Endymion Transformation Jump

Version 1.0

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Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. Among the many kinds of monsters, and undead, that exist here are also a staple of fantasy; werewolves. In this world, lycanthropes are descended from Egyptian

warrior-priests of Anubis, a man who ascended to godhood with the help of moon-maidens, lunar spirits who use powerful magic to observe events on the surface of the planet.

Also, very important note: This is a setting where the term Lycanthrope does not refer exclusively to wereWOLVES, but to any kind of humanoid with an ability to morph between a humanoid form and a hybridized form taking on elements of mundane animals. The default is wereWOLVES but wereANIMALS of all sorts exist here and you are not limited to a wereWOLF form if you want to be something else.

This world is also home to Bastets, descendants of the servants of Egyptian gods other than Anubis, who tend to have a fierce rivalry with lycanthropes. Curiously not every Bastet feels the way some of their sisters do, in fact, some even like lycanthropes a whole lot…

You now have 1000 Endymion Points. Use them wisely.

This is an NSFW Troyverse Transformation CYOA. Have a link to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump so long as you are an adult, as this is an NSFW Jump.

Scout (+200 EP): This is an unusual position you've gotten yourself into. Scouts are the weakest of the werewolves, but as an Endymion, your physiology puts you a cut above most lycanthropes, including weak alphas. What an odd contradiction!

Unimpressively, you only get **6 Primal Instinct** for your stipend in the **Endymion Customization Section**.

Hunter (Free): Hunters are werewolves of average, ordinary strength (for werewolves, which is still a lot for plenty of other fierce supernaturals).

You get a nice stipend of **9 Primal Instinct** for your use in the **Endymion Customization Section.**

Alpha (-200 EP): Oh, wow! You're an alpha AND an endymion. You're gonna be the life of the party in the future. Prepare yourself because the minute you step out into the world people are gonna be watching you.

You get an awesome stipend of **12 Primal Instinct** for use in the **Endymion Customization Section** later in this document.

Starting Location:

1. **Earth**

There is only one location this jump will begin in, the strange world known as Earth (though you select the precise location you start off in). Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power. The veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the "Supernatural" side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life on this world and are some kind of an adult somewhere on Earth when your adventure begins.

One evening, the evening the jump starts, you are surprised when you hear a lightly accented voice proclaim how hot you are. This startles you, and you turn around only to see a stunningly lovely copper-skinned woman with cat ears looking sheepishly at you. She nervously wonders if she just shared her thoughts aloud. When you inform her that she has, she giggles nervously and asks if you want to fuck. Regardless of your answer you abruptly go from your bedroom to a glorious palace in a lush oasis. During the sex you realized that she also has a cat's tail which was wrapped around you while the two of you fucked. In the aftermath of your sex she introduces herself as Katima, and tells you an incredible, and according to her, true, account of the history of the world.

In this setting lycanthropy began in ancient Egypt where the beings who'd come to be worshiped as the Egyptian gods were originally powerful sorcerers who used animal totems as empowering spirits. The sorcerers wanted to undergo an apotheosis, so they made a deal with genies (who Katima tells you are also real), who helped them devise a ritual that would cause them to transcend mortality and become full divinities. The sorcerers, or rather almost all of them, worked with the genies and performed an elaborate ritual that was coupled with powerful wish magic. This magic ritual succeeded and drew power from the sun, making the sorcerers into gods. Or rather all of them but the one who didn't participate, who was a sage-like figure and foresaw that the ritual would have a terrible cost. He was correct.

Until that point in history Egypt had been the lushest paradise on Earth, but the ritual concentrated the power of the sun on the region and destroyed all plant life in the area. This is the origin of the Sahara Desert. This made the newly ascended gods feel great grief, but they still enjoyed their powers. They used their powers to do their best to help the surviving Egyptian humans, becoming the gods of the people who lived in Egypt. The final sorcerer was not a deity, but several moon maidens, spirits of the moon, were fond of him for his wisdom and gave him the power to ascend through lunar energies, transforming him into a deity. He is known as Anubis. His first and most pious worshippers were blessed by him and became the first lycanthropes, werewolves specifically. Bastets, what Katima tells you she is, are descended from the servants of the other gods, and they are innately connected to the sun due to that being a part of the apotheosis the masters of their ancestors underwent.

Katima tells you that Lycanthropes are more common because Anubis has stayed on Earth. The other gods stayed on Earth for a time but eventually grew tired, or bored, or otherwise displeased and eventually retreated to the Atet; a floating space palace orbiting the Earth (one of a few such things hidden behind the veil). Katima also tells you about the veil, before revealing why she's actually here.

Every once in a few millennia, several Selenes (moon spirits) will grow fond of a human and if given permission will bless them and make them into an Endymion, an immortal and sacred monarch of lycanthropes, a sort of… alpha among alphas. In the days before the veil's erection this was not a complicated thing. Now, however, with the veil's existence the Selenes will normally have to simply and silently pine after any humans they like. Or at least that's what normally happens.

You are different, because you are a veil-straddler, someone capable of naturally seeing through the veil. The exact causes of this are unknown, and it's incredibly unpredictable, but because of it you can be affected by some magic and can see the supernatural in its true forms, like Katima! Katima wishes to bestow the blessings of the Selenes who yearn for your attention upon you, which will turn you into an immortal Endymion. You accept her offer, and she happily kisses you even as the sunlight touching you turns into moonlight, and begins to change you into your new form.

