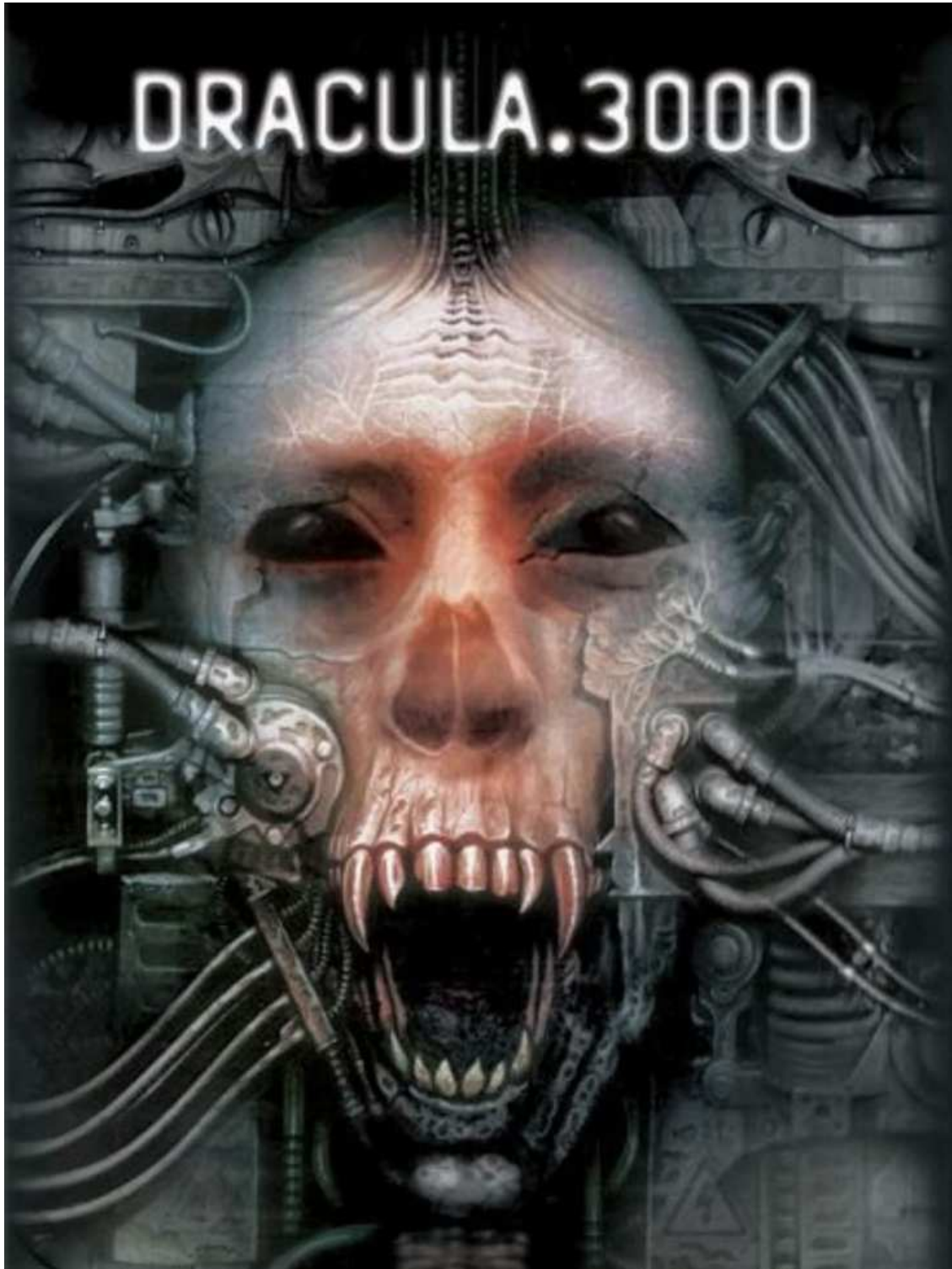


Dracula 3000 Jumpchain

Version 1.0.0



More than 1000 years ago the vampire slayer Abraham Van Helsing made a name for himself as just that. In the millennia that has passed since, mankind has reached the stars, and the planet Transylvania in the Carpathian system (or was that galaxy?) has become a dead world. Count Orlock, the last vampire - at least from Transylvania - hired the space freighter Demeter to carry a shipment of coffins back to Earth. Due to vampire related sabotage the Demeter got lost on its way.

