult, but in exchange for losing access to a form for the duration of a jump, you will find that your remaining forms are all a bit stronger, and the form you were in when you rejected a given form (which will always be tied to the form whose ritual you used to reject a specific alt-form) is notably stronger.

Heroic Hybrid [600 HP | Discounted for Super Hybrid]

In fantasy media, hybrids often get some degree of privilege. This most commonly manifests as a degree of resistance or even immunity to species-wide weaknesses present in the species of their parents. This trend is reflected in this series, with Natalie most explicitly not being vulnerable to vampire bites, something that kills other werewolves. You have a curious variant of this strange nature, owing to your nature as a jumper. As a jumper, you're, essentially, someone with the potential to become the ultimate hybrid.

With this perk, any and all alt-forms/species you acquire the ability to become that are fiat-backed can (If you want) gain some degree of independent willpower within you and can talk to you at will, similar to Natalie and her wolf (and presumably other werewolves in this series). This means you can hear the perspectives and learn from an archetypal member of a given species whose powers you can tap into, though the exact makeup of their personality will be colored by your main mind.

You lose any species-derived weaknesses (things like vampires being vulnerable to sunlight, Kryptonians being harmed or otherwise negatively changed by proximity to some forms of Kryptonite, etc.). You are also incredibly attuned to the powers and potential of your constituent species, eventually granting you the ability to use any powers associated with the various kinds of beings you become. This also unlinks powers normally tied to specific alt-forms, allowing you to use the powers of any of your collected alt-forms at any time.

This also comes with social benefits. People (using the loosest, most charitable possible definition here, so including things like intelligent undead, robots, magical items of sufficient power to have wills of their own, etc.) will always see you in the best light, with their subconscious biases desperately searching for something to cling to. Every bit of information you reveal, as well as their own assumptions, will search for reasons to favor you. Whether it's your father who is just happy to have an heir even if he was profoundly speciesist towards your mother, someone who is attracted to you in your human form even if they know that you also have a form you can morph into that is a gigantic dog, and they are allergic to dogs, no matter how thin or nonsensical any possible reason for them to like you.

This perk comes with one other notable benefit. For every species you become, in whatever form works for you so long as your ability to access that form is fiat-backed, you get a buff of some sort. The buff's power scales to match the power of the average member of a given alt-form's species or otherwise type of being relative to the reality it comes from and is universally accessible to you without regard to your equipped form. Someone who has a dragon form from a reality wherein dragons are non-sapient flying lizards with fire breath may gain a buff to their heat resistance, whereas someone with a ghost form from a reality where ghosts are purpose-driven spiritual beings will see a buff to their willpower.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 HP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Werewolf

Cabin In The Woods [100 HP | Free for Werewolf]

This is a surprisingly luxurious home on the edge of the woods of Lake Shore territory. Living here allows you to be counted as a member of Lake Shore Pack without having any arduous pack duties to take care of. This property is consistent whenever you import this location into a given place, with it immediately making you a recognized member of a community but without assigning any tasks to you, all the way down to allowing you to not have to go to jury duty or pay taxes (as well as more strenuous stuff like going on patrols of the woods as part of border patrol or being expected to contribute food to the pack).

Interspecies Compact [200 HP | Discounted for Werewolf]

This is the thing that Jayce was tricked over, but what you possess here is the real deal: a formal, thoughtful peace agreement that, if signed by both/all parties in an intercommunity/interspecies conflict, will be respected and upheld (at least by signatories and their immediate followers, and only as long as you also respect the terms of the pact). This shifting agreement contains terms keyed to the interests and needs of all parties involved in a conflict and updates to reflect the changing needs of any parties who are signatories to it. It does take parties agreeing to sign it for it to work, but if someone in a position of leadership signs it, its fiat-backed properties will begin to work immediately.

West Point Pack [400 HP | Discounted for Werewolf]

A werewolf community of fifty werewolves who are well-trained, undyingly loyal, ready for war, and comes complete with a loyal werewolf beta second-in-command. Territories this pack conquers and occupies can be merged into a single place that follows you along your chain. Slain werewolves respawn a week later (and any werewolves that are born from pack members become fiat-backed members of this pack and thus followers who will follow you on your chain).