Perks:

General Perks:

Endymion Equipment (Free & Mandatory for this jump): You are an Endymion, a sex werewolf and a powerful beast even among werewolves. This section describes your default makeup, the traits you get even if you completely disregard every other perk, and the Endymion Customization Section.

As a Veiled Solar System lycanthrope, you have two separate forms. One of your forms is that of a human, which has a peak human physique, and immortality, and shares your wereform's incredibly powerful healing factor but doesn't get the other benefits of your wereform. The other benefits are only active when you are shifted into your wereform.

Your other form is that of a shifted werewolf, and while you will design the majority of features of your werewolf form in the **Endymion Customization Section** there are some base things you receive for this form which you are guaranteed regardless of all other choices you make. All lycanthropes can change into full animal forms when in their wereanimal form, and you can shift into your wereform at will (as well as have a time when you are forcibly shifted, which is determined in the Endymion Customization Section). Part of the importance of an Endymion, or of less spiritually favored alphas, is that their presence naturally calms other lycanthropes who can have fierce and nasty tempers (particularly during the full moon, even if they themselves

don't shift during a full moon). Lycanthropes also get hornier during the full moon, and some get hornier or even shift into their were-forms EVERY night. All lycanthropes (in the veiled solar system) have rough tempers and healthy libidos by default, and all lycanthropes are empowered by having sex with you. On average, veiled solar system lycanthropes can toss motorbikes around with ease and can run at speeds around 110 kph/68 mph. For hours after you have sex with them their physiques are noticeably enhanced, and they can perform feats as dramatic as tossing cars around and running at closer to 160 KPH/99 MPH.

Lycanthropes have incredible base power and speed, and as an Endymion you're on the upper end for lycanthropes in the Veiled Solar System. In your wereform, with no other enhancements or training, your base strength is sufficient to toss tanks around, you're fast enough to outrun speeding race cars, and you have a healing factor that allows you to heal from most wounds in minutes or seconds.

As an Endymion it's easy for you to turn others into lycanthropes. Provided you are dealing with a human, you can turn them into lycanthropes by giving them a hickey while having sex with them in moonlight, and provided you INTEND to turn them while doing so. This works on humans 100% of the time, even on mundanes on the mundane side of the veil. By default those you turn will turn into wereWOLVES, but with the right power and the right choices in the Endymion Customization Section you can turn them into lycanthropes of any sort of mundane animal (so no mythical were-unicorns, or anything like that). How their transformation affects them will vary from individual to individual based on their soul strength. Plenty of supernaturals are also able to be converted into lycanthropes, particularly more living, less esoteric beings. That said, the ability to do something like convert vampires into lycanthropes is not available by default (though it can be purchased).

Endymions are powerfully charismatic to other lycanthropes. You can easily find packless lycanthropes and convince them to join your pack, or even appeal to ones in other packs and get them to join you. Lycanthropes who join your packs gain boosts for doing so, though these boosts are minor (and only apply when said lycanthrope is a member of your pack) unless you purchase the proper **Pack Traits** in the **Endymion Customization Section**.

Additionally you are quite skilled at sex, have no refractory period, and have an innate, instinctual knowledge of martial arts that you can use in your wereform or your human form.

As a unique benefit, all lycanthropes regardless of their origin are calmer around you and can be empowered by having sex with you.

In future jumps your Endymion appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Troyverse Physiology (100 EP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and

you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

Also, canonically, Endymions are said to be MALE sex lycanthropes but for this jump, we're ignoring that even if you don't take this perk. This means you can be a female Endymion, if you want. **That said taking this perk guarantees you such protections moving forward.** No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Calming Presence (200 EP): All alphas, and endymions especially, are monarchs or chieftains. One of your greatest strengths as an endymion, and part of why future foes in settings with lycanthropes will be hesitant to strike you down even if they can, is the control and calmness your mere presence gives other lycanthropes. This effect is now more universal. You naturally calm all beings touched by the moon, and this presence is now great enough that it's vaguely conceptual, and you can calm others considered to be lunatics, though to a lesser extent.

Rival Romance (200 EP): Lycanthropes have some legendary rivalries in this setting. Lycanthropes are said to be rivals of, or have some negative history with, Bastets, Vampires, and Hellhounds. And yet, for some reason, lycanthropic trysts with ALL of these groups are fairly commonplace. You have internalized this strange facet of this setting's inter-monster-fucking history, and have a knack for convincing rivals, frenemies, and even actual foes to sleep with you. This becomes almost trivially easy if you are dealing with someone who is just a competitor and doesn't actually have any ill will towards you, but even if you are dealing with a real foe it's not impossible for you to woo them and win them to your bed.

Lunar Fondness (400 EP): The spirits of the moon of Veiled Earth are deeply fond of you. Now this fondness follows you to future jumps. Beings tied to the moons of future worlds you visit will naturally be friendly to you, and will follow for you with hilarious ease. This extends beyond spiritual beings and now affects more physical ones with the same ease. In this setting this could mean the Daemons of Mars's moon Phobos would be extremely fond of you, and in future settings it could mean that Ewoks are fond of you. This affects beings of all power levels, though greater beings have an easier time overcoming this natural inclination to like you.

