

Underworld Jumpchain

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Jumpchain Version 1.1



Welcome to the world of Underworld. Where Lycans – basically Werewolves – and Vampires have been in conflict for one reason or another over centuries. Now neither species is technically supernatural in origin, having come from the sudden mutation of something known as the Corvinus Gene which leads to biologically immortal transients. Little lore dump for those that haven't seen the movies or read the books – because all movies have to have a book these days – in the 5th century, a man named Alexander Corvinus was the only survivor of a plague that wiped out his village. Somehow, Alexander's body was able to turn the disease to his own benefit and so he became the first true Immortal. Later, he fathered two sons who became the first Vampire and Werewolf by being bitten by a bat and a wolf leaving one son to continue the family into obscurity. Since that time, a war has broken out. The Lycans were enslaved by the Vampires, but they revolted in the 15th century separating both sides into a feud that has simmered ever since. Then things came to a head in the 21st century when both the vampire and Lycan leadership was overthrown by betrayal and species-bridging alliances. Humans also found out about the immortals and tried to Purge them. By the end there is maybe peace but that could be argued in the open-ended finish.

Here, to aid you in surviving this crazy place here for at least a decade is 1000 CP for the entire document and 600 CP for the specific Species perks. More points can be gained in drawbacks but beware the price of power is something most can't pay. A deeper explanation and links to the wiki will be in the notes.

Age and Gender

In a world of immortals and power physical age and gender matters not, actions and power speak for themselves. This is a world where hulking wolf shifters can be eviscerated by both an elderly man and a twelve-year-old girl. (One is a Vampire Elder and the other a hybrid) Choose whatever apparent age or gender you want but make it above eighteen please, but actual ages will be determined by locations, perks, drawbacks and scenarios.

Location

Now this section is less about location where but location when. Roll a D6, pay 50 CP or choose for free. Whatever you want. Choosing a time drawback will force you to start further back in the timeline.

1. 6th century: Roughly the century when Markus and William got bitten by their respective animals. Leading to the birth of two new species. No films exist for this time so fanwank.
2. 13th century: This century held the capture of William which put vampires as the apex predator. Lucien was also born at this time as the first Lycan. No films exist for this time so fanwank.
3. 15th century: This century sparks the beginning of the Lycan Vampire war from the tragedy of Lucien and Sonja. After a time of holding Corvinus Castle the Lycan go into hiding. Underworld: Rise of the Lycans.
4. 2003: This is the end of an era. Lucien comes out of hiding trying to become a hybrid but is defeated, all three vampire Elders are wiped out and Alexander Corvinus dies leaving the Underworld factions without its leaders in time for purges by humans. Underworld and Underworld: Evolution.
5. 2015: Twelve years after the Purges Lycans and Vampires face off again. Marius leads the Lycans and Antigen in hope that they can enhance themselves through forcibly taken Corvinus blood. Underworld: Awakening and Underworld: Blood Wars.
6. Free Choice: Any time you want either from the selection above or some random time that has no meaning.

Origin

Now who are you jumper? Are you an...

Outsider: Now whether you literally dropped out of the sky or freshly bitten by a dying member of your chosen race you are a newbie to this shadowy Underworld. No allegiances to your side but also nothing holding you back. If you have the relevant perks maybe you can be a legit member of a coven or pack but be aware that everybody has blood on their hands, and more shall flow. Examples of this archetype are Michael Corvin when he is first turned and his daughter Eve when she escapes from the facility.

Fighter: A warrior of your chosen race for there has always been battle. Whether a vampiric Death Dealer or a Lycan Hunter you have the combat training of your race along with connections to other soldiers and maybe even a superior if you are good at your job. If you don't want to rock the boat and get exiled, you have to follow the rules of your leader. Examples of this archetype are Selene and Quint Lane.

Scientist: For it is not God that gives power but the blood you all share. You are most likely an expert in genes or blood having put your skills into scientific understanding. People may be willing to listen to your ideas more often than a foot soldier but may use you and your research for increased power. Either your boss or enemy is going to make their displeasure very known, and you might not have the physical strength to beat them. Examples of this archetype are Singe and Jacob Lane.

Race

Vampire: Born from the Corvinus line of Markus, mutated by a bat bite according to myth. The species was turned to fight a crusade against the crazed werewolves and in a bid for power. Although less powerful than Lycans overall their control is more refined. A Vampire is always in control.



A vampire is biologically immortal and immune to death through ageing or sickness. They are haemovores that can feed on either human, animal blood or even immortal blood as long as it is not Lycan blood, but an artificial version is more socially acceptable as the first is taboo. Feeding maintains their energy levels and recovery allowing them to survive. They can grow more powerful with age but only by so much. Vampires possess superhuman physical powers, including strength, speed, agility, reflexes, endurance, durability and accelerated healing. A special ability for those powerful enough is memory sharing via blood sharing; a regular vampire will get a few flashes. They can turn a person through a bite – and blood transfusion – if they are in the small percentage of the human population that has a trace of the right genes.

A vampire is also able to change their appearance like Lycans can, but less drastically; their skin becoming paler, their fanged canines and lateral incisors extend and the vampire's irises being electric yellow. This transformation can be willed by the vampire or brought on by intense emotions such as anger, especially when the vampire is in danger or combat. It is possible that this transformation can enhance a Vampire's abilities in a similar way to a Lycan's transformation.

Weaknesses include Sunlight and Nightshade. Now direct contact with UV rays will cause them to burn before prolonged exposure incinerates them. If the plant is ingested into their body or blood, then the vampire will go through crippling pain before dying.

Another aspect of Vampire society to be noted is the hierarchical system that governs it with the Elders being at the top, a council advising them, Regents that take the place of Elders when they rest for a century, Heads of ancient Houses and lineages, other High-Ranking members, Death Dealers as the military and the gentry vampires.