Now the ship Mother III has found the derelict and is moving to attempt a salvage operation. This starts a chain of events leading to Count Orlock's revival, and his chance to finally avenge the 1000 year old shame of the vampires by facing off against Van Helsing's descendent.

Maybe you can change how things will turn out. Or maybe you just want to explore what other horrors might lurk in the shadows of outer space. After all, the sun never rises in space.

Location:

You begin your journey upon the Mother III as part of its crew. Unless you take the Vampire background, in which case you will be revived on the Demeter before too long don't worry.

Age and Gender:

You can be whatever age and/or gender you find appropriate. A vampire will have been on the Demeter for at least 50 years reduced to mere ashes from hunger or the acts of the crew.

Origins:

What are you? Select a single origin, and you will get discounts on the associated perks.

Officer: You are one of Mother III's officers, maybe the 3rd in command. You are attractive, and might be a robot.

Smart One: Like Professor Holmwood you've got an actual job on the ship. Maybe you're a system engineer, or a navigator that can actually navigate.

Stoner: Like 184 you have done a lot of drugs, enough for that to be a character defining trait. You are part of the crew, though what you do on it is anyone's guess.

Strong One: Like Humvee you're big and strong, able to do heavy salvage work. You are part of the crew you'd want to have at your back, and you might be pretty lucky.

Vampire (300): You are not part of the Mother III's crew. While you are not one of Count Orlock's servants, instead his equal, you are on the Demeter escaping the dead world of Transylvania on a slow path to Earth. You are also an immortal undead blood sucker.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Retold in Space (600 CP): This film is, at its heart, a (cheap, schlocky, and extremely abridged and altered) retelling of Dracula in space. Now you can bring this style of storytelling to other jumps and settings. Not the cheap, schlocky, and extremely abridged, but the in space part. At the start of any jump you can choose to reskin the setting as a futuristic space opera. This won't make it particularly more or less dangerous, or change what you can purchase, just reset everything as a story in space; Hogwarts might be a space station or a secret wizarding moon base, Mordor might be another planet that the Dark Lord rules from, 9 to 5 might be working a day job in an arcology, whatever it is you can turn it into a space opera.

Officer Perks

Looking Like That Doesn't Help Her (100): You look good, a perfect 10 out of 10. You look like you could have been made as a Pleasure Bot.

Appraisal (200): You have a good head for market values. You can easily estimate the current market value of any salvage or object you come across. This won't be 100% accurate, but it will be fairly close at least for any locale you've spent enough time to get familiar with.

Calm and Collected (400): You don't forget details under pressure, but quickly remember anything relevant to your current situation. This doesn't mean you will always make the right decisions, but you won't make the wrong one because you're forgetting a detail in the heat of the moment.

Protean (600): You are not human. You are a Protean series android. You can pass for human well enough to fool a group on a small ship for months, including your lover, but you are a machine, you don't have blood (so no being fed upon by vampires), while weaker than a vampire you are stronger than a human even without visible muscles and bulk, and as a robot you have fewer vital spots than a human. You can convert biological materials (i.e. food) into fuel, or use electricity to replace the need to eat or sleep. In short you are a robot.

Smart One Perks

If You Knew Half as Much as You Think You Do (100): You're smart, smart enough to probably be in the top 1% for your species. Definitely above average at least.

Systems Engineer (200): You know computers, and ship systems. You can make your way around their systems, even if they're unfamiliar to you. It might take time, but you can learn new systems effectively and well.

Trust Your Feelings and You'll Worry (400): Which might just be a good thing. You often get gut feelings which warn you that a certain situation is good news. This won't help you if you ignore them, but you'll at least know that maybe this salvage isn't worth the danger to come.