Ancient Monarch

Lone Coin [100 HP | Free for Ancient Monarch]

The trinket Lorenzo wished to use to pay the witch who informed him that his scheming was needless and he had, unwittingly, already created an heir. This single coin is capable of being used to pay the full costs of any act of magic you may need, and has a special property: it finds its way back into your possession after a period of time that scales to match the intensity of the magic you purchased with the coin. At a minimum, it takes an hour before the coin reappears. This also works for both paying for a magic user's services and as a substitute for material components.

Jumper Blood [200 HP | Discounted for Ancient Monarch]

This is a single vial of your draconic blood. The power in this vial is not to be underestimated...

This vial is perfect for your offspring, and any of your children who drink it gain the full potency of your genetics: complete with the ability to access all of your alt-forms and species-linked abilities. This is only a single vial, and it takes someone absorbing all of the blood, but at the same time those who receive it become undyingly loyal to you, and this is true even if someone is not your child.

If a non-child of yours downs/absorbs this vial of blood, they gain access to a single alt-form you possess/species you happen to be (and become undyingly loyal to you). This is a lesser gift, but the ability to turn someone into a dragon, Kryptonian, outer god, or other such thing is not at all a weak opportunity. If someone who isn't a child of yours downs the vial, they become considered a child of yours afterwards, so an investment of two vials in one person could allow someone to gain access to all of your alt-forms/species.

Yes, any children of yours who benefit from this gain updating access to your repository of alt-forms and species so you don't need to reshare this with them in the future.

Vampire Coven [400 HP | Discounted for Ancient Monarch]

Vampire communities are known as "Covens". This is a single coven with eighty-five members under your command, including a loyal Silas-like lieutenant who serves as the public face of the coven's leadership (whose appearance, personality, gender, etc. are all designed by you when you purchase this time). These vampires are undyingly loyal and if slain they respawn in a week. The lieutenant of this coven has the ability to dreamwalk, the power to turn into a swarm of bats, and the dreaded dark ability of enchantment: vampiric mind control, and sensory manipulation. If you visit new jumps with vampires in them, a pair of new vampires linked to that setting will join, complete with the powers of vampires native to that setting.

Super Hybrid

Creature Club [100 HP | Free for Super Hybrid]

This item grants you ownership over the club wherein audiences first meet Derek, Regina, Jayce, and Natalie. You not only get a decent amount of profit from this place, but you can benefit from staying in the place and from observing the place's unusual ability to attract the supernatural. This club is deemed a respectable neutral place for assorted supernatural creatures, and while here such beings are urged to interact with each other peacefully or at least non-fatally (this is a buff to the place that is not present in canon). Creatures can relax here, and while they can argue and even fight, their wounds are made less severe by virtue of being here, giving everyone a chance to see tomorrow.

Family Tree [200 HP | Discounted for Super Hybrid]

This item is a family tree in some mobile form (maybe as a book, or as a tapestry) that perfectly maps your family, updating to reflect your family in each jump you visit wherein you have one. There are no errors in this map, and it is all-inclusive (so it includes found family and has sections for things like step-parents and parents-who-step-up). It is also believed by anyone who sees it, and you can use it to contact relatives who know you exist, as well as to begin a journey to find and connect with relatives who don't. Other people can use this item, if you allow it, and can add their family trees to this item's databases, allowing both them and you to see who they are related to.

Entity Encyclopedia [400 HP | Discounted for Super Hybrid]

This is a handy encyclopedia containing detailed information on the species you encounter throughout your chain, with a special focus on their abilities, weaknesses, and histories. It updates as you learn about different types of creatures, and contains complete, 100% accurate and detailed entries on creatures you can turn into/are (via fiat-backed perks, items, and other means). One special bit to note is that this encyclopedia contains information on how to awaken latent abilities within you relative to your species (and this information can be applied to others as well so long as they are members of your species).

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend HP to import companions into this jump, giving them 600 HP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 HP per person you do this for, or you can spend 200 HP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 HP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 HP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 HP]

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series. In this jump this means that you can leave when Natalie is brought to her biological father, whether she defies him or joins him.

Self Insert [0 HP]

You can use this toggle to insert into this jump as a given character, though your options are tied to your origins and must reflect them in some way, so only Werewolves have plenty of variety here.

