

Twilight Saga Jump V 1.4

By Adogdayz

This is a world of old monsters, oblivious humans, and teen(?) romance. Go be the change you want to be.

Have 1000 CP.

Start Date and Location

The start date is January 17, 2005. The day Bella leaves Phoenix and arrives in Forks. You can start in any public place, or private area you are allowed in, that makes sense for you.

Origin

Any origin may be taken as a drop-in if desired.

Bystander: You tend to be around to witness events, good, bad, minor, and great. Will you step in or let things play out?

Investigator: Secrets, secrets everywhere and you know they are there. That's obvious. The hard thing to know is which to drag out screaming into the light and which to leave, lest they eat your face.

Guardian: You are a protector, someone who keeps an eye out for danger and steps up to defend others. Whether you are the strong silent type or the laid back jokester, those around you know they are safe against all comers.

Leader: You were born for leadership, politics, and delegation. Any organization with you at the helm is bound for greatness.

Race

Human: Fragile, adaptable, and above all else, plentiful. The most common sentients on the planet and responsible for great and horrible things.

Shape-shifter: Perhaps you are a member of the Quileute pack or maybe you come from elsewhere. Either way, you can transform into a large predatory animal of supreme physicality. Even in human form you are far stronger, faster, and capable of healing.

Vampire: Beings of living stone, immortal and unchanging. Physically superior to humans in all ways requiring only the blood of mortals or animals to fuel themselves. Beings of beauty and death. The vampire.

Human-vampire Hybrid: Half mortal, half vampire, and rather tragic. Your mother was impregnated by a male vampire and some time later you tore your way free of her body, almost assuredly killing her. More powerful than a human, weaker than a vampire, but much more capable of blending with broader society.

Child of Gaia: You are a genetic offshoot of the Children of the Moon, the horrifically dangerous bipedal werewolves of Europe. You are in control of your transformation and retain your mind. Good luck convincing any other supernatural person in the world of that.

Age & Gender

Pick whatever gender and age you want to be. Vampires and H/V Hybrids should also choose their apparent age in addition to their actual age.

General Perks

Pretty Picture (0 CP) This perk lets you refine your appearance to be, at least, a solid 9/10 on an arbitrary scale of attractiveness. Includes clear skin, agreeable hair, and toothpaste commercial grade teeth. Scars fade away quickly unless desired.

Healthy Relations (0 CP) By taking this perk you gain an impartial mental assessment, recited to you by the voice of Morgan Freeman or Keanu Reeves, of how any particular relationship with another person is affecting you. This assessment comes with solid advice on how to help rehabilitate the relationship to a more wholesome state if possible or a flat warning to **GET AWAY** before the ship goes down in flames.

Butterfly Net (100 CP) This handy dandy perk helps keep the original plot on track in the face of the accidental butterflies you might unleash. This tends to work as subtly and organically as it can in the background. Does not counteract intentional butterflies and may be toggled off entirely if desired.

Profession (100 CP) You have the skills and requisite knowledge to work in a modern day profession. You would be considered an expert in your profession.

And So The [Blank] Fell In Love With The [Blank] (100 CP) This perk bestows upon you a certain appeal that attracts the romantic attentions of supernatural beings and non-supernaturals to a lesser extent. Great for getting an initial date or two but after that the effect weakens on that person so you best be able to keep their attention on your own merits.

Certain individuals and broad categories can be excluded or you can make it so only certain individuals are affected. Can be toggled on and off.

Scentless (100 CP) You can prevent yourself from releasing a scent of any kind. Useful for hunting or when being hunted.

Origin Perks

100 CP perks are free to the corresponding origins with the other perks of that line being discounted by half.

Bystander

Not Involved (100 CP) As long as you don't engage in others' drama, they are far less likely to drag you into their mess by intent or accident.

Impartial Opinion (200 CP) You are not involved and thus can be trusted to give an unbiased opinion on matters. At least, that's what people seem to think when you deign to offer your opinions. As long as all parties involved believe you have little to no investment in a dispute or decision they will give your words far more weight than normal.