Only Exception (400 EP): Those who dislike lycanthropes, or are considered some of their many rivals, find you a bit easier to tolerate or even actively like. If you ask them they might try to be witty and tsundere about it, saying it's how much you don't remind them of an animal. This tendency also extends to all groups that are rivals of a group you're a member of, they'll name you the only exception to their rivalry.

Scout Perks:

Scent (100 EP): You are not just good at producing pheromones, you're good at following them. Your sense of smell is strong even for a werewolf and you can track someone through scent alone for hundreds of miles.

Enduring (200 EP): The key to being a scout isn't always speed, though that helps. Oftentimes what your title needs is endurance, and you have that in spades. Your natural stores of energy, of all sorts, are greatly enhanced and can be enhanced through training, even if they normally shouldn't be able to grow. You really can do this all day.

Discoveries (400 EP): Scouts are those who make discoveries. You have a weird tendency to be making discoveries, and have the powerful luck needed to constantly and safely push the boundaries of things.

Explorer (600 EP): You are a true blue explorer. You have a mental map in your mind that is constantly updating and tracking things and people in real-time. Your senses are enhanced in ways that are subtle but powerful and allow you to easily explore and navigate the world through even non-visual sensory input alone. You are also brilliant at doing things like map-making

Hunter Perks:

Outdoorsy (100 EP): Lycanthropes are immune to the negative effects of extreme temperature, but this makes you positively outdoorsy. You are remarkably at ease outdoors and can naturally adapt to any exterior environment with frightening speed.

Partners (200 EP): You are not a lone wolf. You easily strike up partnerships with other beings, usually only a small number of them, when a partnership has been struck you can intuitively sense that being's intentions, moods, and even get an instinctual sense of what your partner wants to do. This connection goes both-ways and can work even if you don't understand each other's languages.

Unchanging (400 EP): The power of alphas to calm lesser members of their kind is not unique to lycanthropes. And you don't love that. You are unchanging, unyielding, and immune to external supernatural influence, even subtle kinds. You are yourself and no amount of bizarre mind control or pheromonal nonsense will change that. You are completely immune to mind control and supernatural emotional nudging.

Inhuman (600 EP): You are an unusually monstrous example of your kind. And that works. When you embrace your inner monster, and when you externalize that, you grow stronger for it. The less human you are in terms of attitude, actions, and especially appearance, the stronger you get. This obviously stacks well with things like a major lycanthropic form. Some people will find you incredibly attractive with this, and they'll grow more attracted to you based on how inhuman you become.

Alpha Perks:

Alpha Aura (100 EP): You have the soul of a majestic lunar monarch. People with affinity for the wilderness, for the moon, and who are more animal-like will naturally find you likable. Those attracted to your gender will feel a keen attraction to you that grows the more they embrace the facets of themselves that like you, and the more you take the lead. This also allures submissive people, and those who dream of being like you.

Also, lycanthropes who are packless or who switch packs to join you are further empowered, their physiques reaching the levels they'd be at if you fucked them perpetually (and fucking them further boosts them). Lycanthropes who you turn into lycanthropes are greater than they should be.

Haunting Howl (200 EP): Mundane wolves can be incredibly loud. As a werewolf you can be even louder. You can emit a sonic howl which can be used as a form of attack, or can be used as a powerful form of communication, which can be understood by your allies, by those neutral to you with sufficient affinity for you and for the moon, and can be powerful enough foes with affinity with the moon. This ability can also excite lycanthropes, wolves, and creatures affiliated with the moon, or calm them, depending on your intention. Neutral people who see you do this will be awed by it, and will feel the reverberations of the howl (harmlessly) for days.

Endymion Bonds (400 EP): Those who have sufficient loyalty to you are so intimately bonded to you that you all can share psionic messages as part of an interconnected network of minds. This is freeform telepathy but only with those who see you as their alpha and those you deeply, truly love. The distance does not start off unlimited, but it can grow with time and practice, and the maximum capacity of this hive mind does not exist. Note, that a version of this that is distinctly for Lycanthropes in your pack exists, but that version is only for lycanthropes in your pack and has other limitations as well.

Shared Blessings (600 EP): This ability… is something wholly new. You can, at the cost of energy, share a sort of reverse lycanthropy with animals. This lets mundane animals (this includes fully alien animals that lack abilities that are explicitly supernatural, so things like the Nexu or Acklay from Star Wars are fine) gain humanoid forms, and abilities similar to lycanthropes, but keyed towards humanoids. If you wish to do this to magical beings it takes much more energy, proportional to their overall strength. Such creatures start off loyal to you, and are considered members of your pack for all intents and purposes, though this loyalty is not hard-coded into them.

Endymion Customization Section:

This is where you spend your **Primal Instinct Stipend**. How much Primal Instinct you have to spend depends on your origin. Scouts have 6, Hunters have 9, and Alphas have 12. This section allows you to customize some facets of your appearance, as well as allows you to decide which of the more classical lycanthropic abilities and powers you'll have in your Endymion form. You can also spend Endymion Points here, and the math is simple. 1 Primal Instinct equals 50 Endymion Points. Some facets of this section are required and will be marked as such. Prices default to 1 Primal Instinct unless stated otherwise.