Extended Stay [Varies]

For each purchase of this, your time here is extended by 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you

get a full 800 HP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

Monstrous Mind [100 HP]

This isn't a morality shift or anything, but rather it takes a quirk of this jump's take on werewolves and gives it to you. With this drawback, you find that you gain an... inner monster, whose voice is a combination of your instincts and worst impulses, a sort of Dexter-esque dark passenger who will annoy you with their quips and, on rare occasions, challenge you to remain in control. This voice IS a reflection of you, but it's made up of your intrusive thoughts and the instincts you find the most annoying.

Monster Magnet [100 HP]

Monsters, both in terms of species and alignment, are drawn to you. This does soften their edges a little, but only enough to make those attracted to you less likely to want to murder you if they suspect they could woo you instead.

Weaknesses Galore [200 HP]

Everything has a weakness. Now, even you do, including if you happen to be a dragon or a super hybrid. This not only gives you a weakness it makes said weakness common enough that you can anticipate coming across it randomly (though not necessarily in a way that actively endangers you). Possible weaknesses for vampires include wooden stakes or garlic, and ones for dragons could include specifically forged weapons or werewolf claws if you want to go for some level of weapon-triangle stuff.

Protective Family [200 HP]

This drawback saddles you with a family that is worryingly protective of you and will do whatever they can and must to keep you safe. They will have a sharp instinct for the sort of danger you get into, and are willing to fight you if it means preventing you from doing things that put you in danger. If you take this and are a drop-in, then this effect will apply to your closest friends instead.

Manipulators Aplenty [400 HP]

Everyone in this jump is now desperate to manipulate everybody else. This puts degrees of Jayce's control-freak nature and Lorenzo's scheming in everybody. Plots on plots on plots, with everyone vying for control no matter how little power they personally possess. This doesn't make them GOOD at manipulating others, but they'll definitely give it the old college try.

Bad Communicators [400 HP]

Imagine if everyone in this setting you cared about, including those you befriend over the course of the jump, suddenly became an insufferable tsundere. Well... Congratulations, that's the choice you're making with this drawback. Worse, this scales to reflect how much they care about you and how much you care about them. This can be overcome, but goodness, it'll take truly so much therapy, and it's only overcomeable one person at a time.

Warring World [600 HP]

With this drawback, expect peace to either be incredibly difficult to attain or outright impossible.

This drawback infuses all of the leaders in this jump with either dreams of grandeur and world conquest or a shocking amount of xenophobia, with whichever one takes hold depending on the leader in question. Regardless, it'll drive them to be willing to wage war on their neighbors and instill in even the most peaceful of them a shocking ferocity. It will take great power, significant charisma, and more than a small degree of fiat-backing to see to it that a peaceful tomorrow is attained.

Jumper Jayce [600 HP]

This drawback fills you with Jayce's worst impulses and instincts, such as a learned disdain for non-werewolves and a deep fear of things he can't control. What's worse, though, is that this jump also gives you a new goal: to be able to leave, you have to unify a continent under your banner.

You could, if you wanted, instead fill yourself with Lorenzo's instincts and impulses, which make you want to rule from the shadow (at least until you have an obedient heir) and also fill you with a similar amount of discriminatory impulses just linked to dragons rather than werewolves.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Changelog: I began this jump on July 8th, 2026.

-This is my first supernatural ReelShort vertical drama jump. It's... wildly more serious than the Drama Box supernatural vertical dramas tend to be. This is also my favorite of these vertical dramas, far and away, with some of the most normal, consistent dialogue, and a lot of fun, silly events.

-The justification for Natalie being part vampire may seem flimsy to the curious, but there's a line by Jayce in which he wonders if Natalie is enchanting him and enchantment is said to be a vampire power, not a dragon power, so while in context it's him just throwing a tantrum, it's also a further curious note about the idea of Natalie having vampire blood in her veins. I'll be deliberately generous to encourage people to stop by this jump (though again this is much higher quality than the other series from Reelshorts and Dramabox I've turned into jumps).

-It's mentioned at the start of the series that Lorenzo will lose something that matters to him in exchange for gaining what he wants: offspring. It's never explicitly stated what he lost when he learns of Natalie's existence, but from the letter that Natalie's mom wrote, we're supposed to infer that Lorenzo had real feelings for Natalie's mom and that her death was the price he paid. I sure wish that there'd be more of a clarification/bigger acting involved, but that's the kind of thing we're dealing with here in terms of "All magic has a price, whoo, spooky!".