You may choose any coven for free if the groups are around in your time frame. Examples are the Old World Coven under Vicktor, the New World Coven under Amelia and the Nordic Coven under Vidar. Be aware you must be willing to follow the Coven's rules if you choose to live in the coven unless you pay for a specific item.

Lycan: An evolution from the werewolves born from the Corvinus line of William, mutated by a wolf bite according to myth. The species came from Lucien's servitude and defiance. Although more powerful than vampires overall due to their secondary form their control is less refined. Leaving the weak willed a feral mess.



A Lycan is biologically immortal and immune to death through ageing or sickness. They are carnivores and feed on meat, maintaining their energy and recovery levels. They display inhuman physical strength, speed, reflexes, endurance, and agility comparable to their vampire counterparts. It is very likely that they can enter a state of hibernation and survive without blood or oxygen for centuries. A special ability for those powerful enough is memory sharing via blood sharing; a regular Lycan will get a few flashes. They can turn a person through a bite – and blood transfusion – if they are in the small percentage of the human population that has a trace of the right genes.

Their most notable ability is turning into a lumbering canine beast. Important features of the towering muscular form include sharp fangs and claws, thick fur and pitch-black eyes. Their transformations are quick and painless when they are in control but when the Lycan has not learned such control, the transformation is slow and painful, taking several minutes to finish instead of a few seconds like other Lycans. The moon could only affect and forcibly transform a Lycan that had not yet learned to control their transformations, though they could use the moon's influence to change when weakened. This form makes them stronger than most vampires in every way. They can use the form for more than just combat with their claws useful for scaling surfaces among other things.

Weaknesses include silver in its many forms, which they are deathly allergic to. This can be in moon collars that stop them from shifting, basic silver weaponry and even silver nitrate bullets that inject it straight into the blood strain. This can only be halted if they can eject the metal from their bodies either medically or through muscle strength which is an ability only seen in a very powerful wolf.

Lycan society is much less organised than their vampiric enemies but still operates in a hierarchical system with alphas like Lucien and Marius leading packs.

You may choose any pack including the two noted above if they are in your time frame but beware that you have to follow the alpha unless you pay for a specific item.

Human: This is for those that don't want to be either species. None of the above strengths but none of the weaknesses. That's all for you...

Or is it?

General Perks

Fighting Skills (Free): This is a very dangerous world so for free here are some basic fighting skills for you to hold your own. Nothing too fancy but enough to face another immortal and walk away if they are low tier. This does not mean you can defeat everyone, sometimes it would be best to run as even the strongest can be defeated in arrogance.

Underworld Toggle (Free/100 CP): Do you like this world's version of Vampires and Lycans? Want to have creatures of the same strain in other universes? Well, this is a free perk in this world as they are already there but if you pay the CP, you can take this to other worlds. This will create a shadow society of the same powers without any noteworthy characters unless you pay for specific companions. You won't have to go through the same events over and over again as you jump as the two species will be more stable and secretive than they ever are in canon.

Movie Star Looks (100 CP): Every Jump has an appearance perk, and this will let you fit in with movie stars like Kate Beckinsale and Michael Sheen. Your appearance is just as you want it, and you are guaranteed that blood and other things will not take away from your beauty. This is not shapeshifting, and your appearance can't be drastically different from what you pick at the beginning.

Inner power (200 CP): This perk makes sure that your immortal enhancements will gain power as you age; an older immortal is usually more powerful than a younger one. An example of this is the power difference between century old immortals like Viktor and Lucian compared to younger characters without Corvinus enhancements; they could rip through multiple immortal enemies.

Hybrid (200 CP/400 CP/600 CP) (Unavailable for Humans): Hybrids are the merging of differing species into a stronger organism that is much stronger than its parts. This is done by the unusually high amount of Corvinus Gene mutating the strain.

For **200 CP – or for free with the CAPSTONE BOOSTER –** you become a Corvinus hybrid of your race and gain a fifty percent discount in the Human perk line apart from the six hundred perk which is only for pure humans. For Vampires, just like Selene your eyes are blue instead of yellow and you do not burn in the sun along with an increase to your physical abilities. For Lycans, just like Marius your eyes glow orange and your transformation is more human-like along with increased physical abilities. Thematically either you were turned by another Corvinus hybrid like David, gained it from the Source like Selene, stole it from a source like Marius or were born with the relevant gene like Michael Corvin. **[50% discount in original species, 50% discount in human species]**



For **400 CP – or discounted to 200 CP with the CAPSTONE BOOSTER** – you become a hybrid of Lycan and Vampire with your original race as the Dominant strain without the sunlight and silver weaknesses of either species and gain access to a twenty five percent discount in the final perk line. For Vampires you gain a transformation similar to Markus Corvinus’s form but in a darker blue form as you are not a progenitor. Although the secondary form has the eyes (all black), claws and muscles of the Lycan it leans towards bat heritage with no hair, flattened bat ears and retractable talon wings. Physical abilities are another step up from the earlier tier. You still can’t eat normal food and need to feed on blood. For Lycans your transformation is similar to Michael Corvin. Your eyes are now pitch black all the way in along with the dark blue skin of a hybrid and the transformation has minor fur with the elongated nose and extended rib being the only wolf signs. Physical abilities are another step up from the earlier tier. There’s also claws and fangs and you can still do a Lycan roar even though as a vampire you need blood. Hybrids of this level can only be killed from either the drainage of all their blood or proper severing of the spinal cord. Thematically you were either a Lycan turned by a Vampire like Michael Corvin or a Vampire turned via a Lycan like Markus Corvinus. Note that the turning can be through blood transfusion which allows non Corvinus to be at this level. **[50% discount in original species, 50% discount in human species, 25% discount in final species]**