Body Type (+1 Primal Instinct/0 Primal Instinct/1 Primal Instinct) (Required): In order to gain 1 Primal Instinct you can spend elsewhere, you can have a scrawny body. If you don't want to gain or spend Primal Instinct you can have a Normal body. If you want to be muscular and strong looking, you can spend 1 Primal Instinct to gain a muscular body. This set of choices is purely cosmetic, your actual strength is not at all determined by the appearance you choose.

Equipment Size (+1 Primal Instinct/0 Primal Instinct/1 Primal Instinct/2 Primal Instinct) (Required): Ah, this is an odd one. For +1 Primal Instinct your equipment (penis if male, breasts if female), is average sized. For free, and by default, your equipment is large. For 1 Primal Instinct your stuff is huge. For 2 Primal Instinct your stuff is gigantic, and is only possible to use fully and live with due to the power of fiat. Still if you want gigantic breasts or a massive dick this is the way to get it.

Pheromones (+1 Primal Instinct/0 Primal Instinct/1 Primal Instinct) (Required): Decide the potency of the pheromones you passively radiate If you want a Primal Instinct to spend elsewhere, you can have mild pheromones, which makes enemies hesitate a touch to attack you, and makes your allies a bit more submissive to you. If you want this option to be free you can have dominating pheromones which makes enemies reluctant to attack you and makes your allies noticeably more submissive to you. If you opt to spend a Primal Instinct here, you have overwhelming pheromones that make your enemies feel deep terror in your presence and greatly increase how loyal and submissive your allies are.

Libido Alteration (+1 Primal Instinct/0 Primal Instinct/1 Primal Instinct) (Required): To gain 1 Primal Instinct, you can have a monthly rut, which makes you extremely horny the week of the full moon. For free, and by default, you are now mildly horny all the time, which is a bit pleasant to you. If you spend 1 Primal Instinct, your libido is left unchanged. This is incredibly rare, and hints that you have remarkable self control.

Forced Shifts (+1 Primal Instinct/0 Primal Instinct/1 Primal Instinct) (Required): You can, in exchange for getting one Primal Instinct to spend elsewhere, shift every single night from dusk until dawn. You can get or spend 0 Primal Instinct by only forcibly shifting on nights of the full moon. Or you could spend 1 Primal Instinct to only ever forcibly shift on the nights of the blood moon, a stunningly rare condition.

Wereform Nature (0 Primal Instinct/1 Primal Instinct) (Required): You can have either a minor or major wereforms. Minor wereforms make you look mostly human but you have key identifying features such as animal ears, animal eyes, tails, and some scales. Major wereforms are anthropomorphic forms that blend the animal of your wereform and your humanoid form. This means you are a bipedal wolfman if your form is that of a wolf. You could be a bipedal shark, or eagle, if you have a shark or eagle form. You make a binary choice here and it's binding… unless you spend a Primal Instinct, in which case you can swap between having a major or minor wereform at will.

Pact Dominance (+1 Primal Instinct/0 Primal Instinct/1 Primal Instinct) (Required): Endymions have a curious ability in the form of **Pack Dominance.** This ability allows you, when you are dominant in sex, to empower yourself or your sexual partner(s) when you orgasm, letting you give yourself or a partner the equivalent of a meal's worth of sustenance or an hour of sleep. How much each of your orgasms lets you do is decided here. For -1 Primal Instinct (which grants you a Primal Instinct you can spend to buy something else in this section), you need to orgasm twice to get one effect. For 0 Primal Instinct you get an effect per orgasm. For 1 Primal Instinct you get two effects per orgasm. This ability allows a sufficiently sexy lycanthrope to sustain themselves and their partners purely through sex.

Moonstruck: This powerful effect causes you to radiate an aura that causes people to find your wereform exotic and sexy rather than weird or suspicious. This also has the side effect of keeping people from questioning your nature or powers, and people won't find you weird for making propositions in public (but this doesn't mean they'll actually say yes, that is still completely up to them). This also dazes people, letting you sneak by them unopposed and avoid imminent battles by stopping them in their tracks.

Selective: You naturally induce lust in those around you that of the gender you're attracted to. They will often idly fantasize about sucking you off, if you catch them unaware. That said, such individuals may not always be people you find sexy. With this power you can change that, making it so that your pheromones only affect people you find sexy.

Hyperfertility: You can, at will, toggle your equipment to be incredibly fertile/virile. You can guarantee that either you'll become pregnant or get someone else pregnant. Pregnancies you cause are supernatural in nature and you can do things like determine the gender and sex of the child as well as cause pregnancies that come with zero negative/harmful health effects and are completely painless. You can also control how many children you have or sire per pregnancy you endure or cause.

Double Dick: This is really **Double Equipment**. You can give yourself another set of breasts, or another vagina, as easily as you can give yourself a new dick. Any options that affect one set of equipment affects all of your equipment.

King of the Jungle: You can command wild animals. This also ensures that beasts, regardless of their nature (be they magical or mundane), will never attack you without provocation (being ordered by someone else counts as provocation so magical tamers can still get their beasts to attack you).

