



This is a world similar to many others. It's a modern world, filled with modern luxuries. It's also a world of the supernatural; even though most regular folk doesn't believe that vampires or shapeshifters exist, world-spanning conspiracies are in place to make sure they never find out. Soon, one disconcerting romance will threaten to expose this secret and change the world forever.

That romance isn't the only catalyst of change that the world may face. You've arrived in the dreary land of sparkling vampires. Some worlds simply aren't entertaining enough. Now you have the opportunity to fix one of them.

## Budget

You won't be sent into this world empty-handed! These points can be used to customize yourself, purchase powers, buy equipment, or even gain new companions! You keep any abilities from previous journeys!

1000cp  
Choice Points

# Location

Arriving in this world, you may choose to have a home at either the La Push Reserve or in Forks. However, you aren't necessarily dropped into the world there. Roll 1d8 to determine what part of the world you begin in. Alternatively, you can pay 50cp to begin at any location of your choice.

## La Push, Washington, USA

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La Push is a Native American reservation in the state of Washington. It is located near Forks, and houses the Quileute tribe. It is well known for surfing and whale-watching. The beach here lures many Forks teenagers for parties.

## Forks, Washington, USA

3 &amp; 4



It is a small town with a small population, located in the Olympic Peninsula of Washington and is one of the雨iest locations in the United States. It has few notable locations, save for Forks High School and comfortable resturaunt called "The Lodge".

## Port Angeles, Washington, USA

5 &amp; 6



## Free Choice! 7

You may begin anywhere you like in the world of The Twilight Saga.

## Volterra, Tuscany, Italy

A beautiful Italian town. It is the safest place in the world from vampire attacks since the Volturi do not permit any sort of hunting in the city limits.



# Personal

It is currently mid August 2005. In the next month, you will begin your junior year of Forks High School. Your age is set to  $16 + 2d8$  months. For 50cp, you can select any age from 14 to 18. Keep in mind that you're about to begin your junior year of Forks High School, so people will judge you based on your age. Your gender remains unchanged, unless you wish to pay an additional 50cp to change it.

# Background

An origin will define the history you have in this world. This choice can grant you basic knowledge of the world, and additional experiences too. These new memories can effect your personality and reactions to events, but you ultimately still retain control of all your choices. You have four backgrounds to choose from.

## New Student

Free

As the new student, you've only recently been moved into town and are unfamiliar with the area and people. You have no new memories, knowledge, or friends in this world. Luckily you'll be heading back to school soon to learn all about this place and make some friends. You are in the care of a foster family.

## Mythbuster

50cp

Raised knowing about the secret world of monsters, you were and taught how to best survive against the inhuman creatures. You have allies among other humans who have suffered at the hands of monsters, but not necessarily friends. You've come to the area seeking to protect it from supernatural predators.

## Quileute

300cp

Your people have a proud history and you are honoured to be one of the new generation of spirit warriors of the Quileute Tribe. You and the other pack members are very close, you know you can always rely on each other. You have the ability to assume a monstrous wolf form, but are subject to your alpha's orders.

## Vampire

1000cp

Vampires possess unrivaled strength, speed, physical resistance, and generally few mortal weaknesses. These advantages come with a thirst for blood and inability to eat human food. Though you still look like teenager, you may well have been alive for many decades and have extensive memories of this world.

## Special Abilities

In this bleak world, you'd be well served to pick up some fun new powers to brighten the day. Discounts reduce cost of selections by 50%. An items marked Free requires no points to purchase. Some items are free only to specific backgrounds, in these cases the backgrounds will be noted on the item.

# Twilight Saga Jumpechain

by stupid\_dog

## Enlightened

When you are given blatant hints from a person about their supernatural nature, or if you witness obvious evidence that a person has unusual powers, you are able to immediately determine they are a supernatural creature.

Free

0cp

## Student Identification

People will accept you as a high school student. You will have no problems infiltrating public secondary schools in the future.