No Record (400 CP) If you don't want to appear on recordings or surveillance cameras, you won't. This may take the form of data corruption, your image just not appearing, or similar effects. This perk also causes supernatural surveillance powers, like clairvoyance and precognition, used on you to give "fuzzy" results. You can designate people whose abilities and equipment can bypass this perk.

Investigator

Sleuth (100 CP) You have a knack for noticing when someone or something isn't what they appear. This manifests as a distinct shimmer to the target's surface. Useful for figuring out where secrets lie. This applies to shapeshifters, hidden doors, and encoded messages for a few examples.

Mind Palace (200 CP) You have learned to construct a mind palace within your mental space as a memory aid. You can create items in the palace associated with certain information or memories that you can later find to perfectly recall that information.

World's Greatest Detective (400 CP) You've done the groundwork, asked all the right questions, and left no stone unturned. Despite that, the investigation has hit a dead end. Some vital clue was missed. The chain of information has been broken. Evidence destroyed. That won't stop you. Once per year, using this perk, you may miraculously gain whatever bit of information you need to continue your investigation. The truth is out there.

Guardian

Protector (100 CP) You are skilled at spotting possible dangers in an environment, be that people or objects, and figuring out ways to neutralize those dangers.

Combat Expert (200 CP) You are an accomplished fighter capable of taking on three opponents of similar physical capability to yourself and come out on top while protecting one much weaker person.

My Body for Yours (400 CP) You can choose to take on the damage that someone else you are touching would normally sustain from a source you are aware of. The damage affects you as though the source were directly affecting you and your defenses. Armor is a good idea.

Leader

Nurturing (100 CP) You are good at figuring out when the needs of those who are under your authority are not being met. This includes physical, emotional, intellectual, and spiritual needs. Does nothing to help you figure out how to meet those needs.

Talent Agent (200 CP) You seem to come across people that have the talents and training that would be valuable to you and/or your organization just as you need them. You still have to get them to agree to do the job.

Authority (400 CP) When you find yourself in a leadership position those under your authority will obey your orders and rules so long as they are within the bounds of your authority. Your underlings will not try to usurp your position nor purposefully expose your organization to harm.

Race Perks

100 CP perks free to the corresponding race with the other perks of that line being discounted by half.

Human Perks

Human Tenacity (100 CP) Ah, the human spirit! How indomitable! Well, sometimes indomitable. Your willpower is far above the human norm. You can withstand horrible pain with only a grimace, drag your bloody and broken body down a city block to reach the only payphone in town to call for help, and resist severe temptation. Helps with shrugging off outside mental influences and the effects of drugs as well.

Budding Psychic (400 CP) You have developed a budding psychic power. The power is undeveloped and untrained but given time and effort will become a full blown power. This will take at maximum ten years to develop or, if you can manage it, a transformation into a vampire. This ability could be precognition, pyrokinesis, telepathy, or similar.

Shape-shifter Perks

Shifter Baseline (100 CP, mandatory for Shape-shifter) You are a shape-shifter. You can transform into a dire form of a mundane animal such as a wolf or cougar. While there may be minor differences between the various shifter forms they fall within certain guidelines.

In human form: capable of lugging motorcycles from the ground into a truck bed in one smooth movement, enhanced speed and endurance near the edge of human potential, increased body temperature, a healing factor that can mend bones in hours though if they are not properly set they may heal wrong.

When transformed: can move in excess of 100 MPH and the reflexes to do so competently, possess greater than human senses, have claws and teeth capable of rending vampire flesh, and heightened strength.

Shape-shifters have a natural ability to form a mental network with other shifters. Within networked packs of shifters an alpha and beta will emerge gaining an innate dominance in the group. The network has a range of several miles.

Lastly, so long as you continue to shift on a regular basis you will not physically age.

Born Alpha (400 CP) You are more than just a normal shape-shifter, you were born an alpha. You are twice as powerful as other shifters and can always bring yourself to the leader position of a pack.

Vampire Perks

Vampire Baseline (100 CP, mandatory for Vampire) Congratulations on becoming an unaging being, possibly crystalline in nature, that drinks the blood of humans or animals for sustenance. Just to stress the point, you crave and need blood as going without will weaken you physically and mentally.