Enough to go around: Another pheromone tweaker, this makes it so that you can, at will, cause those who want you sexually to be willing to share you with other mates and lovers. This only works while people are in your presence, but takes a while to wear off. If you spend time around your lovers, it's much easier for you to have a harem with this power.

Always Fits: You can enchant your sexual organs so they always fit or can always stretch appropriately. This makes it so that you only cause your sexual partners to feel ecstasy when you're inside of them, even if you should actually be damaging or painfully stretching them rather than pleasuring them. Also works if your partner is inside of you. Have fun having sex with a giant! You can decide if this is a physical phenomenon that people can see or some sort of bizarre hammerspace thing.

Silver Claws: You can infuse your claws with moonlight, which turns them silver. This will also make them extraordinarily effective at piercing supernatural things, even deflecting hostile spells with a well-timed slash! This makes you highly resistant to unwanted magic and the supernatural effects of magical beings. Finally, when you lay with someone who is significantly powerful magically (doubly so if they are spellcasters specifically), they get way more pleasure than usual.

Mating Call (1-3 Primal Instinct): You can induce orgasms in others at will, though the range and circumstances that need to be fulfilled before you can use this will depend on the Primal Instinct you invest in it. If you spend 1 Primal Instinct on this perk then your cock needs to be part way inside of them for this to work. If you spend 2 Primal Instinct on this you only need to touch them to do it. If you spend 3 Primal Instinct on it you can do it so long as they can hear you. Regardless of how much primal instinct you spend you need to emit a specific howl for this to work.

Martial Instinct: All lycanthropes possess keen instincts when it comes to unarmed combat, but by taking this power you become a true master of unarmed battle even in your human form. This comes with instinctual mastery of a sort of unique fusion of human martial arts, but you struggle to teach this to someone else. Thankfully, if you convert someone you can give them a lesser or equal sense of instinctual knowledge of this eclectic blend of martial arts.

Just A Scratch: This skyrockets your already powerful healing factor. This makes it so that any blow that doesn't outright kill you is something you recover from in moments, even regrowing whole limbs in moments.

Lunar Magic: This grants you innate, Selene-blessed magic that lets you use a rather mercurial form of instinctive and sensual moon and mirror magic. This is mostly minor, letting you do

things like scry on others using reflective surfaces, communicate through mirrors or moonlight, but it has some impressive uses as well, such as using mirrors to teleport (walking into a mirror and stepping out of a mirror elsewhere), reflecting attacks you're aware of back at your opponent, making minor cosmetic alterations to others, and even blinding foes with beams of moonlight. This magic is obviously strongest at night (and when you're in the light of the moon is free to cast!) and/or in the dark, and you can gain energy for this that allows you to use it anywhere by bathing in moonlight or having sex with beings affiliated with the moon.

Flight: You can fly! This lets you fly without wings, at a speed of about 50 MPH, but if you have wings AND this option you can fly at nearly sonic speeds in the atmosphere and somewhat faster outside of it, if you can survive outside of the atmosphere.

Shapeshifting: You can give yourself any human appearance possible. You can even change your wereform's attuned animal but only during a full moon (this also lets you give yourself useful additions, like gills! This also requires the light of the full moon). You can also change the size of your equipment, but only up to the size you choose earlier in this document. You also can't make yourself more muscular than the body type you choose earlier. Wings you give yourself only work if you have **Flight**. Your shape changes last as long as you want them to.

A God Among Mortals: You grow stronger based on the light and phase of the moon. During a new moon phase you're only slightly stronger, tougher, and faster. During a crescent or gibbous moon you are noticeably faster, stronger and tougher. However, during a full moon, you become fast enough to dodge hails of bullets, weaving between them like you're in bullet-time, tough enough to tank cannon shells to the face, and strong enough to bench press battleships, as well as have enough stamina to fight all out for days without tiring.

Heka of Anubis (2 Primal Instinct): This lets you use *Heka*, the divine sorcery used by Anubis, though seeing as you are not divine you can only use this so much (unless you are divine, in which case this power becomes MUCH easier for you to use). For you to use this power you need to be fucking someone in full moonlight, and chanting words of power. This, if done properly, allows you to achieve miraculous effects. You can easily make people immortal, alter a dozen people into any form you wish, give a handful of people the power to flight, etc. Sadly, you can only do this once per night of full moonlight. If you want to achieve something truly tremendous, you could have sex with ten people who love you and chant the words all night, which would let you do something like make a massive city from nothing.

Addictive Fluids: Your fluids are addictive. You can toggle this on or off at will, as well as dial up or dial down the intensity of the addictiveness. Beyond that, you can also add other effects to your fluids, such as letting them act like alcohol and thus getting those you orgasm inside of (or who otherwise take in your fluids) get drunk off of them, or some recreational drug.

Pack Traits (Each of the following costs 1 Primal Instinct):

Strength: All lycanthropes you sire or turn will be significantly stronger than they should be on the basis of soul strength alone though none will ever be stronger than you.

Speed: All lycanthropes you turn or sire will be significantly faster than they should be on the basis of soul strength, though none will ever be faster than you.

Link: All lycanthropes you turn or sire can communicate with each other and you telepathically so long as you or the target of their communications are on the same planet as them.