For **600 CP – or discounted to 300 CP with the CAPSTONE BOOSTER** – you become a perfect hybrid with any remaining weaknesses negated and the tertiary discount up to fifty percent. This has only been seen twice before with one being an unborn child and the other a twelve-year-old girl so fan wank can be forgiven. But what is known is that their abilities are superhuman compared to hybrids. Endurance, healing factor, strength, speed and agility are through the roof. You can survive without blood with the weakness putting you at human levels rather than dead. Because you are a perfect hybrid you may have all the abilities of the two races. Thematically if you are a non-Corvinus perfect hybrid you would be at the theoretical level of Lucien and Sonja’s unborn child while a Corvinus perfect hybrid would be like Eve, the child of Selene and Michael Corvin. **[50% discount in original species, 50% discount in human species, 50% discount in final species]**



Corvinus Gene CAPSTONE BOOSTER (400 CP): The Super Blood of this world, synonymous with power and potential. You are a descendant of the Original Immortal Alexander Corvinus either in a direct line or a cadet branch. Related to the first Werewolf William, the first Vampire Markus and the first Hybrid Michael. Within your blood is the ability to assimilate other werewolf and vampire strains in an advantageous way. With this ancestry, you can't splice more species into this genome as it has gone through the evolution of this world, but you won't become undead if a zombie bites you as the Gene is too aggressive. If you have a CAPSTONE then you can turn somebody who has recently died in the last hour. If you are a Lycan you can gain more abilities from werewolves in future jumps, the same with vampires by consuming their blood. This acts as a capstone booster for the 600 CP Species perks.

True Immortal (Requires Human with Corvinus Gene and no New Species) (700 CP): The very first immortal was a man named Alexander Corvinus. A plague wiped out a Hungarian village leaving one survivor; the combination of the virus and a special genetic mutation led to something never seen before. Now you too have gone through similar events becoming a True Immortal. You are so much more powerful than any vampire, Lycan or hybrid and can only die if you choose to unless your opponent is so much more powerful than you. **[If all Human Perks are chosen the remaining 300 CP Species stipend can be used here]**

Vampire

Investigation (100 CP): Vampires have a history of hunting. Whether it is Werewolves, Lycans or hybrids they always get their target. Now you have a supernatural sense to find either a species or specific person. Whatever you choose you have a mental compass pointing in a vague direction based on how much information you have. Basic information like a species you need to hunt could get you a country but clues like former locations can close the net with a fresher trail. This perk also helps with finding clues like a witness or map making things easier.

Job Search (200 CP): When Markus needed aid in following William, he found a dying warlord to turn which was exactly what he needed to deal with the growing werewolf plague. And when Viktor killed the family of William's prison designer, he left one of the children alive who became one of the greatest Death Dealers of all time and a future Elder. Both these vampires seemed to find future special vampires like fate. Now you seem to find those whose turning would benefit both of you unlike the above examples. For instance, if you needed to rob an art museum an article about an escaped non-violent conman with a picture that looks like the man glancing across the street as police come closer. The possibility is there, you just have to take it. Although the more you force this the weaker your finds seem to be; it works best if you leave it to work its magic.

Var Dohr Sacred Ritual (400 CP): You have walked the fields of the Sacred World of Valissa and come back changed. Whether you are a part of the Nordic Coven or just visited you took an unknown poison (possibly a strain of Nightshade) or were in a near death state before being drowned and cocooned by water. Unlike others (and canon) this does not make you too much faster or stronger than any vampire of your level as this does not heavily affect your body, but your mind. The past, present and future become an open book through the spiritual connection. You can have visions of different times and places if they deeply affect your future or look at people's souls if they are physically in front of you to understand them or figure out if they are lying. This isn't perfect, but this can give you time to prepare for the worst. An additional power for the CP points is the ability to cloud the visions of those around you by sending out a mist that bursts the vessels in their eyes indiscriminately.

Elder (600 CP): Turned by the progenitor Markus Corvinus you could be the fourth Elder with how strong your Vampiric strain is. Although you don't have to be within the Great Chain. Due to being a first generation your vampire powers are much stronger, and your blood sharing could read a continuous century of memories with perfect control and train of thought. Even a group of fully turned Lycan would be easy for you to defeat with how strong you are. If not already, you could survive sporadic sunlight and take on a first-tier hybrid without any Corvinus enhancements found in hybrids; with it you would surpass those more powerful. This implies that you are equal to the other Elders apart from Markus.

Ancestor (CAPSTONE): If regular Vampires praise the Elders because of the great power distance between them then the Elders praise the Ancestor even under their breath. Your strain is as pure as Markus's possibly being bitten by the same bat along with you having the same Corvinus strain. In any way you are equal to the progenitor of the Vampire race in power. As an

addition you now have the ability that Markus once lied about. Any vampires that are within the sire lines that you have turned can be killed either with your temporary death or whenever you want to ensure they do not disobey you. Due to how dominant your strain is it would also overpower any vampire under the Elders making them one of yours.

Lycan

Stealth (100 CP): Even for a shadow species Lycans are quite stealthy. Multiple times vampires believed they were extinct and highly trained fighters sometimes lost track of them in combat. Whether this is due to the speed offered by their transformed form or instinctual effort you can hide from your pursuers. If you know how they track you, it would be easier to hide, and you can even leave false trails. You also gain an instinct on how hunted you are either personally or as a species.

Freedom Fighter (200 CP): You have a mission, something that drives you through the dark times. Lucien was able to transform even with a silver collar on which was designed to keep a Lycan in human form after the death of his wife and unborn child. Even when you lose everything you love you would have the will to push against your very weaknesses to roar for another fight. This perk basically means with every failure or injustice you face you gain a temporary boost to both your power and those under your command. Enough for an army of yours to kill an entire castle of Death Dealers and duel a Vampire Elder. Although you should not bank on this ability as it is not a permanent boost and your followers may lose hope after one too many defeats just so because their leader wants to go big.

Inoculation (400 CP): You have been vaccinated by a prototype vaccine from Antigen. Unlike the version injected into Quint Lane, this does not have the Corvinus strain which made the subject partially immune to silver or any stronger than a Lycan of your type but does allow your transformation to be twice the normal size due to its main regent of werewolf strain. Unlike canon this does not bring you great agony as your muscles and bones grow beyond their stretched size, nor is it slow, and you can even change how big the enhancement is with the noted above size being the limit. An additional power for the CP points is the ability to subdue those less powerful than you in physical or will by roar.