-No, we have no idea how vampires reproduce. This is a series where dragons reproduce the normal way (which makes sense), and where lycanthropes are a full-on species who pass down lycanthropy via fun times, but it is not clear if vampires have kids or if they turn humans. And humans DO exist as a distinct species; Lorenzo mentions them explicitly as some of the former subjects of dragons when monologuing to Natalie.

-Plot time! Also, I know that much of this will read as me being sarcastic but I unironically really like this series. It's trash, sure, but it's wildly higher in quality than this series tend to be.

-The series kicks off with Lorenzo talking to a witch, or rather a witch monologuing at Lorenzo and establishing basic facts like Lorenzo being the last dragon and him being desperate to create an heir. She does magic, tells Lorenzo the secret plot hook (Don't worry my scary scaly king, you already have what you seek!) and when Lorenzo pays her she cryptically does the OUAT thing of "Magic always has a price!".

-We cut to Natalie in the club, where she stumbles upon Derek: her now-ex, who is cheating on her with local mean girl werewolf Regina. Natalie sad, she cry, she leave, but not before briefly meeting Jayce: a werewolf from *elsewhere* (West Side Pack) who is scouting Lake Shore. We also get introduced to Natalie's wolf who says she always knew Derek wasn't her mate (this is weird, we'll get back to this). Natalie turns into a wolf and the two: Natalie and her fursona, dip to their grandfather's cabin in the woods.

-Cut to a year later and Natalie is living in the woods with her grandfather, training and just hanging out. Grandpa comes around, tells Natalie that Jayce and his feral furries have invaded and that her parents are dead (sad).

-Lorenzo learns that his bae Elaine Prince is dead (sad) and that she had his child, a "Half-werewolf half-dragonpire" daughter named Natalie. He rejoices and calls for Silas, his spooky puppet-ruler of the vampires, to go and find Natalie.

-Natalie goes to the pack and reunites with her old friend Mercedes, before badmouthing Jayce (which Jayce overhears) and he takes this in stride. Mercedes tries to warn Natalie but Jayce stops her. Jayce and Natalie have an immediate connection, but Natalie doesn't learn what Jayce's name is. Jayce texts Natalie to come join the pack for training tomorrow. In Natalie's dreams she meets Silas, a talented dreamwalker and vampire bad boy but he also doesn't introduce himself. Jesus, come on people.

-At training Natalie and Jayce get real mad at each other... Because Natalie is very late. Natalie and Jayce spar and it doesn't go well for Natalie as Jayce is an experienced warrior and killer. Natalie gets bullied by Regina and a minion before Natalie pours water on Regina. Back at home, Grandpa gives Natalie a house, the house of her parents

and we see a flashback wherein it is established that Grandpa is the dad of Natalie's DAD, not her mom, and we see Jayce, Nathan, and Grandpa clash.

-Natalie's wolf talks to her for a bit, and we find a gift left behind by Silas. Natalie is called to the principal's office (Jayce's headquarters), where Jayce refuses to just talk like a normal person and instead tries to get Natalie to be submissive and breedable, and it doesn't work.

-After dinner there's an attack on Natalie and her grandpa that involves someone murdering one of the werewolves. Jayce and Nathan exposition, revealing that vampires are back.

-More training occurs and it is established that trial by combat is a thing after Regina accuses Natalie of being a murderer. No real fighting occurs, yet, but Natalie makes a new friend in the form of Mercedes's friend Peter, and then there's drama between Jayce and Natalie. Natalie tries to talk to Jayce, but neither of them is a particularly good communicator, and they struggle to finish expressing their thoughts seriously, though Jayce offers for Natalie to move in with him to be safe, and later on Grandpa expresses support for this idea while not actually explaining why he'd let his granddaughter live with someone he blames for the death of his son and his son's wife. I really feel like a communications 101 class would do wonders for this pack.

