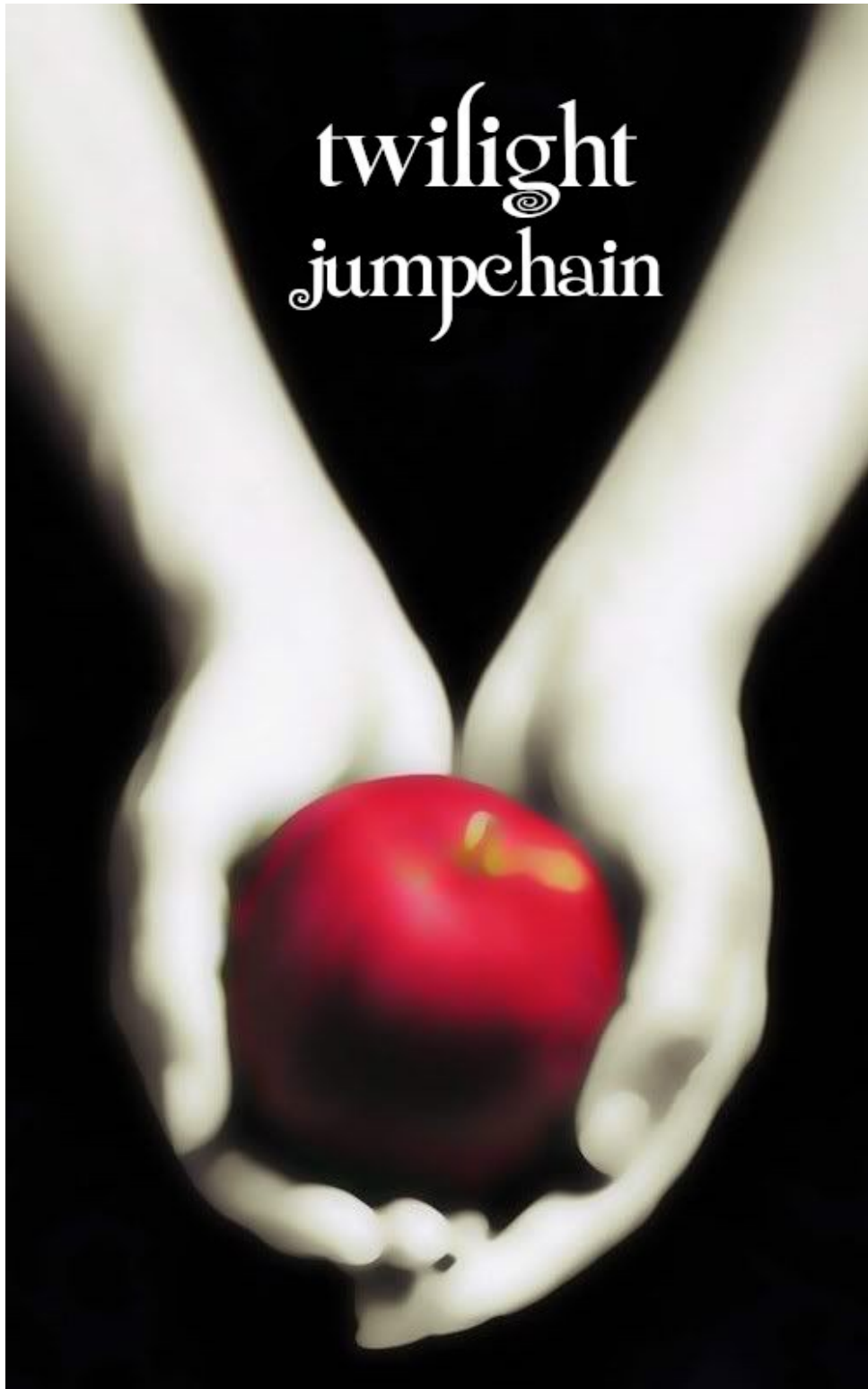


# twilight jumpechain



Not Hating Canon Edition

v1.3, by dhasenan

Welcome to Forks, Washington, a sleepy little town in the middle of Olympic National Park and about ten miles east of the Quileute Reservation. Expect rain around two hundred days per year, small-town politics, vampires, werewolves, mildew, and about six restaurants in the whole area. Your average small town America experience. There's certainly nothing strange going on, but there's plenty of opportunity to get to know your neighbors, get into school drama, and go fishing.