Alpha (600 CP): Born from a wolf as a man you have the same nature as Lucien with the same balance of werewolf power with the control of man. Although you don't have to follow him in his hopeless war. Due to being a first generation Lycan your Lycan powers are much stronger, and your blood sharing could read a continuous century of memories with perfect control and train of thought. Even a unit of Death Dealers would be easy for you to defeat with how strong you are. If not already, you could survive sporadic inserted silver by pushing it out and take on a first-tier hybrid without any Corvinus enhancements found in hybrids; with it you would surpass those more powerful. This implies that you are equal to Lucian and Marius.

Werewolf (CAPSTONE): Forget Lycan you are a werewolf with the control of a Lycan; the best of both species. Your strain is as pure as Williams, possibly being bitten by the same wolf along with you having the same Corvinus strain. In any way you are equal to the progenitor of the Werewolf race in power but you have the control to return human. As an addition you now have an ability all about mental stability that would have kept the werewolves from extinction. If you are on the brink of insanity, you can draw on the bond of your sire lines to gain mental clarity – this works in tandem that in your feral state you will bite somebody – in return for their dwindling sanity. Once you are off the ledge your mind will heal on its own allowing for you to send sanity

back in a healing loop. Biting werewolves and Lycans that have already been turned overpowers their current strain putting them under your power.

Human

Human Spirit (100 CP): The human spirit is a strange thing that pushes humanity past the unbeatable odds. They have the will to keep on pushing and so do you. You take the statement of 'if there is a will there's a way' literally. Your willpower is high enough to face a foe that out matches you without visible fear. If you are in a deadly state, you could stay at death's door long enough to be healed at the end of a battle. Your judgement is also unclouded by emotional bias.

Cleaner (200 CP): First founded by Alexander Corvinus, the Cleaners were formed in order to help him to keep the Underworld conflict out of human knowledge. And you have their training in keeping any traces of immortals' secret including yourself among other things. This ranges from accessing digital records to physically blowing up buildings. As long as it is not about murdering innocent bystanders you know everything to keep your secret.

Armour (400 CP): Now humans do not have the immortality or healing factor of their distant kin. They need something a little extra. That's why you have this, not a physical armour but a concoction of silver and UV radiation infused in your flesh and blood. If an immortal tries to bite you, they will drink their concentrated weakness leaving non-hybrids dead at your feet and lower hybrids in a painful state. This does not stop them from killing you, and you can still die from prolonged blood loss as you are only human. In future jumps this can be updated for other supernatural weaknesses limiting to those that can be in the body.

New Species (600 CP): Somehow you were bitten by an animal of your choosing that is not a bat, wolf or magical animal – possibly representing your spirit animal – and created a new species. You are equal to any Corvinus hybrid in physical ability and control with one special ability like a Lycan's wolfen transformation. This race is unable to merge with either Lycan or Vampire as both races came from identical brother's and had enough similar genes to work together. You will not find a problem with stability issues when turning mortals as any you want to turn will complete the transition.

A New Hybrid (CAPSTONE): Your ancestor was the first immortal and through your shared blood, and when you became your own immortal, your strain became dominant and allowed for perfect secondary gene fusion with any animal that is not a bat, wolf or magical animal. This hybridization is equal to a perfect hybrid and keeps the same positives as the New Species option.

Outsider

Outside Experience (100 CP): Through living it is implied that we have history and experience that has shaped us. Even if you chose this as a drop-in option you can use this perk to gain a decade's equivalent of work experience in any mundane industry and may even hold a present occupation. This can be all in one job or spread out. A doctor would have years of learning and hands on experiences relating to medicine but have also spent a year in the Marine Corps. Note that jump history will be affected by this and can only work for mortal jobs.

Lore Master (200 CP): You may be new to this world, but you learn quickly in relation to the strengths and weaknesses of the different species. If you watch a vampire collapse from blood loss and check their pulse you might realise this version is not undead and would not be affected by common spiritual weaknesses like a cross. You could also know to paint windows out, so the sun does not burn them due to how pale they are. In future Jumps this helps with supernatural creatures.

True Sight (400 CP): Secrets hide beneath the mask of the modern man and now you see through that with nothing more than a glance. When you look around you can see the true species of a person if you can recognise the signs. Nobody else sees this and the person does not actually change making it discreet. A vampire might have glowing yellow or blue eyes and flash their fangs as they move their mouths. While Lycans would show their void eyes along with fangs. Hybrids will show whatever level they are. Comes with a toggle. Post jump this will work on any supernatural species if they have both a human and transformed or true state.

Out Of This World Word Spinner (600 CP): Whether it is from your experience in other worlds, or you just have more common sense than normal and can read a room you know how to wine and dine with the best of them. Enemies would leave you alive even if they shouldn't if you stress to them your usefulness. Opposing forces would be willing to call a temporary ceasefire for negotiations if you are the intermediary. Even Immortals would weigh your words heavily. This is done by presenting yourself in a favourable light. Although you can't truly change the person or their prejudices unless something world changing happens.

True Charisma (CAPSTONE): You have a certain charm about you and your Charisma can't be human. Anything you know about people would subconsciously affect your voice, terms and actions to get you what you want. Once you start a conversation you know exactly what you want to say and how they will react before their voice responds. People that want to kill you with all their heart could become your staunchest allies if you prove yourself worthy and you could manipulate entire species if you had a large enough campaign. You could reach the common humanity in those who used to be mortal and remind them of past times.

Fighter

Advanced Training (100 CP): An upgrade from the general perk to encompass this dangerous world. If you are a Vampire, you would have Death Dealer training, Lycans would have a style for their transformed form and humans might have skills picked up from being a part of the Cleaners. Now you would be able to hold your own against those fighters one tier above you. So that means non-hybrids could fight a Corvinus strain hybrid and those with just the strain could fight a second-tier hybrid.