Free

0cp

## Lost Instinct

You lose your self-preservation instinct entirely. Even if a person tells you they want to kill you, it won't stop you from approaching them. Over time you may regain a sense of when to avoid danger, but not for at least five years.

Free

+50cp

## "Quirky"

You can get away with acting childlike, vain, or generally selfish in small to moderate bursts without irritating others.

Discount: New Student

100cp

## Occult Knowledge

You know how to hurt vampires and other monsters so that they won't be getting back up, and what methods don't work for fending them off.

Free: Mythbuster

100cp

## Sparkly

When you step into direct sunlight, your skin sparkles beautifully. Doing this in public may cause you to be hunted down by the Volturi.

Free: Vampire

100cp

## Imprinting

You can select any one individual featured in the Twilight series to imprint on. For the duration of your stay they will mean everything to you. They will become a companion and join you on your journey.

Discount: Quileute

100cp

## Really Nice Chest

By taking this perk you may choose one of two effects. You can have visually appealing musculature or great breasts that draw the attention of those around you. People will only tell you to cover up out of jealousy.

Discount: Quileute

100cp

## Self-Control

You can resist any undesirable urges that take hold of you much easier than others. This doesn't apply to self-deprecating or brooding.

Discount: New Student

200cp

## Reflexes

Your reflexes and flexibility are much sharper than any average human.

Discount: Mythbuster

200cp

## No Sense

Even in true darkness, you can see perfectly. Your vision and hearing ability under normal conditions is also increased exceptionally.

Free: Vampire

200cp

## Fast Learner

You can pick up on skills significantly faster than others and quickly adapt to new situations, even if you possess no other related skills or experience.

Discount: New Student

300cp

## Anti-Vampire

Your body naturally has properties that make you resist the wildly varied special mental abilities that vampires in this world possess.

Discount: Mythbuster

300cp

## Bloodhound

You can smell any sources of blood within a mile easily. Human and vampires smell especially potent, and you can home in on their locations effortlessly.

Discount: Quileute

Free: Vampire

300cp

## A Better Love Story

You will gain an innate talent for being romantic and empathetic to your partner's needs. You will be much better at attending to the emotional needs of others.

Discount: New Student

400cp

## Forseeing

Once decisions have been made or acted upon, you can get glimpses of the future's results. However, there are limitations and you have trouble seeing things you can't relate to.

Discount: Mythbuster

400cp

## Flawless Forever

You have perfect, albeit pale, completion. Your skin will never suffer any unsightly wrinkles, scars, or oiliness from this point on. In addition, your skin is more resilient to damage than stone.

Free: Vampire

400cp

## Alpha

You can command the obedience of similar shapeshifters through your voice. Only other alphas or those with indomitable will are able to resist this ability.

Discount: Quileute

400cp

# Twilight Saga Jumpchain

by stupid\_dog

## Vampiric Speed

You can cover large distances in the blink of an eye, running so fast that the human eye will be unable to register you properly.

Free: Vampire

500cp

## Be(II)autiful

Generally speaking, everyone will like you – maybe even see you as a love at first sight.

You will be complimented and praised regularly. Those that act against you or don't like you are probably villainous.

Discount: New Student

600cp

## Astral Projection

You can leave your body behind and exist in spirit form. In this form you cannot physically touch things, but you can speak to animals and manipulate the wind. If your body dies, so will you.

Discount: Quileute

600cp

## Vampiric Strength

You possess unstoppable physical strength. You can lift objects hundreds of times your weight and crush boulders or uproot trees with ease. This strength enables you to leap incredible distances.

Free: Vampire

600cp

## Phasing

You are stronger and faster than a regular person, and gain the ability to take on the form of a bear-sized wolf. In this form, your strength and speed increases even further.

Free: Quileute

600cp

# Equipment & Companions

Even with all the skills in the world, sometimes simply having the right tools at your disposal can make all the difference. Listed below are some additional options you can spend your choice points on. If the items you purchase here are lost or destroyed they will be restored/returned within twenty-four hours.

## Spending Money

\$500 USD to spend however you wish. This money does not regenerate, even if stolen or destroyed.