In fact, the biggest drama is the influx of new people. There hasn't been this many people coming to town since the Cullens moved in a couple years back. Good people. Lot of kids. Maybe you'll see them around on a rainy day – they're always busy camping when the sun's out.

You're here for a decade starting 1 January 2005, a couple weeks before Bella Swan starts at Forks High School.

Take +1000 CP to speed you along.

# Backgrounds

You may take any background as a drop-in. You may pick your demographics, including age.

**Feral** (free): You're a vampire who eats humans. You see nothing wrong with this, and you're not particularly picky about who you eat, at least not on a moral level. You might have a type due to your personal quirks, just as a human might dislike mushrooms and like black beans, but you won't be hunting down murderers exclusively. That's just weird. Also weird is forming a group of more than three or so. You may pick your apparent age so long as you can pass as an adult at need.

**Tame** (free): You're a vampire who eats non-sapient beings only. You're slightly slower and weaker than you'd be if you consumed humans, but you are significantly more prone to developing positive, healthy, community-oriented relationships with others.

**Hybrid** (free): Half vampire, half human, like Renesme. Or possibly some other mix. You've got muted versions of vampire advantages and downsides, but you're much more biologically alive.

**Werewolf** (free): A shapeshifter practically designed for hunting in packs and tearing down supernatural foes. Lycanthropy is associated with certain bloodlines in the Quileute tribe, but you may choose whether you're part of the tribe. If you like, you can choose an animal other than wolf. This has only cosmetic differences; you'll still have the same senses, speed, strength, and so on. Within a few months of your first change, by default, you will reach the physical age of twenty-five, where you'll stay until you stop shifting for a long while. Note that these are not "true" werewolves, but shapeshifters who happen to be wolves; the "true" werewolves are known as the Children of the Moon.

**Only Human** (+300cp): You're a baseline human, you poor thing. You remember what those are, right?

# Perks

## General

**Independence Guarantee** (free): Vampires bond. Werewolves imprint. You're immune to this nonsense for free. If you are a werewolf and have someone in mind to imprint on, you may. If you're a vampire and you and another person wish to form a vampiric bond, you may, even with multiple people. If you turn others into vampires or werewolves, this perk is automatically shared with them.

**Weres and the Art of Motorcycle Maintenance** (free / 100cp): You're professional grade with vehicle repair and maintenance. For 100cp, you're fast enough to rebuild a pair of old motorcycles in a weekend, and the spare parts you need tend to appear like magic – the common ones happen to be lying around, and the uncommon ones are always in the first shop or junkyard you look at.

The latter effect is less effective for advanced out-of-context parts, though; if you're looking for a replacement flux capacitor, you might have to search around a fair bit.

**Class Cutter** (100cp): As long as your work gets done, nobody minds you skiving off.

**Outdoorsy** (100cp): You've got the skills a human would need to hike from Forks to Denali, only visiting civilization to refill on food. You're also fit enough to manage it.

**Multi-Track Mind** (100cp): Boys can be distracting. Extremely distracting in some cases. Your mind can trivially multitask schoolwork, parkour, and a few different distractions at once, making progress with each as if you were devoting your full attention.

**Gifted** (200cp/400cp/600cp): Vampires frequently have extra gifts. Sometimes they are supernatural extensions of mundane features a person had before turning. Sometimes the person had supernatural abilities before turning. You similarly have a gift, one of your design that is thematically appropriate.

For **200cp**, you get a minor gift like Didyme's happiness aura or Maggie's ability to detect lies.

For **400cp**, you get an intermediate gift like Jasper's emotional manipulation, Kate's shocking power, or Bella's mental power immunity.

For **600cp**, you get a strong gift like Alice's precognition or Aro's memory scanning.

You may reduce the cost to **100cp** / **300cp** / **400cp** by picking a random power from a large list. In this case, you may reroll for powers thematically inappropriate to Twilight. You may roll before deciding to take a random power.

## Tame

**Healthy Diet, Healthy Mind** (100cp): Vampires who eat humans go a little funny in the head. Not a lot, mind, just a little. Consuming only animals allows them to be roughly as compatible with living in a community as a normal human, though they tend not to make long-term friendships. For you, though, as long as you have a healthy diet, your mind is immune from these effects and subtle, untargeted mind-altering influences. You can share this effect and the increase in pro-social attitudes with others by involving yourself in their food acquisition or preparation.