Battle Leader (200 CP): Whether it's long-term marching orders or last-minute scrambles your plans are always understood and have a slightly better chance of working out than normal if they relate to fighting; they won't be forgotten or misconstrued the wrong way no matter how complex they are. As a leader you can direct your men with actions rather than words in the heat of battle among other things.

Environmental Hazard (400 CP): Anything in your hands can kill and you have great luck finding items that usually aren't fatal but with a bit of effort could finish a fight. Using spinning helicopter blades, you could cut somebody into little pieces which takes only a moment to plan when your opponent is paused by grief, and you can even use environmental things to surprise enemies like a sudden burst of sunlight by breaking a window.

One Size Fits Most (600 CP): Immortals, especially hybrids have a pattern of healing and coming back from the dead unless extreme measures like every drop of blood being drained or decapitation is used. Unlike others you don't have to check for signs of life, everybody you kill will stay dead unless the resurrection process is more powerful than your actions.

One Size Fits All (CAPSTONE): Now you are a true immortal killer and due to the adaptive nature of the Corvinus gene your abilities in a true battle temporarily grow by half of your current strength in a burst of adrenaline. Although once this high is over you will be drained of energy like a human sprinted through a marathon at first until you can train your endurance. You can choose when to go into this mode but it may automatically activate in a last stand situation.

Scientist

Medical Mastery (100 CP): Maybe you were bored, or you keep on studying for over a lifetime, but you are a jack of all trades in the scientific world. This affords you a basic understanding of most fields ranging from genetics to bloodwork. This does not make you one of the greats, but it can start your journey off with a strong foundation of learning.

Perfect Sample Keeping (200 CP): If you need a sample from a live organism there will be no cross contamination even if you have to drip blood from the collector's teeth. When you or somebody that works with you draws blood the fluid is protected and differentiated from any contaminants. Any of your samples will also not degrade inside people making you a master of permanent vaccinations.

Fortunes Favoured (400 CP): Luck seems to always put you on the edge of a discovery when you have a plan. If you are trying to make hybrids a Corvinus descendant could move to the same city where you are located, or a companion may know the location of somebody with all the answers. This perk only works when you have a plan, and it does nothing to boost your capabilities.

A Scientific Revolutionary (600 CP): Rather than being just a scientist you are also an inventor. When you interact with a species you mentally map out their strengths and weaknesses. Passing by on the sidewalk may reveal something inhuman but an interrogation would reveal much more. This allows you to make weapons and protective gear like silver swords that shoot shuriken from the pommel, liquid UV radiation in bullets and so much more.

True Doctor (CAPSTONE): Through experimentation you can replicate different effects in subjects editing a species. This gives you specialty in both blood and genetics up to any of the scientists in this universe. You could create artificial blood the same as the real thing or separate specific markers from the genome. Artificial hybrids aren't out of the question for you if you have enough samples.

General Items

Just like the perks the Species Items have a 600 CP stipend.

Fashion (Free): At least you can fit into the shadow world with dark leather and shadowy hoods. All pieces of clothing found in the series in a suitcase. All clothes are stain proof and can restitch themselves.

Money (100 CP): Whether this is an inheritance from your noble fore father or some high reward stocks you have a yearly stipend of two hundred thousand dollars that accumulates in an untraceable account.

Corvinus Castle (200 CP): This estate in the Romanian Carpathian Mountains is a fortress forgotten by most Immortals. It is fully repaired with modern amenities and has a wide range of rooms. Canon rooms include a gatehouse, inner courtyard, forge, great hall, council chamber, training yard, armoury, personal chambers, dungeons and an execution chamber. It can hold feral werewolves and is impenetrable against an immortal army, so you are safe behind its walls.

Antigen (400 CP): This is a biotech pharmaceutical company well known in certain circles for its innovation and experiments. It is fully staffed with technicians and security willing to do whatever you want. If you are around in a time where Antigen is against your views, then you have an offshoot corporation.

Vampire Items

Blood (100 CP): This is fourteen bags of artificial blood for your consumption in a fridge. It recharges at two bags every twenty-four hours. It can be the artificial version used by modern vampires or it could come from a live donor.

Death Dealer Gear (200 CP): Specialty weapons meant to kill Lycans; anything a basic death dealer can get. Along with a cache of firearms to fire silver weapons you also have swords and grenades all silver. Any spendable ammunition is regenerated every seven days.

Devil's Mansion (400 CP): A gothic-style mansion identical to Ördögház [Hungarian for Devil(s) House] where you are the regent. While the original is on the Danube bank at the foot of the Pilis Hills you can choose its location at the beginning of every jump. Canon rooms include a foyer, grand salon, private suites, a cellar crypt, library and dojo. It is filled with mounted security cameras in rooms, blocks the sun from entering and is filled with the best fire systems that money can buy.

Coven (600 CP): A group of vampires for you to call on for aid every twenty-four hours. They have a wide range of skills and if killed will be callable in forty-eight hours with the capabilities of modern Death Dealers that can kill Lycans. They will leave if you don't give them a task as they are only followers. This network is the size of twenty men.

Lycan Items

Meat (100 CP): This is fourteen containers of steak for your consumption in a fridge. It recharges in two containers every twenty-four hours. It can be an artificial version made in a lab or from any animal you want.

Hunter Gear (200 CP): While a Lycan likes to use their claws and fangs they do have some specialty weapons meant to kill vampires. Melee weapons are infused with deadly nightshade while bullets have liquid UV. Any spendable ammunition is regenerated every seven days.

Subway Den (400 CP): An underground safehouse identical to the Lycan Den used in Underworld. It is not quite known where the canon position is apart from being under a city building; you can choose the city. Its entrance is an abandoned subway station and will be subconsciously avoided if people don't know it is there.