Beauty: All lycanthropes you turn or sire will gradually take on forms much closer to what attracts and arouses you, though only within the bounds of their own physical appearance, and to an extent that will differ from lycanthrope to lycanthrope.

Devotion: Lycanthropes you sire or turn will always feel an innate loyalty to you, though one that is fairly easy for them to overcome, but with this pack trait lycanthropes you sire or turn will be steadfastly devoted to you.

Variety: This lets your lycanthropes be whatever wereform you are not (so if you are major they are minor, if you are minor they are major), and if you can swap forms so can they.

Conversion: This power lets you convert vampires into lycanthropes, a powerfully rare ability.

Items:

General Items:

Private Retreat (100 EP): This is a tropical paradiscal home in a lovely pocket of magical space. It is filled with food, kept clean by those who are devoted to Katima and who serve her devotedly, all of whom are more than happy to lay with a being as fiercely majestic as an Endymion.

Scout Items:

Map Of The Exotic World (100 EP): The Veil is a spectacular thing for an explorer like you. This map is filled with already charted exotic destinations, and even shows how to step out of the mundane reaches and into exotic lands. That said, magic is mighty and the exotic half of the world is still filled with wonders to discover. In future jumps it updates to show you a map of the secret places of worlds you visit.

Enduring Clothing (200 EP): Lycanthropes are faster and stronger in their shifted forms so as an explorer, a scout, it makes sense you'd opt to travel while shifted if you could. This is a wardrobe filled with clothes that can withstand you morphing into your wereform, and that always fit, are comfortable, and are immune to wear and tear from travel.

Supernatural Publications (400 EP): If you want to be kept aware of the latest news in the supernatural world, this is handy. This is a set of subscriptions to journals, magazines, and newspapers that are published throughout the exotic half of Earth. This lets you stay aware of news from throughout Earth and beyond. This updates in future jumps, even creating publications if such COULD realistically exist in a future setting.

Explorer's Guild (600 EP): Lycanthropes make very good pathfinders. Their endurance to elements and weather, their innate (and powerful) telepathy (though not everyone has that), and their physiques make them impressive at exploring remote reaches of the planet. You have embraced that and are creating a guild of explorers. This is a group of powerful exotics that people can hire to undertake valuable adventures, and to travel to new places. This business is a thriving, profitable one, and in time people will come to respect you and value your organization.

Hunter Items:

Wilderness (100 EP): This is a patch of undeveloped wilderness that is yours. Animals here know to fear and obey you instinctually, and sapient beings who wander here either know you and respect you or when they meet you they'll sense your lordship over this place. Your pack also quite likes it here.

Exotic Weaponry (200 EP): This is a set of advanced, almost sci-fi-like weapons. And yet somehow they feel made for you. This can be melee, ranged, or even minor things that enhance your unarmed capabilities. There's an orc that some monsters have spotted that might be curious about this, seeing as this is off-world tech…

Lone Pendant (400 EP): This is an odd thing. It's a mystical pendant that is stylized in the shape of a wolf. It has a powerful effect, granting those you share it with immunity to things like mind control and even subtle emotional nudges that are derived from things like pheromones. Funnily enough those you share it with aren't immunized to your versions of those abilities… This could be quite powerful.

Vial Of Blood (600 EP): This is exotically, alchemically touched blood. It seems to be of your blood, but somehow you don't remember being injured and gathering this blood. It allows its drinker to gain a drastic burst of lunar, lupine fury and power, which lasts for an hour. After that it causes them to experience a potent burst of supernatural, animalistic heat that lasts for the better part of a day. This heat is intensified with regards to you, and the drinker will powerfully desire you. It's only effective if the drinker already had feelings, latent or otherwise for you. You get a new vial once a month, and can stockpile them if you want.

Alpha Items:

Ankh (100 EP): This is the hieroglyphic symbol in the language of the ancient Egyptians used to represent the word for "Life". This item is an ankh, forged from lunar materials, and is a

powerful mystical artifact linked to both sacred healing magic and as a result of the materials it is made of, lunar energies of the Selunes devoted to you. This item can draw energy from the moon's light, or from your raw sexual power, and store it like a battery. When you wish you can will this item to begin to radiate a healing glow which will surround you in restorative light. You can use this to heal yourself or others, and if enough power has been stored by the thing you can use it to .

Private Pyramid Temple (200 EP): This is a small pyramid home, which can be a regularly shaped home filled with pyramids if you want. This place enhances any and all magic you have, as a symbol of the moon's faith in you, and in the divine lineage you are inheriting as an Endymion. There is a room in this home that is filled with artifacts of power to both Anubis and the gods of Atet, and in that place sun and moon magic are both incredibly enhanced.

Veil Glades (400 EP): There are many pristine glades hidden from mundane eyes by the veil. This tends to be because these glades are the homes of unusual numbers of exotic lifeforms. Now you own one such glade yourself, and can freely visit the place or call it home. Your glade is unusually popular among druids, dryads, and elves, all of whom are fond of you. In future jumps you can import this property in new jumps. Each time it'll grow a little, and gain new fruits, new trees, new inhabitants, and new spirits.