**The Lies Come Naturally** (200cp): Jumpers have a lot of supernatural abilities. Showing them off can cause unwanted attention. With this, people naturally assume (or invent) a normal explanation for all but the flashiest of your abilities. And with a bit of showmanship, you can even pass off the remainder as unexceptional, even uninteresting. Sparkling in sunlight? Say a few words about your cosmetics MLM and everyone will hastily find something else to talk about. Skipping class only when there's nice weather, and you announce your days off in advance? You're just lucky, I guess.

Furthermore, you're an excellent liar in general.

**Eating Ahead** (400cp): It's highly inconvenient to be in a crowd of people when you haven't had a chance to eat in a long time. You might accidentally meet someone whose blood sings to you and be able to think of nothing but murder. In your case, though, you can store some of what you eat in an extradimensional space, where it's converted to whatever form of energy you normally consume. In any appropriate extreme situation, the energy will fill you and negate any hunger you feel. This can prevent starvation.

Your energy pools can similarly over-fill, though this has geometrically diminishing returns.

You may apply this to any sort of consumables. For non-mundane consumables, you can store what your benefactor judges would be a reasonable and non-excessive amount.

**Carlisle's Beneficence** (600cp): Carlisle is utterly determined to do no harm to those less powerful than him, most obviously humans. He could be on the brink of starvation and have a human's throat shoved in his mouth, and he wouldn't drink. You share his willpower – and more than that, once you decide on a course of action, you can eliminate any temptation to deviate. Like Carlisle, your well-meaning attitude translates to a calming aura to those around you.

## Feral

**Just as Comfortable in the Human World** (100cp): You have no trouble acclimating to other societies and cultures. No matter how wild you are at heart, no matter how different your surroundings are from what you are okay with, you can put on a veneer of civility and act like others expect.

**Periodic Isolation** (200cp): Humans are best in medium to large groups, but vampire covens tend to be quite small. You have no psychological problems being alone for any length of time, and you still won't have problem in groups after. Furthermore, you're unusually adept at getting temporary alliances with others, even those who tend to go it alone, and you can quickly revive relationships even after extended periods of time apart.

**Ghost** (400cp): You walk lightly on the world. In an increasingly surveilled society, that's hard. For other people, that is. Records that could be used against you tend to not exist. Cameras don't capture you. This won't happen all the time; you can't count on any particular record to be missing. But it happens often enough that nobody can establish a pattern of your existence or presence or movements. Since your default lifestyle is murdering people, this should help.

**Privacy** (600cp): Vampires have a strong instinct to feed privately, and the Volturi will come down hard on anyone who violates secrecy. You know exactly who is observing you at any time and are skilled at finding ways to lure people into dark corners where you can feed in secret.

## Werewolf

**Transformation Adept** (100): You quickly acclimate to new forms and retain an echo of the benefits of those forms even in your base form. You can transform clothing along with yourself.

**Bane** (200cp): Werewolves kill vampires. It's what they're good at. At the start of each jump, including this one, you may designate a similar type of being or creature to be equally good at killing. Your biology grows to incorporate features specifically for hunting them down and destroying them. The effects stack and are more significant for narrower target classes.

**Protector** (400cp): The Quileute werewolves originated as defenders of their people. Not only are you a born vampire killer; you're adept at harrying enemies away from what you want to protect, distracting them from their assaults, and ensuring they can't hurt people. You get an extra social status boost from swearing honestly to protect others.

Beyond that, all your supernatural protections are echoed on those you protect, albeit at a reduced strength.

**Alpha** (600cp): You aren't just pack; you're the leader of the pack. Your very presence boosts coordination among members of your race. You may issue commands to those in your pack or other close-knit structure and ensure they're obeyed. Members of your pack have trouble hiding anything from you, and you're exceptionally adept at resolving conflicts between them.

## Half-Vampire

**My Own Person** (100cp): Half vampires are immune to the nonsense of bonding. You are immune to any unwanted interference with your bonds with others – creating, altering, or destroying. If a master of persuasion targeted you, trying to make you their follower, their words would fall on deaf ears. If a gifted vampire tried to sever your friendships, they wouldn't make a dent.