Benefits of your condition are as follows: you are strong enough to crush granite in your hands, can move in excess of 100 MPH, have increased mental perception, possess greater than human senses, your flesh is granite hard, and you can reattach dismembered body parts in order to heal.

The only known ways to permanently kill a vampire are with fire, Children of the Moon venom, and probably artillery fire.

It should be noted that you have glands in your mouth that can produce a venom that is responsible for paralyzing prey and transforming humans into vampires. See notes for more details on vampire venom.

Downsides are that you sparkle in direct sunlight or equivalent lighting, need to drink blood regularly, and are notably cold to the touch. Oh, and you have a preference for human blood over animal which also happens to turn your irises red.

Special Ability (400 CP) Pick a notable trait you possessed when you were human such as being physically strong, an expert tracker, or skilled at intuiting people's thoughts. Now you have a special ability that stems from that trait. The previously stated traits could become strength beyond even other vampires, being able to sense a target's direction and distance from you, and mind reading.

Human-vampire Hybrid Perks

H/V Hybrid Baseline (100 CP, mandatory for Human-vampire Hybrid) You are the offspring of a human woman and a male vampire. Your physiology means you are far stronger, faster, have better senses than, and heal far better than any human by an extremely wide margin. It should be noted that while you far surpass humans you are

weaker than vampires in these respects outside of your flesh's durability which is like an oddly supple granite material.

Your heartbeat is rapid in comparison to human normal, you can produce venom like a vampire, and can sustain yourself with blood or human food. Your skin gains a soft luminance in direct sunlight.

It should be noted that you would have reached physical adulthood around age seven at which point you stopped physically aging and mental maturity around one year. Your lifespan is projected to be about several centuries.

Lineage Powers (400 CP) Choose a notable trait from each of your parents, you now have two synergistic powers that stem from those two traits. For example, Renesmee was able to project her own thoughts to people via touch and penetrate mental defenses like they didn't exist. Her parents were a mind reader and a walking mental barrier.

Child of Gaia

Child of Gaia Baseline (100 CP, mandatory for Child of Gaia) You are now an unaging werewolf that feeds on blood, human or animal. You can, at will, transform into a wolf/man hybrid that stands around nine feet tall, has the strength, speed, and durability to kill lone vampires in a solo fight. Most fearsome to the vampire is your immunity to their venom.

In human form: capable of shoving small cars aside with moderate effort, enhanced speed and endurance at the edge of human potential, enhanced senses comparable to specialized animals, and a healing factor that can automatically set and mend bones in hours (this carries over when transformed).

Transformed: Strength enough to crush granite in your hand, claws and teeth that can cut stone, flesh that is as strong as granite yet supple, can reach speeds to match vampires (100~ MPH), have venom deadly to vampires and animals, senses to match a vampire, and the ability to make more CoGs from humans through your venom.

Mind Bite (400 CP) Your cousins, the Children of the Moon, are feral monsters with no control of themselves in their transformed state. Your venom can change that. By introducing your venom into a CoM, or similarly mentally afflicted being, you can give them their human mind back along with control over their transformations. Yes, this

means you can bite people to cure their mental illness though for most that also means becoming a CoG. Can be toggled.

Items

You receive a 300 CP stipend for use on items only. 100 CP items free to the appropriate origin and races with the other items of the corresponding lines 50% off. Unless otherwise stated, all items are replaced after three days if destroyed or lost. Items may be purchased more than once but the 100 CP items are only free the first time.

General Items

The Media (0 CP) The complete Twilight Series, books and movies. Comes with a portable DVD player that has a solar charger.

Golden Onion (0 CP) It's a large onion painted gold. For some reason it never seems to rot or otherwise spoil.

Shiny Apples (0 CP) A basket of juicy red apples that replenishes itself daily. Fruit in the basket does not spoil and pests are repelled from the basket. Placing different types of fruit in the basket will cause them to be added to the replenishing effect. Mundane fruit only.