-Natalie moves in with Jayce, but that isn't taken well by the pack. While out hunting Peter reveals he's a natural-born member of the Westpoint Pack, and he also doesn't love Jayce who he views as a conqueror, and then an attack on the hunters happens with someone using a silver-nitrate bullet on Peter. He gets hit but doesn't die. Natalie freaks out, runs after the attacker, gets ambushed but survives (though she's knocked unconscious). She wakes up in her new home with Jayce looking after her. They (poorly) communicate and their connection flares up and we cut to black as they focus on ensuring a new Lake Shore pack member could replace the one who died a few nights ago. Jayce dips after to go to work. Mercedes and Peter reappear and invite Natalie to the club. She agrees.

-At the club Natalie formally meets Silas who DOES NOT pass Peter's vibe check. Peter gets murdered for ruining Silas's grove, while Silas uses creepy vampire mind control to make a pass at Natalie. At the same time Jayce is in the club and is being annoying to Natalie, though not being he does the romantic-drama thing of... casually ignoring Natalie's consent and boundaries to kiss her. In the aftermath of Peter's murder Regina is annoying but Jayce blames Derek for the murders that have plagued Lake Shore. This shocks Natalie and she goes home (to Jayce's home). Jayce and Nathan exposition, revealing Peter was killed by a vampire and that Natalie is Jayce's mate, but Jayce is confused and frustrated by Natalie's inability to recognize their bond, which is the weirdness with mate-bonding that I mentioned earlier.

-Natalie and Jayce do some training wherein Natalie locks in and gets her licks in, tricking Jayce to land some mean blows but Jayce being Jayce is weird and they kiss and then there's another fade to black. Afterwards Jayce reveals Derek accidentally killed Natalie's parents and when pressed on why he didn't tell her he says he didn't want her

to resent him. He also reveals his tragic backstory, which is that he wanted a brighter future, got tricked, and a ton of West Point Pack wolves died.

-We cut to Peter's funeral. Silas shows up, is weird, tricks Natalie to get her away from everyone else. He reveals he's not a werewolf, and then kisses, and then bites, Natalie. This will either confirm she's a hybrid or kill her. Jayce, donning his fursona, attacks Silas and rescues Natalie. She wakes up and Jayce finally lays the vampire-cards on the table. Grandpa reveals Natalie is half-dragon, and explains that part of his decision to dip was owed to him discovering that Natalie is a bastard-child of a dragon, who his daughter-in-law had an affair with. Jayce, being racist (though in fairness, this is because Lorenzo is Jayce's secret op who Jayce fucking HATES specifically because Lorenzo tricked him and got West Point into a big fight with Lorenzo's vampire army), does not fuck with this and is racist to Natalie and then dips after saying that Natalie can rest in his place for a day and then she needs to leave. Not just his house but like the whole pack. This is almost immediately after finding out that Jayce has known she is his mate for a while (though he doesn't say exactly how long).

-While Natalie is having real sad-girl hours, Grandpa reveals that as a hybrid who is half-werewolf under the light of a lunar eclipse blood moon, she can tap into her lycanthropy when it is at its most powerful and reject her dragon blood. This will make her a true, full werewolf. She then gets texted by Silas and her and grandpa make a plan to defeat Silas and Lorenzo.

-Three days later she goes to Silas, discovers that Derek is a full-on traitor hanging with vampires, and Lorenzo finally meets his daughter. The two, along with Derek and Silas, talk, Silas enchants her, Lorenzo pulls out a magical blood-vial that can allow Natalie to become a full dragon, and Natalie almost drinks it until Silas fucks up and calls her by her name (a pet peeve of hers), causing her to be mad enough to break free of Silas's spell. She flees after breaking free and... somehow (I imagine that there was a tracker on Natalie and that Grandpa went STRAIGHT to Jayce and told him the plan) there's a battle going on outside. Silas, Derek, and Lorenzo want to catch Natalie, and the werewolves of Lake-Point want to stop them. The fight goes sideways for the vamps, and so Lorenzo flees. Silas pulls a glock on Jayce, shoots Jayce but Natalie takes the hit. Jayce apologizes to her, she forgives him, and then passes out.

-She wakes up some days later, waking up as Jayce and Nathan chat, and Natalie reveals she can feel the mate bond. The two do mate bond activities and afterwards Jayce reveals the big plan: he wants to assemble the packs and take the fight to the vampires, though for now they need to hide the fact that Natalie is a super hybrid. Natalie and Jayce leave to gather the packs and the series ends with Lorenzo and Silas calling the other covens.