50cp

## Unlimited Snack Cakes

When you can live forever, what do you live for? This box of cream-filled treats never runs out. Vampires may eat them without feeling ill, but they don't satisfy blood cravings.

Discount: Vampire

100cp

## Flashlight

The light produced by the special bulb in this light is identical to sunlight, and causes vampires of this world to sparkle. In other worlds, it could potentially cause undead pain.

Discount: Mythbuster

100cp

## Flamethrower

The only way to kill a vampire in this world is with fire. With this lightweight flamethrower you can feel just a little bit safer.

Discount: Mythbuster

200cp

## Motorcycle

Harley Sprint. A rather loud vehicle that can be used to travel from place to place. Most comfortable driving along paved roads. Comes with two helmets.

Discount: Quileute

200cp

## Clan Pendant

You have an identifying trinket that shows you to be a member of one of the vampire clans. Vampires who encounter you will accept you as a member of this clan immediately, or at least as a human protected by that clan.

Discount: Vampire

200cp

## Exchange Student

You can import a single companion as a fellow student, and they will join you at Forks High School. This companion gains 300cp they can use to purchase origins, abilities, or items.

Discount: New Student

100cp

## Exchange Program

You may import up to eight of your companions as fellow students to Forks High School. They each gain 300cp each to spend origins or abilities.

Discount: New Student

300cp

## Vampiric Companion

Upon arriving in the world you soon meet a vampire and form a strong friendship. Their gender, personality, and other characteristics are yours to decide. You may import a companion to fill this role.

Discount: New Student

Discount: Vampire

600cp

# Complications

Maximum 600cp

Taking any of the drawbacks below can earn you some extra choice points, but be warned: you will have to deal with the consequences of this decision for the entire ten years you stay here. Fortunately, once the decade is up all the complications will end, even if something should convince you to stay here.

## Sporks

Things have gone wrong. The setting has become generally more dangerous, repulsive, and comedic. Everyday life will play out like a satire film.

+100cp

## Shirt Aversion

You will be unable to wear anything that covers your chest without feeling restrained and uncomfortable.

+100cp

## Uncomfortable Stare

When you talk with anyone, you feel the need use aggressive body language, ignore personal space, and look deeply into their eyes.

+100cp

## Think of the Children

Child vampires have little regard for consequences, and will often throw devastating tantrums and act on impulse. They cannot be taught or controlled. Dozens of these beings now exist solely to hunt you.

+200cp

## Sullen

You just can't be bothered to enjoy your time here. Everything is bleak and unpleasant. The only thing that brightens your day is a specific loved one, and even when with them you can't help but wonder if they feel the same about you.

+200cp

## Volturi

You've somehow incurred the wrath of the most powerful vampire coven on Earth. They will send lone vampires after you at first, but later assemble entire armies to combat you.

+200cp

## Fanmode

Upon arriving in the world, you and your companions are pleased to be here and actively try to fit in. You will be eager to befriend any 'good' characters you meet, and will see them as the wonderful persons they were intended to be.

+300cp

## Can't Touch This

No matter what, you can't meaningfully impede the protagonists or their allies. In addition, for the entirety of the story, you'll always end up nearby to watch events unfold.

+300cp

## Belladonna

When you first meet her, you can't help but notice that Bella Swan is the most perfect, beautiful, intelligent, and generally wonderful woman you've ever seen. Your every moment will be concerned with ensuring her friendship.

+300cp

After spending 10 years here there's only one choice left and you're free!

## Return

You appear back as though no time had passed. You keep all your accumulated abilities and equipments, and the companions you've made will enter your life shortly. Enjoy your spoils!

## Stay

I think I may have misheard you. You want to... stay? If you choose this, not only will you never be able to return home or continue your adventure, but you will be stuck in the Twilight setting for the remainder of your life. Please reconsider.

## Continue

"Twilight, again. Another ending. No matter how perfect the day is, it always has to end."

You carry on to the next adventure, taking all you accumulated boons and companions with you.