Vampire Grade Contraceptives (0 CP) A set of condoms and pills fiat guaranteed to prevent pregnancy. The pills come in red and green. Taking a red pill prevents the imbiber from conceiving children until a green pill is taken to counteract the effect. The condoms are comfortable, durable, and proof against vampire and CoG venom. You can summon any of these items with a thought.

Lover's Comfort (0 CP) A large bottle of skin lotion that helps make private time with a vampire more comfortable by harmlessly raising their body temperature to human average and increasing the suppleness of their flesh. Takes full effect one minute after application and lasts for one hour. The bottle always has as much lotion as you need.

Musical Instrument (50 CP) You receive a musical instrument of your choice. This instrument is always perfectly tuned for you, repairs/cleans itself when not in use, and reappears in your possession after an hour if stolen. The instrument provides a small learning boost toward how to play music when used.

Soothing Incense (100 CP) A ten pack of incense sticks. When the incense is burned it releases a mild but pleasant smelling smoke that soothes a shifter's aggression, eases a vampire's thirst, and helps everyone stay calm. When all ten sticks are used up, given away, or lost a new pack will appear after twelve hours wherever convenient.

A House (100 CP) A simple two story, two bedroom house with an attached garage and a small yard. Utilities, taxes, and maintenance for the property are covered since you're spending CP on this. May be placed in future Jumps or made a warehouse attachment.

Origin Items

Bystander Items

Comfortable Coat (100 CP) A stylish coat that keeps you at a comfortable temperature within the range of -40 to 120 degrees Fahrenheit. Keeps off dirt and grime and repairs itself over time.

Drama Watch (200 CP) A simple silver pocket watch that vibrates when you enter an area where something you would find interesting will happen. The watch can only sense drama that will happen in the next hour.

Bag of Seeds (400 CP) A bag containing 1,000 grains of sesame seeds. Anyone who witnesses you dump the seeds out of the bag feels an undeniable compulsion to count these seeds. You and eight others you designate are immune to this effect.

Investigator Items

Sleuthing Hat (100 CP) A nice hat of your preferred design. For some reason people are moderately more likely to answer your questions honestly while you wear this hat.

Detective Camera (200 CP) A polaroid camera that highlights potential items of interest in the pictures it takes. Has a capacity of 24 stills and replenishes a still every hour.

Helpful Notepad (400 CP) This pocket notepad is an investigator's best friend. Why? Well, if you go to an area and write the name of the location at the top of the page the notebook will write how many physical clues are in the area that are pertinent to your current investigation. Great for knowing if searching a place is a waste of time.

Guardian Items

First Aid Kit (100 CP) Once every 24 hours, you can reach into a cubby or other contained volume of space to pull out a fully stocked paramedic-grade trauma kit.

Panic Button (200 CP) A unobtrusive panic button that when activated will instantly alert you to the location and health of the person who activated it. When given, only you can take the panic button away from the recipient though others may activate the button if necessary to aid the recipient.

Life Insurance (400 CP) This set of documents looks a lot like an application for life insurance but that's only what a casual glance tells you. If read carefully, these documents are actually revealed to be a Retroactive Life Preservation policy. If you fill in the details of one person besides yourself and should they die in the next decade or have died within the last year, they will be revived in a healthy condition in a safe place that they choose upon revival. A new policy is provided at the start of each Jump or when the ten-year duration has expired. Whichever happens first.

Leader Items

Power Suit (100 CP) A high-class business suit that causes the wearer to seem more competent and reliable.

Roster (200 CP) A roster that has a profile of everyone under your authority. Includes talents, education, weaknesses, relationships with other people in the roster, and similar useful details.

An Organization (400 CP) You now have an organization that you control that is related to your background in the current Jump. Its size and power is a reflection of your own power. If you are just a normal business owner you might have a network of informants in the surrounding area. An ancient vampire with vast wealth and experience may have a small army, informants in various governments across the world, and vampire lieutenants prepared to enforce your will.

Race Items

CoGs may discount one item per price tier (100/200/400 CP) from the various racial lines.

Human Items

Human-mobile (100 CP) You have an unremarkable civilian vehicle that never runs out of fuel, repairs itself, is self-cleaning, and seems to have a field of “Not Worth Stealing or Vandalizing”. Good traction.