Humane Home (600 EP): This is a very special lair item, a base you can select to be placed in any earthly city in this setting (or any city in future settings) that is deeply connected to the Selunes. This is a set of connected habitats that have room for dozens of beings, even ones like lycanthropes, and is also furnished with technology to allow travel to the moon, where the Selunes live. At night this place comes alive, and every night counts as a full moon night for the purpose of things like Heka magic (but if you try to use the more miraculous effects, they'll work but the moonlight will be normal for a month) and lycanthropic shapeshifting.

Companions & Followers

Import (50 EP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 MP to spend themselves on perks, and items. Companions cannot take drawbacks.

Packed Pack (8 Members free, 50 EP for every 8 people after that): You have a "Pack" of your own. This is a political body that you govern. Lycanthropes you rule over.

If your pack is under 8 people (though if you're importing people from the transformation CYOAs, groups of people in the same "slot" count as one person, such as "Egyptologists" which consist of two people despite being grouped together in one slot) then you can import them as followers for free in future jumps. That said, they must be lycanthropes for you to import them, or available through the Endymion CYOA as "Pack Mates" (which means that "Moon Maidens" count, as do "Sisters of Bast" and "Your Genie Daughters" despite none of those groups including lycanthropes).

New Friends (50 MP if non-ascendant, 200 MP if they are the protagonist of another powerful CYOA 300 MP if ascendant): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 MP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 MP, or if they are an ascendant you need to pay 300 MP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario.You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Tournament of Champions (Not available if you took the Mundane Side of the Veil toggle):

The arrival of a new Endymion is a cause for celebration. Many exotics are fond of lycanthropes, even if lycanthropes can be a bit on the rowdy side. Your appearance and acceptance of your powers, especially if you accept the love of the Selunes who are fond of you, causes people all over the world to cheer. Some call for a rousing celebration. Others answer that call.

About a year into your stay you are invited to the halls of a famous border city of Avalon, the city that sits between the winter and summer courts of the unseelie and seelie fey respectively, to a celebration in your honor. If you accept this scenario initiates.

The fair folk are always happy to have reasons to celebrate, and the emergence of a new leader of lycanthropic kind is plenty of cause for them. Their revelers are delighted to meet you, and the first few days of the party are spent hedonistically.

It is only on the fourth day of the party that some fey come and announce that there will be a tournament held, to show the new lycanthropic lord the power and majesty of their peers. You

are invited to participate as well. Exotics from all over Earth are allowed to participate in this grand tournament to show the world the ferocity of lycanthropes. Fierce competitors appear, such as the famous alpha Ursa (the leader of the largest pack of lycanthropes in the world), and Angrboda, the queen and indeed mother of many kinds of monster girls. Sports run a wide gamut, including competitive sex, drinking conquests, fierce duels, sports (both mundane and not mundane alike) How do you do?

Reward:
The reward for this event is a chance to meet more of your kind, and to make impressions on strong monster girls as well as fey. You get a perk for participating in this, named **Good Sport** which greatly boosts your ability to put on an entertaining show in athletic events like this.

You also get a perk if you win at any particular competition named **Grand Master** which improves how impressive displays of athleticism related to the sport(s) you won at.

Finally, anyone you met here who you impressed enough can become a follower who you can import into future jumps for free (unless you want to companion them, if you do then you need to pay whatever price the jump you're in asks for).

Lycanthropic Lord (Associated Drawback: Werewolf Hunters) (Not available if you took the Mundane Side of the Veil toggle):

Someone is organizing lycanthropic hunters and, frighteningly, doing a good job of it. Sometime into your stay in this setting you hear rumors of an unusually skilled band of hunters of werebeasts that is going around hunting smaller bands of lycanthropes. If you ignore this, it eventually gets resolved on its own (effectively the same as not accepting the scenario), but if you begin to investigate it the scenario triggers.

If you opt to look into the rumors you're hearing, you begin coming across the ruins and bodies left behind by hunters targeting lone, or low-number groups of lycanthropes. The attacks are surgical, precise, efficient, and the lycanthropes are dead. You don't find any bodies of the enemy either. This is someone efficient who fully understands the capabilities of lycanthropes.

The attacks grow bolder and more fierce, and eventually begin to target humanoid monsters who are more animalistic as well, going after hellhounds, centaurs, and even things like fox spirits. As you investigate you begin to realize someone is doing what they can, where they can, to eliminate animalistic exotics all over the world. It is up to you to deal with this, and to unite the lycanthropes and other, more animalistic exotics.

If you band people together eventually groups succeed at repelling attacks, capturing enemies and finally, somewhere, someone on the enemy side breaks. They tell you that they are getting training from a human woman with a fierce hatred of lycanthropes and other inhuman exotics. Your goal is simple now: find the woman and defeat her.

Eventually you manage to defeat enough of the warrior's warriors that you get a name: **Sister Prudence**. You track the odd veil-straddler to a small church in the Bible Belt of the United States, and confront her. If you succeed you defeat her. If you fail, you will probably die at her hands.