**Rapid Maturation** (200cp): You age three times as fast as normal, but only in beneficial ways. If you're a vampire that gets stronger with age, at one century, you'll be on an equal footing with a three century old vampire. You are immune to any effects of aging you view as negative.

**Invisible Strength** (400cp): Half-vampires can pass as human in the full light. Similarly, you can hide all your supernatural traits. When you do so, you may tamp down both your powers and the related downsides (but not simply one or the other). Furthermore, you are not constrained in your diet; blood and human food work just as well for you.

**Hybrid Vigor** (600cp): A half-vampire is not as strong or as fast or as tough as a full vampire. Except for you. You manifest all the traits of your heritage at maximum strength if you would normally have even a sliver of the power. You can also call upon the traits of your other forms as long as your gross morphology supports it.

## Only Human

**Imaginative Cook** (100cp): You've got at least as much imagination in the kitchen as Renée Dwyer, but unlike her, the results are always pretty good. The more experimental stuff is hit-and-miss, but even the misses are okay, while the hits are amazing.

**Voice of Caution** (200cp): Is the spirit of your star-crossed love watching over you from afar? You're getting warnings whispered in your ear directing you through and away from dangerous situations. For Bella, this was Edward's voice telling her to exercise common sense and stay away from the dudes who had assaulted her, but for you, this will be helpful no matter your skill level and goals.

**I Am Switzerland** (400cp): Is there a generations-long war between two factions, one so all-consuming that they cannot declare peace and you're either with them or against them? You can maintain neutrality. No matter the circumstances, as long as you aren't acting against a faction, you can be accepted by it as not involved in conflicts, gaining any benefits of neutrality. If neutrality is not seen as an option, you gain non-military benefits of being an ally.

**So Much More Observant** (600cp): Most of Forks accepted the Cullens as regular people and wouldn't allow themselves to notice they were goshdarned weird. This was probably some sort of subtle vampire magic that Bella's imperviousness protected her from. You are exceptionally observant. Your observational skills are sharp enough to pierce through supernatural obscuring effects.

## Items

### General

**The Complete Twilight Saga** (free): The books and films, plus manga, anime, musical, and Broadway versions. All Twilight paraphernalia ever released. This comes in both canon versions and versions that match your jump experience. Also a lifelike Renesmee doll that perfectly replicates the version of her in the film.

**Music Collection** (free): A nigh comprehensive collection of music from your in-jump birth through the subsequent three decades. (If you are a drop-in, this is based on your apparent age.) Comes in a full selection of formats: sheet music, player piano roll, wax cylinder<sup>1</sup>, vinyl, 8-track, laser disc, and any newfangled fad formats you can think of.

**Booties** (free): Soft shoes designed for dogs. Any werewolf is guaranteed to look ridiculous in them.

**Identities** (100cp): Since vampires don't visibly age and werewolves are immortal, they need to switch identities periodically to avoid suspicion. This is certainly easier for vampires with older apparent ages (you can pass for a heavily worn forty and a well preserved sixty with the same face), but they can't escape the need. You will always have another identity and a life (on paper, at least) to step into, one that's appropriate to your appearance.

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<sup>1</sup> The Edison phonograph player used wax cylinders that could store two or four minutes of audio. Be careful to use a two-minute stylus with a two-minute cylinder and vice versa; otherwise you'll damage it.

**Olympic National Park** (200cp): A pristine copy of the park, attached to your warehouse<sup>2</sup> for this jump, but you may import it into future settings. It's 3500km<sup>2</sup> and includes the entire Hoh Rainforest. There's good hunting there and good hiking. Any number of vampires could sustain themselves hunting here. You can make minor alterations; a few cabins would work, but the land rejects larger installations.

**Precognitive Index Fund** (400cp): You're wealthy. Not absurdly wealthy; you can't buy a city, much less a country. But if you suddenly need to drop ten million dollars on something, it's not going to harm your long-term finances. Just don't do it more than once per quarter or so.

## Tame

**Subtly Designer** (100cp): All your other items are nicer. More reflective of refined tastes and having money. You can toggle this effect entirely or per item. This adds to every wardrobe of yours a sleeveless button-up shirt whose buttons don't work.