Cryptid.com (200 CP) You have access to a website of carefully curated information regarding the supernaturals of the world. Every bit of info on the site is true but it’s pulled from public sources so the entries may be scattered or limited if the supernaturals are actively enforcing a masquerade. Updates in each Jump.

Monster Gun (400 CP) A gun of your choice that ignores any supernatural durability a target may have, affecting them instead as though they were a normal human. That means shooting a vampire with this gun is a viable option as is beating them over the head with it. Less advisable, but viable. Comes with three reloads of ammunition per month.

Shape-shifter Items

Shifter Wardrobe (100 CP) A wardrobe of clothes that shift with you when you change forms. They either enter a hammerspace or shift form, whichever makes more sense.

Lodge (200 CP) A cozy lodge with enough accommodations to comfortably host a dozen people. Provides whatever food and drinks your guests may like. You may designate one type of being that cannot enter the lodge at the start of each jump. Utilities and other related expenses are taken care of. May be placed in future settings as desired or used as a warehouse attachment.

Territory (400 CP) 20 square miles of undeveloped land that is legally yours. Do with it what you will. May be placed in future settings as desired or used as a warehouse attachment.

Vampire Items

Past Investments (100 CP) Here's a variety of stocks, bonds, precious items, and currency with a collective value of 5 million USD circa 2005. You receive a similar mass of wealth at the start of each Jump.

A Thermos of Blood (200 CP) It's a thermos that fills with fresh blood on command. Any type of human or animal blood is possible and can even do mixtures as desired. The thermos is durable enough to survive a vampire blood frenzy unscathed. Can also make any mundane non-alcoholic drinks. Cleans itself on command.

Castle (400 CP) You have a sizable castle, complete with an outer wall and mote if you like. Self cleans, repairs itself, and is outfitted with all the accommodations of a modern home. Comes with ten acres of land surrounding the castle to serve as a grounds. You may decide the method by which the castle is maintained so long as the method does nothing more than maintain the castle. Utilities and other related expenses are taken care of. May be placed in future settings as desired or used as a warehouse attachment.

Human-vampire Hybrid Items

An Identity (100 CP) At some point you gained a full set of legal documents proving that you exist. Useful for when one parent died in childbirth and the other is an immortal vampire who probably peaced out before your mom knew she was pregnant. Can be updated every Jump.

Genetic Radar (200 CP) Place a genetic sample in this handheld device and it will detect people or creatures who are related to the being the sample came from. Good for finding a long lost sibling or some such...

Mother's Token (400 CP) A ring, necklace, or other such item that can fit in a pocket or be worn that came from your mother. Any who touch it are filled with a sense of peace that eases the soul. Can heal a fatal injury once. Recharges after a decade or at the start of a new Jump, whichever happens first.

Companions

Imported/Created (-50/-200 CP): For 50 CP you may import one of your Companions into this setting or create a new one. They get an origin, race, the freebies, and 800 CP to make purchases with. No drawbacks. You can pay 200 CP as a group rate to import or create up to 8 Companions with similar benefits.

Canon Companion (0 CP) If you can convince someone to go with you on your chain, feel free to take them with. They just need to agree and be alive when this jump comes to an end.

Singer (0 CP/100, vampire only) This human is a Singer for you. They smell and would taste divine to you should you give in to your craving. On the flipside of that, this person is highly compatible with you on a mental and physical level. If you can avoid horribly murdering them or turning them into a vampire and can get them to agree to join your chain, they become a companion with the full Human perk line, an origin, and 600 CP to spend. You may pay 100 CP to ensure that you don't kill or turn them and will agree to join you. You may elect for a canon character to take on this role as long as it is appropriate to their race.

Listener (0/100 CP, human only) You are a singer for this vampire. You smell and would taste divine to them should they give in to their craving. Despite that, this person is highly compatible with you on a mental and physical level. If you can avoid being horribly murdered by them or having them turn you into a vampire and can get them to agree to join your chain, they become a companion with the full Vampire perk line, an origin, and 600 CP to spend. You may pay 100 CP to ensure that they don't kill or turn you against your will and will agree to join you. You may elect for a canon character to take on this role as long as it is appropriate to their race.