Reward:

For defeating **Sister Prudence** you gain the respect of lycanthropes everywhere, many of whom clamor to join your pack. These individuals can join you as followers for free. You are also the **Lycanthrope Lord**, a title which acts as a perk and awards you great respect among your fellow lycanthropes. If you somehow defeated Prudence without killing her, and got her to calm down and listen to reason she becomes remorseful and desires to atone for her wrongdoing. She'll join you as a follower, be fanatically devoted to you, and is interested in helping lycanthropes in a rather intimate way: restoring the fallen numbers of their kind.

Drawbacks & Toggles:

Mundane Side of the Veil (Toggle): This is a Troyverse, Veiled Earth jump. As such you can choose to stay on the mundane side of the veil. If you do, you keep things you purchase with your EP, and you can do things like still choose the Selunes (who'll be able to manifest on Earth as a result of their youth and your feelings, as well as their feelings), but the lion's share of supernatural things available in this jump that lack fiat-backing will be stuff you can't encounter. You can't encounter Angrboda, or other such monster girls, though because of her ties to your awakened nature you can see Katima. You can still infect mortals with lycanthropy, and your children can still inherit lycanthropy, but for the duration of this jump you'll live and interact in an almost entirely mundane (other than you and any fiat-backed out-of-context-stuff you have) world. This also prevents you from getting points from supernatural drawbacks, like **Remote Reaches**, **Age of Myth** and the 600 EP drawbacks.

If this is NOT toggled, then you have chosen the exotic side of the veil. You can still interact with mundane humans and have a life on the human side of the veil, due to your nature as a veil-straddler.

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 EP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.
Embarrassing (Varies): This is a set of drawbacks from the actual CYOA, Swelling, Growing, Always Hard, and Preferred Hole. These drawbacks are mostly minor inconveniences, but **Swelling** is a bit rougher than that, so it's worth 200 EP, while Preferred Hole, Always Hard, and Grower are worth 100 EP each (and Always Hard & Grower are mutually exclusive).
Stereotypes (100 EP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a

novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Not Nourishing (100 EP): Your **Pack Dominance** ability is, for reasons you don't understand, only about half as effective as it should be. This is an odd drawback, but this ONLY affects how much your sex helps people (including you) so while it's weird it's not enough to be super dangerous.

Remote Reaches (200 EP): Somehow, things like teleportation magic just do not work with you. If you're gonna travel the world you have to do it the old-fashioned way.

Real Politics (200 EP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.

*The protagonist of any given CYOA.

Legendary (200 EP): People remember myths about lycanthropes when they learn of your lycanthropic nature. They especially remember myths that are relevant to you and your build, such as the idea that a werewolf can be friendly with other wolves. This lets them unconsciously learn details about your build, though this doesn't guarantee they'll act on what they remember, especially if they like you or are worried about messing up a strategy to stop you, just in case it doesn't work and just pisses you off. Still, now your foes are much more likely to remember a weakness of yours at a key time.

Dramatic Bastard (400 EP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Sly Snake (400 EP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Animalistic (400 EP): Your lycanthropic instincts are INCREDIBLY strong. Thankfully mortals are usually protected from you by The Veil, but other exotics might need to be careful…

Age Of Myth (400 EP (Earthly tier) 600 EP (Exciting tier) or 800 EP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Oberon, Zaar, Mulo, Grigori, and Incubus to appear at the same time as you, as

well as causes Mars to begin to become the center of a lot of mischief.If you take the Exciting tier, tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding. If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 EP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Silverbane (600 EP): Silver is incredibly toxic to you, and even being around it can be quite harmful. A silver bullet can pierce your durability, and can deal wounds that fracture your healing factor, though a single one won't kill you immediately unless it is fired from a truly powerful gun.

Werewolf Hunters (600 EP): The Wolfsbane Order is empowered, and becomes both a threat to normal lycanthropes wandering the world, and also a nuisance to organized whole pacts. Their assassins gain enough skills, speed, and strength to actually win in battles against even decently powerful lycanthropes, and you begin to hear a name whispered by vampire hunters: **Sister Prudence** (this drawback can be resolved if you take the Lycanthrope Lord scenario and win).

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a friendly werewolf, or something… darker?

Stay Here:

Take another 500 EP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an influential werewolf, might be able to garner some decent levels of influence in places of nature. Who knows?

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the suave and sexiness of a lord of lycanthropes.

Notes & Mini-Changelog

-This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the same major region as A Human Of Earth & A King On Mars. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.

-In terms of overall power and universality of utility for adventurous jumpers, Endymion might be the most useful of the six Earthly-tier inhuman transformation CYOAs Troy has put out (the other five being Mulo (which already has a jump), Grigori, Incubus, Oberon, & Zaar).
-What's funny about this is that this is a case where the CYOA gives options that make you stronger than most conceptions of the base… thing the CYOA is inspired by. Werewolves are not usually treated as incredibly strong and horrifyingly dangerous beings, but both Endymions specifically and werewolves in this setting generally are pretty beefy. There's just a lot of good shit in this if you want a Troyverse jump that directly enhances your jumper's physicality and presence, and they aren't already stacked from other stuff.
-The scout origin is themed around being a scout. The hunter origin is themed around being a hunter and a not-so-lone-wolf. The alpha origin is based around leadership and the spiritual facets of being an Endymion.
-Some stuff here is new, especially the Mundane Side of the Veil toggle. I do hope to roll out updates to other, relevant, jumps with some of the stuff here.