Pack (600 CP): A group of Lycans for you to call on for aid every twenty-four hours. They have a wide range of skills and if killed will be callable in forty-eight hours with the capabilities of modern Hunters that can kill Death Dealers. They will leave if you don't give them a task as they are only followers. This network is the size of twenty men.

Human Items

Records (100 CP): Immortals have been around for a long time and even if they try to hide their impact on history is known to you through a treasure trove of records dating back to Alexander Corvinus. These include a bio on important figures and general pages on different species running around the night.

Ancient Gear (200 CP): You may not have specialty weaponry for a specific immortal race, but you do have an arsenal from an ancient civilization that did not interact with Vampires or Lycans. Somehow even though the weapons are not sunlight or silver related they can temporarily harm the two races. Maybe the Aztecs did battle with Nagul or Ronin fought Yokoi. This does not kill Vampires or Lycans but with some updated materials maybe you could properly defend yourself.

Boat (400 CP): A naval vessel identical to the Sancta Helena is now yours. Whether it is the same refitted Naval Frigate or not the boat is over three hundred feet long with state-of-the-art radar, sonar, weaponry and diesel engine making it top of the line. It can be used just as a luxury secret home or a command centre for any of your organisations. The many rooms can be customised as you wish upon purchase; or at the beginning of each jump. But the canon rooms include an office, morgue and control room

Agency (600 CP): A group of humans for you to call on for aid every twenty-four hours. They have a wide range of skills and if killed will be callable in forty-eight hours with the capabilities of modern Cleaners that can kill immortals. They will leave if you don't give them a task as they are only followers. This network is the size of twenty men.

Outsider Items

Qualification (100 CP): You have all the modern credentials to live an open life in society. Things like a driver licence and passport update regularly change the recorded year to keep you at the same age. You also won't be randomly stopped or held back in airports.

Nice Suit (200 CP): A tailored suit of your own design that gives you an air of distinguishment and increases your charisma. The suit is stain proof and people are more likely to trust you in it; walk like you own the place and people will treat you as such.

Car (400 CP): An all-terrain vehicle that never runs out of fuel and does self-repairs when idle. It's sturdy enough to run an immortal over with only minor bumps. The car can only be driven by you and those you designate, and it can be summoned one kilometre away.

Museum (600 CP): Immortals have such a rich history leaving artefacts of the past. You own a museum that collects these historical objects for your pleasure and display. It begins as a single room but in time could rival the Louvre with experts of all fields.

Fighter Items

God Killer (100 CP): A weapon that is intrinsically yours. It is perfectly made for you and is always in good condition. It can shift between different weapon types. You are always just a touch faster and stronger like it is a conduit of power.

Armour (200 CP): You have a set of modern combat armour made with ballistic spider silk. It can be worn like any other clothing and does not impede your movement. It includes a hood that blurs your face impeding both identification and action reading.

Coat of Arms (400 CP): A heraldry design that is unique to you and proves that you have ownership on sight. You can track anything that has the diagram painted, engraved or branded unless the sketch is removed.

Colosseum (600 CP): You own a ceremonial battle ground reminiscent of Roman times. Any battles fought there can be a training spar, honour duel or argument parley; with any wins being accepted by all parties and you could find fighters of different styles milling around.

Scientist Items

DNA collector (100 CP): A set of syringes that allow you to draw blood or bone marrow from a person. The syringes can't be broken and there is always trace remains after use allowing you to gain an infinite supply if you know how to make recombinant DNA.

Lab Coat (200 CP): This is a long comfortable mantle with tons of pockets. You never lose things in your pockets, and it gives you an air of intelligence making others listen to your ideas a little more.

Containment Cell (400 CP): Sometimes there are those pesky subjects that are too unruly for normal detainment methods that's what this solitary cell is for. It can be completely sealed with no windows, grates near the roof to release sleep gas and can't be broken from the inside.

University (600 CP): This is an institute of knowledge and learning. The buildings are dark academia style with gargoyles and secret tunnels running through the small campus between the library, classrooms and dorms; where all nighters are expected and you could find intellectuals of different fields.

Companions

Canon (Varies): This option is to take any character from Underworld on your adventures. Humans are 100 CP, basic immortals like Lucien and Vicktor are 300 CP, Hybrids like Selene and Michael are 400 CP and upper immortals like Eve and Alexander are 500 CP. Their abilities are fate backed.

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred CP and four fifths of any discount points carried over if they take a drawback.

Fanon: My own creations, genders are jumpers choice...

The Bastard Wolf (100): This second generation Lycan does not know their parents; being born from an unknown human mother and a Lycan father that never called them more than his blood. Their laboured upbringing made him mature and perceptive beyond his age. Although they do not talk much and brood often, they are a gifted swordsman, strategist and have great control over their secondary Lycan shift.

Bigby (100): A criminal that was more than willing to be a monster uses their anger. This outlaw roamed the trails before becoming a sheriff, when the heat got too much the town banished them. The con artist wants to be stronger than the father that abandoned them and hunted humans to do this before they changed his ways. Although they are reckless to the extreme, they are a gifted warrior and have great control over their secondary Lycan shift.

The Draugr (100): According to Norse mythology Dragur are corpses possessed by restless evil spirits; this viking was called many things like that before their close call with death. They were on one of the expeditions to the New World when Lycans killed their family and left them for dead. They prefer to drink nonhuman blood in a way to keep honour but are hypocritical enough to drain a person if he is hungry. Due to their experience raiding the European coast they are a gifted warrior and have control over their Vampire powers.

The Red Dragon (100): You found a man trapped in a cave rambling about janissaries that killed their family. They accepted blood that you poured into a skull and changed taking the lead of the Death Dealers for some revenge. They have bouts of melancholy when remembering their family, is a gifted warrior and have control over their Vampire powers.