Imprinted Shifter (100 CP) This shape-shifter has imprinted on you, making them view them as the center of their world. As far as they care, you are the most important person in their life and they are willing to do whatever is necessary to be a positive part of your life. They get the full Shape-shifter perk line, an origin, and 600 CP to spend. You may elect for a canon character to take on this role as long as it is appropriate to their race.

Drawbacks

Take as many as you like.

Be the Bella of this Ball (0 CP) Congrats, you have now taken the place of Bella Swan. Decide for yourself whether you are going to actually be Bella or just filling that slot of the story as a new person in Forks, WA. If taken with the Life and Death toggle you take Beau's place instead. Either way, you become a Singer for Edward/Edythe who finds themselves attracted to you as a person and resistant to eating you.

Life and Death (0 CP) You are now going to a world based on Life and Death: Twilight Reimagined instead of the canon Twilight Saga.

Who Is Listening (0 CP, requires Be the Bella of this Ball) You can change which member of the Cullen/Hale clan is a Listener for you. This can be used on the OC member you made. Yes, this person will be resistant to eating you like Edward was for Bella but that's not really a guarantee that you won't be dinner.

Apple of Their Eye (0 CP, V/H Hybrid only) You now replace Renesmee, Bella and Edward's daughter. Your start date is now the day that Renesmee would have contacted Edward's mind.

Favorite (0 CP) This toggle allows you to do a little rearranging of which characters are single in the story. Have your eye on Alice? Well, she and Jasper are just good friends instead of spouses. Follow your heart, Jumper!

Fanfiction (0 CP) You may choose to go to a fanfic of the Twilight Saga instead of canon.

The Right Time (0 CP) Choose your own start date for this Jump.

Gender Flip (0 CP) Take this to flip characters' genders around. Please use this power responsibly.

Comfy Cuddles (0 CP) So... this toggle simply gives the local vampires the ability to increase their body temperature to human normal and lessen the hardness of their flesh for, say, eight hours a day.

Low Sodium (50 CP, cannot be taken with Extra Salt) You cannot say traditional curse words for the duration of this Jump.

Extra Salt (50 CP, cannot be taken with Low Sodium) You find it impossible not to say a swear/curse word every other sentence.

Bland (50 CP) All food tastes like plain white bread and all drinks like water. They still smell like they normally would.

Time Extension (50 CP) Stay an extra decade. Can be taken up to five times for points. Any uses beyond five extends your stay but awards no CP.

Blood is Gross (50 CP) You now find the sight, taste, and smell of human blood nauseating.

Immortal Virgin (100 CP) No sex before marriage. It just won't be happening. Some kissing and cuddling is fine but that's it.

Pale and Cold (100 CP, human only and cannot be taken with Warm and Smelly)) You are as pale and cold as any vampire. It's conceivable that those in the supernatural-know could even mistake you for a vamp based on this. And, yes, you burn instead of tan.

Warm and Smelly (100 CP, human only and cannot be taken with Pale and Cold) You have an abnormally high body temperature and to those with enhanced senses smell like a wolf based shapeshifter. So, yeah, the more knowledgeable local supernaturals are going to have some questions. Be careful.

Imprinting (100/200/300 CP) You will imprint on someone within the first two months of starting this Jump which means that this person is essentially your world. You will change yourself to become the person they need. For 100 CP, this person is generally compatible with you on a moral, physical, and mental level which means the imprint won't cause you to change much. For 200 CP, your imprinted person is also a trouble magnet, getting into danger on a monthly basis. For 300 CP, your imprinted person is a trouble magnet and wants nothing to do with you.

Clumsy (100/ 200 CP) You are clumsy. It's to the point that walking across a relatively flat surface has a 1 in 10 chance of ending with you somehow tripping. You rarely suffer more than a bump and scrape as far as injuries go but a death by a thousand scratches sounds kinda horrible. Forget about participating in sports, if not for you then for those who would be caught up in your curse. Doesn't seem to affect your ability to drive, though. For an extra 100 CP, this clumsiness worsens to the point that trips to the ER could become a monthly routine if you are not careful.