**Housing Network** (200cp): You've got a half dozen houses set up and furnished across several countries. They're ready to move in at all times, always in perfect condition, and they don't even gather dust. No need to winterize them. Your things automatically transfer from one to another when you travel between them.

**Barbiturate Slurry** (400cp): Turning people into vampires is an issue on several levels. One problem is that the process is excruciating. Three days of absolute torment. This is a concoction that can safely knock someone out through the process. Apply it during any transformation and that transformation will take a tenth of the normal time, proceed painlessly, and have the best possible outcome. You'll still need to supply the mechanism. You have unlimited supplies.

## Feral

**Impervious Clothing** (100cp): It's not uncommon for a vampire to run around in forests for weeks at a stretch, nabbing random hikers and such. And sometimes a hiker will struggle and make a mess. This is a full wardrobe of clothing that will absorb blood, stains, and odors invisibly, eliminating all trace of them. They're immune to regular wear and tear, burrs, and the like.

**Backpack of Holding** (200cp): Vampires have to stay on the move, and that's far more true for those who eat people. Your whole life has to fit on your back. This backpack is utterly unremarkable in appearance, but you can fit an unlimited amount of creature comforts and keepsakes in it. And food and water, in case you have a pet human or something. For other goods, it's got the same internal volume as its size would suggest, but it can hold any amount of weight.

**Convenient Transportation** (400cp): It can be a pain to get around on foot, even at vampire speeds. You need to deal with navigation and logistics, and it still takes a while. Without ID, you can't own a car or fly on a plane. Except now, whenever you need a personal vehicle, you'll find one available for easy theft. When you need to ride a passenger vehicle like a plane, you'll find nice

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<sup>2</sup> Or werehouse, as the case may be.



inviting holes in security that you can easily get through to sneak on board or just bypass the need for a ticket and ID.

## Half Vampire

**Family Photos** (100cp): A book of photos and other personal records. Also includes videos. This lets you enjoy your life without worrying about recording it, and still revisit it later.

**Proceptives** (200cp): How did you come into being in the first place? It can be tough trying to get pregnant when you're undead and biologically closer to a marble statue than a human. Or when you're a werewolf and switch species a few times a week. Similarly, impregnating others is difficult or impossible for some species. This is a blister pack of pills clearly labeled as aiding with conception. Taken for 28 days straight, they allow anyone to bear or beget children. The pregnancy will be quick and harmless; the pregnant person can choose the length of the pregnancy from two months to two years, or otherwise if this is normal for their species. The resulting child will be healthy and age to maturity in the normal amount of time if there is one, or between seven and one hundred years according to the pregnant person's choice.

This is also available in a transdermal patch for beings that can't consume pills. You get six packs of each per month.

**A Loving Family** (400cp): Vampire children are supernaturally charming. Half-vampire children not quite so much, but they still manage to get others to love them very easily. You're guaranteed to have a loving, supportive family in every jump. You may bring the same family members from jump to jump, importing with histories but no point budget.

## Werewolf

**Broach of the Wilds** (100cp): You go floof, you wreck your clothing. You turn back, you're naked. So embarrassing! Here's a surreptitious little pin you can attach to your clothes that always looks suitably stylish. When you transform to a form that normally wears clothing, your clothes transform with you. Transform to a form that usually doesn't, your clothes disappear into a pocket dimension and reappear when you need them again. This can handle small backpacks as well.

**Smelling Salts** (200cp): In this jump, you may use this vial of smelling salts to awaken werewolves. It doesn't care about old age, sex, gender, anything like that. Someone who has quit their wolf can find it again with the smelling salts. In future jumps, you may use it to convert anyone into a werewolf. The process is quick, but somewhat painful. The person must have werewolf blood running in their veins to turn.

**Pack** (400cp): You may call up eight other werewolves at need. They'll stick around for the duration of a battle, and they answer you as their alpha. If you have **Alpha**, you can direct them as easily as you can direct your own limbs. Their powers scale to the challenge enough that they'll always be useful at least as a distraction.

## Only Human

**A Rugged Truck (100cp):** This beast is old, but solid. Everything's been maintained lovingly. It could run another hundred thousand miles easily. It could withstand a charging rhino and beat an elephant at tug-of-war, or near enough. It's also fine at the low end of highway speeds, though it provides a slightly rough ride. It's immune to weather effects so long as the air intake is above water. While this has standard fiat backing to be repaired or replaced after 48 hours, if you spend a bit of time on maintenance, it's going to run even better.