Omnidisciplinary (600): Of course it's the systems engineer who would be expected to know both history and medicine, because training in computers helps you understand human anatomy. Apparently it does with you now. The greater your skill in any field of academic study, the greater your skill in all other fields. They won't all be instantly equal, but being a master in one will make you at least semi-decent in everything else. And as you master more disciplines your skill in others will increase further.

Stoner Perks

Smuggler's Mind (100): You have a good mind for where someone might have hidden (then) illegal substances, quickly figuring out where in a place that something might have been hidden. This also helps you figure out good places to hide objects.

Not What You Were Looking For (200): You have a tendency to stumble onto interesting and abnormal things. These things are not guaranteed to be adventures, safe, or even desirable, but you might find a vampire while looking for drugs, or a magic item, or just something that's sort of strange. You can toggle this off if you don't want to be a magnet for oddities.

100 Kilos a Day for 5 Years (400): You've spent most of your life since you started college completely blasted, as such you've gotten used to it to some extent. This doesn't make you immune to being intoxicated, after all the line between the desired effect and the intoxication is thin at best, but you are able to function far better when intoxicated than you should be able to. Oh you might be riding some good vibes from that premium weed you just smoked but it won't stop you from being able to contribute, or you could be drunk enough you shouldn't be able to stand much less walk in a straight line and manage to do acrobatics. You still won't be at your best, but the effects will be a fraction of what they'd normally be. As a bonus you're harder to overdose, able to survive dosages which should be lethal for someone more than twice your size.

Recruited by Darkness (600): Your foes see you as an excellent potential recruit, even - perhaps especially - when you are opposing them. You will often find recruitment offers from your enemies, perhaps even including offers of power, and they will usually try to recruit you before they try and kill you. They might attempt it by force, and this won't protect you from the consequences of a forceful recruitment attempt, but it's better to serve for a jump than die, right? This will free your mind from such forceful recruitments when it comes time to make the choice whether to leave or stay, and will ensure that dying as part of being made intelligent undead doesn't count as death for ending your chain. And despite the name it works n the good guys as much as the bad guys; they won't break their codes of morals, but they'll attempt to recruit you - or get you to turn yourself in for rehabilitation - before killing you at least.

Strong One Perks

All Brawns (100): You're the strong guy. You are bigger than average, taller and more muscular than you were before, and possess strength near the peak for a human. If you're not human you'll be similarly strong for your species.

Sure as My Package is Bigger Than Yours (200): Well it's not like size matters the most, but you are good at pleasing your lovers. You could please a Pleasure Bot as a man, or pass for one as a woman.

Lax Discipline (400): Humvee is insubordinate, pulls practical jokes and harasses his female crewmembers, and beyond warnings is never really punished for it. Now you have the same relationship with authority. They might give you a verbal reprimand, but as long as no one is actually harmed you will never receive an actual punishment or anything that would actually make you stop.

Bingo Must be in the Front Row (600): All in all you're pretty lucky. This might not be enough to keep you alive if you're on a ship with a vampire and decide to fly it into the sun to kill it (or there's a bomb on board), but luck seems to like you nonetheless. Allies arrive just in time when you're in trouble, and enemies are more likely to pick other targets. This luck isn't just for survival, it'll help you in all aspects of life, just little things turning out for you better than they are likely to. Who knows if you are going to die, you might get to spend your last 12 hours of life with a Protean 3.2 Pleasure Bot which would at least be an enjoyable way to die.

Vampire Perks

Vampire (Free to Vampires, 600 CP): You are a vampire. A form of immortal undead. You possess mildly superhuman speed and strength enough to casually break bones, leap across a room, or push a large man so that he flies back to slam into a wall. Bullets do you no lasting harm, simply passing through you, and you are immortal. You can drain the blood of others with a bite, and those you bite will rise as vampires themselves within a short period. These vampires you create will be naturally subservient to your will, instinctually recognizing you as their master who must be obeyed.