The Professor (Free): This human dedicated their life to protecting humanity from supernatural threats even though they don't remember their life before their eighteenth year. Their paranoia knows no bounds as they always expect a fight. They seem to have a lesser form of immortality unique to themselves and have good aim with their repeater crossbow.

The Shepard (Free): A one eyed preacher always on the edge of violence, only being peaceful due to the great conflict given by trying to be good. Nobody knows how they came to be a hybrid with no Corvinus gene, but they have no secondary shift which makes him an oddity. They like to call themselves a cowboy due to their father's stories and exacts vengeance with the wrath of God instilled by their mother's family.

The Eagle of Roma (Free): It seems the line of Corvinus has one last servant out there for and Eagle watches you from above. This person was once a noble when his family was betrayed by those they trusted. They fought in the gladiator pits until escaping and became an assassin. They seem to have avian mutations at the level of a Corvinus Hybrid and two gauntlets that spring a blade from their wrists.

Drawbacks

Supplement: Maybe you want to mix and match supernatural species or duke it out with another immortal, but this jump seems to have been merged with another. If there are already vampires and Lycans of some description then differences may be to lineages, the conflict between science and magic or something else.

The extended path of time (+100-1500 CP): This increases your stay by one hundred years each purchase even if you choose scenarios as both go simultaneously; whichever one is longer will win out. Due to the immortal nature of the characters there is no limit apart from the furthest back you can go which is when William and Markus became immortal. You may think this is an easy way to age your immortal and gain power but if this is chosen more than ten times then you will be forced into every conflict between Lycans and Vampires for fifteen hundred years and ten years.

Blind as a bat (+100 CP): Or dog, whichever you want. Your vision is either overly sensitive to light like a bat leading to discomfort in non-night settings or you can only see blue and yellow colour palettes like a dog's dichromatic vision. Choosing both gives you +200 CP.

Branded (+100): You have an identifying brand that instinctually shows everybody who you are through symbology. This could make hiding very difficult, and you can't cut it off as it is a part of your skin.

Wanted (+100): You are wanted in relation to a violent crime with a reward on your head. If spotted by a police officer, they will try to arrest you. You can clear your name or pay them off.

Hated (+200/+200/+200): For 200 CP either the Lycans and Vampires will treat you like an enemy unless proven otherwise.

For another **200 CP** the other faction will as well.

For a final **200 CP** Cleaners will attack you as well.

Corvids Anger (+300 CP/+300 CP/+400 CP): The Corvinus Clan is very powerful and with this drawback you have gained one of their ire. Each option gives you that person at their most powerful as a blood enemy even if they aren't around and if more than one is taken, they will not work together unless mentioned.

For **+300 CP** you have one of the Corvinus brothers on your tail. William would be a feral beast chasing you down the moment his cell is unlocked and if given time will create just as crazy werewolves to fight you. Markus on the other hand would be much more cunning and has the partial support of the vampire council as an Elder. If you take both and allow them to work together then they will be much more dangerous.

For **400 CP** you have their father Alexander after you. Now this man is the eldest immortal and is considered stronger than his children in all ways. You will have to either convince him to die because otherwise he will heal every wound or distort his immortality to deal a final blow. He will not bring in the Cleaners and will face you in duels.

Banished (+200): You have been exiled from the shadow world for a reason like Tanis. You can't enter any official buildings without being aggressively detained, only letting people come to you. This can be appealed but it will take time.

Underworld Memories (+200 CP/+200 CP/+200 CP): For 200 CP you have lost any meta knowledge about the Underworld franchise.

For another **200 CP** you lose any in jump knowledge like you were in a car crash or a coma.

For a final **200 CP** you have lost any out of jump knowledge like your previous adventures.

No Outside Perks (+300 CP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod and this jumps purchases. If this is your first world, take the free CP.

No Outside Items (+300 CP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse to just this jumps purchases. If this is your first world, take the free CP.

No Outside Companions (+300 CP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

Chained (+300 CP): You begin this jump captured and must wait for a moment of weakness so you can escape. Possible organisations may include Antigen at the end of the timeline or Alexander and his cleaners at the beginning.

Vegan (+400 CP): Maybe you were one when you were alive, or you can do an actualisation that stays your hand. Either way you don't consume products from living things including blood and meat; which is a bit strange for a vampire or Lycan. You would have to sustain yourself on the artificial stuff, but the relevant items are negated for this jump forcing you to either create it manually or steal it. [Exclusive from MEAT]

MEAT (+400 CP): There is a beast within humanity, and you have let it loose. Every meal will be a bloodbath as you always hunger, even cannibalising other immortals if you are hungry enough. The Blood and Meat items are disabled. This lack of control extends to battle creating a blood haze. [Exclusive from Vegan]

Forgotten (+400 CP): This isn't about memory; it is about your negligent humanity. You have forgotten what it is like to be human, being cold and detached towards everyone but your closest companions. Low empathy has given you a stubborn streak that makes you see your goals in tunnel vision. You could do things that would leave humans blanching.

Subject J2 (+600 CP): A scientist believes your jumper nature could be the key to a new evolution of Immortals. To capture you he has created a clone with all of your abilities, skills and gear based off footage to relentlessly hunt you. This gear does not have any special abilities like yours and the thing does not have your experience. Once you kill the monster the scientist will do another experiment that gets him killed.

Renfield (+600 CP/+200 CP): A human has it in their heads that they have to become immortal through your specific bite. While only mortal they wield a large amount of political power equivalent to a vampire Elder. If you don't do what they say there is a death switch on a compromising file on you that would cause you quite a bit of trouble. Somehow you have to destroy all records of the blackmail before killing him in a way that does not stain your hands or turn them.

For an extra **200 CP** they are already immortal and believe you can turn them into a Corvinus Hybrid making it much harder to deal with them.

Scenarios

These scenarios are separate from the main jump and do not affect canon. Want to walk a mile [or year] in somebody else's shoes or have a special task. Once the last chosen scenario is completed any time is taken off the count and you are dropped into your chosen period.