**Outdoor Goods Shop (200cp):** There are plenty of hikers around Forks. This shop does a pretty decent amount of business and can earn a solid living for a family of four. If you need to skim inventory off for personal use, the business won't be impacted at all.

**Cell Phone (400cp):** Communication can skip past a lot of drama. This phone has a special quality. You can use it to call anyone. It chooses the best phone number to reach someone. If they don't have a phone right handy, it conjures a phone for them that lasts only the duration of the call, and nobody considers this unusual. There is a compulsion to pick up that scales proportionately to how much they would benefit from the conversation. You can choose for a call to push people to be honest and forthright with each other and give each other the benefit of the doubt, but the effect applies to all parties.

## Companions

**Canon Companion (free):** You can recruit anyone in this world for free with their informed consent. At the end of the jump, if they still consent (which is contingent on their survival), they're your companion.

**Recruitment Guarantee (50cp):** Recruit a canon companion. You have a guaranteed good first impression, assuming you are capable of it, and several prime opportunities to make an offer, including one at the very end of the jump. The last is available even if the person died. They count as a companion from the moment they accept.

**Import / Create (50cp/200cp):** Import or create a companion. 50cp each, or 200cp for eight. They receive 600cp and may take personal drawbacks.

## Drawbacks

**Fanfiction Toggle / Supplement Mode (+0cp):** There's a fair bit of fanfiction for this series. Use this to visit a fic of your choosing.<sup>3</sup> If the fic you chose was a crossover, you may incorporate jumps for the other crossed-over IPs as supplements. You may alternately supplement this jump with any vampire or werewolf themed jumps.

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<sup>3</sup>If your benefactor allows, you may use this to visit a custom AU.

**Stay Extender (+0cp):** You may pick your start and end times provided you are here at least ten years.

**Star-Crossed (+100cp/+300cp):** By default, you are immune from imprinting and vampire bonds. For +100cp, you are not immune, but you will not imprint or bond with anyone you wouldn't normally get along with. For +300cp, there are no guarantees about the type of person, and you will be involved in this kind of bond. This will not endanger your chain by itself and you will be able to decide with a clear head whether to tell anyone involved about your chain and whether to invite them along.

**The Cullens Don't Come Here (+100cp):** There's a sizable and inconveniently placed region that you cannot be in. You know where the region is, and there are no repercussions for being there; you simply are unable to enter. This is going to be terrible for your commute, and a fair number of any friends you make will live there. Anywhere you move, there will be a similar exclusion zone for you.

**Fainting at the Sight of Blood (+100cp):** This world low-key revolves around blood. You'll barely see any of it, though. One glance and you'll faint. If you're a vampire, you may need some help eating.

**Unprofessional Party Person (+100cp):** You don't like parties. It's worse when you're the focus of attention, but even when you're at the fringes, it quickly fatigues you socially. Loud music makes your ears ring and disorients you, especially with interesting lighting. You'll be dragged into parties on the regular, though. Every birthday, every holiday, every major life event. The vast majority will be the kind you least like.

**Academic Underachiever (+200cp):** You start at the beginning of high school, not the second semester of senior year. You're guaranteed to get into university as long as you get your high school diploma. This is especially fortunate for you because you're not a good student. Graduating high school will take a lot of effort, and college will be just as hard. You're stuck here until you complete a four year degree.

**A Magnet for Trouble (+200cp):** Like Bella, if there's anything dangerous within ten miles of you, it will invariably find you. While not everything dangerous will want to hurt you, a fair portion will. You may only take this if a pack of werewolves could reasonably kill you.

**Unerringly Creepy (+200cp):** Romance is hard at the best of times. It's much harder for you this jump: when talking with someone you're attracted to, every third sentence out of your mouth makes you sound like a stalker: "Are you frightened of me now?" You're also inclined to act out in jealousy, break into a house to watch over your beloved while they're sleeping, and so on.

**Crack Open a Cold One (+300cp):** Like vampires, you depend on drinking the fluids of other creatures to survive. But your tastes are a bit more rarefied. Vampires. You are capable of sucking vital venom out of their veins. Completely draining a single vampire will sustain you for at most two weeks. If you normally require blood to survive, vital venom satisfies that need.