However you do possess weaknesses. A wooden stake through your torso will immobilize you until it is removed. A crucifix, while not shown to repulse you, can hurt you if used as a weapon, cutting through you like a hot knife through butter and leaving wounds that do not heal. Sustained sunlight will destroy you. Finally you need to feed on blood, and while it's unclear how long you would need to starve to die, 50 years will kill you. You may also possess certain other vampire weaknesses - such as running water, garlic, decapitation - these were not addressed one way or another in the film other than a crucifix to the skull is lethal to you.

Post-jump you can toggle your vampiric state on and off like you would an alt-form.

Almost Hypnotic (200): You have a certain charisma about you, one that could be considered almost hypnotic. It works best when you are with someone in a one on one setting, and you aren't actually hypnotizing people, but you are good at picking apart people's desires and weaknesses and appealing to them.

Knowing You Were Destined to Come (400): Sometimes you just want revenge, and now chances for it seem to come to you. The last descendent of a vampire slayer might happen to find you, the last vampire, on a derelict ship where he will be without aid and you can kill him. This doesn't guarantee you success in acts of vengeance, but opportunities do just fall into your lap.

From Dust to Life (600): Death is not the end. Not for you at least. When you die your corpse will quickly break down into dust or ash. Human blood being shed onto your dusty remains will cause you to revive as good as new. If your ashes were truly scattered you might be able to be killed permanently, but as long as they are mostly intact you can be revived by the simple addition of blood.

You are guaranteed one revival each jump, even in the most improbable of circumstances (like you were blown up in deep space).

Items:

No discounts on items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Gun (50 CP each): Despite taking place in the year 3000, this is basically a gun available in modern America which would not be considered exclusively military hardware. You can choose a new type of gun each time you purchase this. It will never run out of ammunition for more than a few minutes, replenishing its own ammo when not being fired, and you may have it make cheap beam weapon sound effects alongside relatively quiet Hollywood bullet firing sounds.

Pool Cue (50 CP): This is a pool cue made of real wood. It is strong enough to ram through a human's chest without breaking, pushing through as if it were a sharpened weapon designed for stabbing.

Wheelchair (50 CP): An ordinary wheelchair. It always seems to be there if you desire it, teleporting itself to your side when not observed. If damaged or destroyed it will self-repair itself within a matter of hours.

Evo Suit (100 CP): This is a suit consisting of a face mask attached to an air tank, and an arm mounted scanner/communicator/life signs monitor; look there wasn't much of a budget. Somehow this suit is enough to protect you from toxic environments, the arm mounted scanner able to act as a radio communicator even from within the bowels of a metal ship, sending your life signs back to a receiver, and can analyze the air to tell you if it is in fact breathable. Its air tank will refill itself slowly when not in use.

Legalized Weed (100 CP): Sometime, near the end of the 30th century, weed was legalized. You now possess a supply of pot, which will resupply at a rate to keep one person high perpetually. This weed is also always considered legal wherever you go; other weed might not be, but possession or use of this weed will never get you into legal trouble at least not directly (what you do while high might).

Metal Crucifix (200 CP): While this won't drive away vampires it will do something even better. When used as a weapon its arms will pierce through vampiric, and other forms of undead, flesh like they were made of soft clay or jell-o. This weapon can kill the

undead by inflicting sufficient damage to their body, or places which would be vulnerable if they were alive, and will slow healing of these wounds to nearly a human rate.

Final Logs (300 CP): Not so much an item you have, as an item you have a tendency to find. You often stumble onto the journals, diaries, and logs of those who have died under unusual and dangerous circumstances, especially if you would be encountering or dealing with the same or a similar situation. These logs will, if you peruse them to their end, give you hints and information on how to deal with the situation and dangers to expect.

Mother III (300 CP): This is a small spaceship intended for an approximately 6 person crew, but given your circumstances - and the absolute lack of information on it - let's say it'll fit 9 with ease. It is capable of interstellar travel, potentially intergalactic as the Carpathian System was one time called the Carpathian Galaxy, and can even tow a much larger ship across such distances. It possesses some undetailed form of FTL fast enough to make interstellar voyages with ease, seemingly without any means of suspended animation, and possesses tractor beams but no serious weapons.