Lycan Howling (Requires Alpha Perk) (+500): This puts you in the position of Lucian after taking Castle Corvinus. Now in canon he uses trickery to make the vampire elders believe the threat is over but to complete this scenario you have to create a Lycan society the depth equal to the vampire one and make a pact of accord. To do this you must create a system of governance and three pack bases within a year. During this your species perks will be limited to Lycan perks and without Werewolf.

Reward:

True Pack (Requires Pack Item): Your Lycan Pack Item has been upgraded to include twenty individuals; the original ten equal to any ancient Lycan. Their cool down time has been brought down to twelve hours and twenty-four hours respectively. They also hang around your properties so you may not have to summon them.

If you do not have the item you get **200 CP** to be spent here.

Werewolf Resurgence (Requires Werewolf Perk) (+500): This puts you in the position of William after he was bitten. Now in canon the Corvinus Wolf is out of control leading to his imprisonment. To complete this scenario, you have to hide from the Death Dealers for a year with dwindling sanity forcing you to leave feral werewolves in your path. The mercenaries will be much more powerful than in canon making them harder. During this your species perks will be limited to Lycan perks.

Reward:

Running With Wolves: With an impactful howl you can summon a pack of wild wolves that see you as the alpha and listen to your commands with precision. You gain one wolf in the group for each decade you have been jumping.

Vampire Elder (Requires Elder Perk) (+500): This puts you in the position of Amelia after William was captured. Now in canon she held power over the New World Covens. To complete this Scenario, you have to create two Covens in the New World before the Great Chain forces you into hibernation. This will not be easy due to the lack of modern artificial blood and harsh climate. During this your species perks will be limited to Vampire perks without Progenitor.

Reward:

True Coven (Requires Coven Item): Your Vampire Coven Item has been upgraded to include twenty individuals; the original ten equal to any ancient Vampire. Their cool down time has been brought down to twelve hours and twenty-four hours respectively. They also hang around your properties so you may not have to summon them.

If you do not have the item you get **200 CP** to be spent here.

Warlord (Requires Progenitor Perk) (+500): This puts you in the position of Markus after he was bitten. Now in canon he had to turn Viktor and Amelia to gain some control over the Death Dealers that would hound his brother but to complete this scenario you have to form your own band large enough to chase the beast down. This will not be easy due to the violent werewolves in his wake that only seem to attack vampires. During this your species perks will be limited to Vampire perks.

Reward:

Cover of Darkness: Through a form of umbrakinesis you gain the alt-form of a cloud of shadow. While in this form you can't be harmed but it only works where the sun does not shine and drastically drains your energy.

Corvinus Cleaner (Requires Cleaner Perk) (+500): This puts you in the position of a nameless human Cleaner freshly accepted into the organisation. To complete this scenario, you have to keep the Underworld secret for a year by protecting a teacher. Now in canon this organisation is staffed by humans so during this your species perks will be limited to Human perks.

Reward:

True Agency (Requires Agency Item): Your Human Agency Item has been upgraded to include twenty individuals; the original ten equal to any super soldier human without being immortal. Their cool down time has been brought down to twelve hours and twenty-four hours respectively. They also hang around your properties so you may not have to summon them.

If you do not have the item you get **200 CP** to be spent here.

Heir of Rome (Requires Corvinus Capstone) (+500): This puts you in the position of the unnamed Corvinus sibling that continues the family line. Now in canon Lucian and the Lycans are ferociously hunting your line down so he can create hybrids. To complete this scenario, you have to stay on the run and keep your descendants out of the Underworld drama for a year.

Reward:

Roman Armour: For protecting the innocent of your line Alexander has gifted you the legionary garb of his father Legate Lanius Corvinus. The gold heavy style armour gives full body protection, has a red cloak clipped to the back and has a crested horned helmet with one of the points chipped off. A special effect of the full faced helmet is that when you wear the full set you become one with the myth of Legate Lanius; offering troops a morale boost, sending them into a frenzy against the enemy and increasing their tactical thinking. It has gone through many battles and will go through many more with you.

Promised Land (+500): Humans have found out. Maybe this is the Purges post 2003 or the timeline has been butterflyed into a cyclone. Either way to complete this Scenario you have to create an openly immortal town that all levels of mortal government accept. This will not be easy due to the bigots and racists on both sides of the battle.

Rewards:

The Garden: A small slice of paradise away from the troubles of all worlds. Within there is nothing that can kill you and it is perfectly crafted to give you utmost peace although any time spent there will not add to your jump time. Time will be frozen once you enter giving you time to breathe.

Final Choice

The final choice is to

Go Home to your original world with all the fruits of your labour.

Stay here in Underworld with much less conflict between Immortals.

Continue on to the next world...

Notes

- It ain't much but here is the Underworld wiki:
https://underworld.fandom.com/wiki/Underworld_Wiki
- The additional 1200 CP for both the Species perks and Items is due to the large number of options to choose from and wanting to write less drawbacks.
- Now I had to make some choices on things like vampire eyes (blue and yellow) because Underworld cares more about putting Vampires and Lycans against each other rather than stable lore so I fanwanked it.
 - I wanted to differentiate between the regular and corvinus hybrid so I pulled out the eye colours to contrast in the same way Lycans had black and orange respectively.
- Recombinant technology broadly refers to the molecular cloning of DNA into bacterial extrachromosomal DNA elements (called plasmids) that can be propagated in a bacterial host allowing the copy of targeted genes.
- Fanon companions can look how you want but here is the author's thoughts
 - The Bastard Wolf is based off Jon Snow from ASOIAF/GOT, Big Bad Wolf is based off Bigby Wolf from Wolf Among Us/Vertigo with a sprinkle of Lucas Hood from Banshee, Dragur is based off Mikael from Vampire Diaries/Originals, Red Dragon is based off Dracula, Eagle of Roma is based off Ezio Auditore from Assassin's Creed and the Shepard is based off Jesse Custer from Preacher.