Suspicious (200 CP) Congrats! You're now that person that gives off strong "I'm up to something" vibes. Cops will suspect you for any and no reason but their gut instinct, teachers will scrutinize your work more than normal, parents will caution their kids against trusting you, and should anything weird happen in the local area your name is going to come up as a suspect.

Trouble Magnet (300 CP) Congrats! If something dangerous could happen around you, it will. For clarification, a hungry vampire moving through the local area will stumble upon you, a van skidding through an icy parking lot will barrel toward you, and similar situations.

Bad Song (300 CP, Human only) You are particularly appealing to a particular vampire. Appealing like a top quality full course dinner might be to someone who hasn't had anything but stale bread and tin tasting water for two weeks. Throw in a craving on par with what an addict might experience for their designer drug of choice and you get the idea. This vampire will come across you in the next year, is not guaranteed to care that you live, and is not a member of the Cullen/Hale family.

Moon-stalker (400 CP) A Child of the Moon has come to your area and has begun to hunt you. Considering that these solitary creatures can kill lone vampires, this is probably a bad situation for you and everyone in a one mile radius of you. Oh, and this monster can make more Children and probably will if not dealt with in a timely fashion. If ignored for too long, a year or so, the greater vampire community will decide to come clear the area which will be a bloody mess for everyone.

Normy (600 CP) You are a normy. You are limited to your body mod, Human and General perks from this Jump for the duration, but you may use the items purchased in this Jump freely.

Siren (600 CP) You are a singer for all vampires whether you are human or not.

End

Stay

Go Home

Journey On

Notes

So many toggles.

For those that don't know, a singer refers to a particular human who is essentially extremely tasty to a particular vampire. Bella is a singer for Edward.

Venom is a biotoxin that is produced by saliva glands within a vampire's mouth. It serves six purposes:

As the basis for their physiology.

As a means to paralyze their prey in pain to prevent them from escaping.
As a pleasant scent to lure in the vampires' human victims.
As a toxin poisonous to animals and shape-shifters.
To repair a torn limb of a vampire.
And, very occasionally, as a means for vampires to propagate their species. The victim cannot run so the vampire can kill the victim or allow her/him to change.

If you take Budding Psychic as a Vampire the ability is fully realized from the start.

If you take multiple of the racial baseline perks I entrust you with the responsibility of figuring out how that works. Fanwank responsibly. Or not.

Change log

V 1.4

Clarified Normy drawback.

V 1.3

03/13/2023 Altered Listener, Singer, and Imprinted Shifter companion options to no longer include item line. Increased their CP stipend from 400 to 600. The paid version of Listener can now turn you if you allow it.

Made Child of Gaia Baseline perk is now mandatory for the Child of Gaia origin.

Added two words to the Moon-Stalker drawback.

Removed Life and Death link. I thought that the book was fanfiction at the time...

Changed price on The Media item to 0 CP.

Added 50 cp drawbacks and items. Added A House item. Added Scentless perk.

Added minor verbiage to clarify a few perks.

Thermos can now make any mundane non-alcoholic drink.

Made the first tier of the Clumsy drawback less severe.

Added Warm and Smelly drawback. Added Suspicious drawback.

V 1.2

01/17/2022 Fixed the cost of Canon Companion. Added a drawback that lets you change which Cullen/Hale you are a singer for.

V 1.1

01/16/2022 Actually gave you a CP stipend. Altered the Mind Bite perk a bit.

V 1

01/03/2022 Added verbiage about multiple item purchases. Altered No Record perk for broader application. Minor edit of the Castle item. Added a word to Combat Expert perk.

01/04/2022 Addressed the fact that shape-shifters stop aging if they shift regularly. Added Imprinted Shifter companion. Began work on CoG stuff. Added companion export option. Added Right Time drawback. Added Butterfly Net perk. Added Immortal Virgin drawback.

01/05/2022 Changed Shifter Clothes to Shifter Wardrobe.

V .5

12/25/2021 Started doc.

01/03/2022 Posted V .5 to Reddit for feedback.