**La Tua Cantante** (+300cp, Only Human only): There's a vampire around to whom you smell good. Very good. One sniff and they're likely to turn into a raging beast with no thought but to eat you. They'll get a whiff of you in your first few weeks here.

**No One Is Going to Bite Me** (+300cp): For the duration of the jump, your out-of-context superhuman abilities are locked and you will lack all vampiric and lycanthropic powers. You can still be turned, but the benefits won't apply until the end of the jump.

**No Problem Mate** (+300cp): When you entered this world, you killed a vampire. Their bonded mate knows this, and they're coming after you. They won't rest until you're dead. (I mean, vampire, they don't need to rest, but they'll think of little else.) They're old, wily, and equipped with one of the stronger powers among vampires.

**Thrill Seeker** (+300cp): There is a gaping, gnawing hole in your heart. (Metaphorically, of course.) A lost love. The only way you can soothe it is with thrill-seeking, dangerous behavior; in those moments, you hear your beloved's voice.

**Child of the Moon** (+400cp, Werewolf only): You are a "true" werewolf, not a Quileute style shapeshifter. You only transform at night and during the days nearest the full moon, and you *must* transform. You are animalistic in this form, your rationality leaving you. Your form is a wolf/human hybrid. While Quileute shapeshifters rely on teamwork to hunt vampires, your fpeopleorm is strong enough to take down a vampire one-on-one, but if the Volturi catch wind of your existence, they will send a lot more than one, and the warriors they send will have supernatural gifts. Like vampires, Children of the Moon prefer to eat humans and propagate via their saliva.

After this jump, you will have this as an alt form in addition to the form you get for the Werewolf background.

# End

**New Moon:** Another tale, another chapter. Continue on to your next world.

**Twilight:** The sun sets on your saga. Return home. As a bonus, you may turn others into werewolves or vampires without the downsides.

**Forever's Gonna Start Tonight:** And forever is going to be here. You may now remove the downsides of being a member of a supernatural species from yourself and others.

## Notes

Twilight is, of course, the novel series by Stephenie Meyers, a supernatural romance story that gained significant popularity and was turned into a movie series featuring Kristen Stewart and Robert Pattinson.

School starts 18 January 2005.

**Pre-vampire memories:** Normally, turning someone into a vampire blunts their memories from beforehand. **Barbiturate Slurry** prevents that from happening, but so will any memory perk.

**Child of the Moon:** It may not be impossible to control yourself as a Child of the Moon, but it will require more than perks for willpower or immunity to mind-altering effects. A perk that allows you to queue up a set of actions and then execute them flawlessly would work: create a script for yourself that lasts at least as long as your transformation. Open yourself up to mind control from a specific source and that can override your wild nature.

**Vampire innate abilities:** By way of analogy with Young Justice, a vampire is roughly double Superboy with a quarter of Kid Flash on top. Thematically, their durability is based on a pseudo-rock physiology.

**Werewolf innate abilities:** A shapeshifter werewolf is only about 90% of a vampire on raw physical stats (though with a better top speed), but werewolves are much better at teamwork – they've got pack telepathy that almost functions as a hive mind. Shapeshifters remain fleshy in all forms.

**Gifted:** For canon gifts, see the [Special Abilities](#) page on the wiki. Gifts are nominally unique, but nothing prevents people from having extremely similar gifts. You may use the [Powers Wiki's random page feature](#) to pick a random gift.

**Crossover / fanfiction toggles:** It is up to the benefactor whether you can use these to go to custom alternate universes.

## Changelog

**V1.3:** The supernatural aspects of **Weres and the Art of Motorcycle Maintenance** now cost 100cp. Added the missing item line for **Hybrid**. Removed drawback limit.

**V1.2:** Added Half-Vampire. Altered **Protector** to copy supernatural defenses onto the defended. Repriced to 400. **Bane** repriced to 200.

**V1.1:** Clarifications. Moved the Powers section into a single general perk, Gifted, and redesigned it. Eliminated 50cp cost category. Renamed “Vamps and the Art of Motorcycle Maintenance” to “Weres and the Art of Motorcycle Maintenance” to better reflect canon. (Sorry, Rosalie.) Improved descriptions. Not happy with this, but it works.