Demeter (500 CP): A much larger ship intended to carry cargo with multiple cargo bays and cargo bays larger than the Mother III. It is similar to the Mother III and even in disrepair can fly, towing the Mother III, faster than the Mother III could tow it (though that might have to do with how much bigger it is). It is in disrepair, though, slowing it somewhat; from 'deep space' it would take 13 hours to reach the nearest star... and that's the only information we have on its speed, though given it was leaving the Carpathian System which may be a Galaxy this could be intergalactic space. It does currently have a vampire infestation in the form of Count Orlock, but once that's cleared up it will follow you into future jumps as a CP backed item.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Self Insert (Toggle): Want to replace one of the canon characters? Feel free.

Short Stay (Toggle): The movie takes place over about a day, it'd be cruel to force you to stay a decade. By taking this toggle as a vampire you will awake on the Demeter after the crew of the Mother III have boarded it, and you need merely reach a populated world alive. If you're not a vampire, taking this toggle ensures that Orlock will be revived, and you must reach a populated world alive with the Demeter in tow (or on the Demeter).

Man You're High Enough Now (+100 CP): You are stoned. You will go through the entire jump high, even when there are no substances in your blood you will act and behave as if totally stoned. Hopefully this doesn't impair your survival instincts too much.

Always Go First (+100 CP): Somehow you always seem to be volunteered for being the first into a dangerous situation. Hopefully you can handle it.

Atheist Future (+100 CP): 200 years ago they banned crucifixes, and seemingly religion in general. Well now you find anything you possess (power, perk, ability, item, whatever) which relies on faith, belief, divine beings, or higher powers as well as anything you possess which is in any way divine or holy in nature or source fails to function. You're an atheist now whether you like it or not.

Navigator (+100 CP): You have no sense of direction and get lost easily. You could have a scanner that automatically maps your movements and still get lost.

Itchy Trigger Fingers (+200 CP): Your allies, including companions or vampiric thralls, have a tendency to shoot first and think second at least when it involves you. Expect a fair bit of friendly fire, and people shooting at you until you clear things up.

Interns (+200 CP): Your allies, whatever their nature (companions, followers, people you've turned undead, random strangers), are all apparently totally inept. If you want something done right you will have to do it yourself.

Parapalagic (+200 CP): Your legs do not work and you cannot walk. Even cybernetics which would replace your legs will not work. You can find some other way around, like a wheelchair (and you will arrive in the jump in a perfectly ordinary wheelchair, or the CP

backed version if you bought it) or some sort of high-tech hover chair or wings, but you will be unable to walk during your time here.

Adventures in the Carpathian Galaxy (+300 CP; incompatible with Short Stay): The Carpathian Mountains weren't home only to stories of Dracula. Another famous vampire from them was Carmilla, and they were home to other horrors of folklore. Now you will find that during your decade here you will encounter a whole host of horrors and monsters. It's like being cast into the Universal Studios or Hammer Horrors monster films except everything is updated to space, and you may encounter later monster and slasher movie horrors as well; don't be surprised if you encounter xenomorphs, an expy of Jason Vorhees, or even a murderous leprechaun. Are you a bad enough dude to survive a decade as a serial last girl in space, Jumper?

Your Wish is My Command (+300 CP; incompatible with Short Stay): Well if you were part of the Mother III's crew, then you have a bit of an advantage over the others, and a big disadvantage. You are Orlock's creature, his Renfield, his thrall, whatever you want to call it. Taking this drawback ensures Orlock will be quickly revived, and you must see to it that he survives a decade while you are unable to disobey his every command. You will serve him however he sees fit no matter how vile his desire. If he dies you fail the jump. As a bonus if you survive you can take him along as a companion for free, he'll almost certainly be willing at this point.

Outro:

So you survived a decade in the world of a bad Dracula movie set in outer spaaaaaaaace. Well now what will you do?

Go Home: Return to your original world and end your chain.

Stay Here: Really? Well ok. You can stay in this universe ending your chain.

Continue: Go to the next jump. The default answer.

Notes:

Jump by Fafnir's Foe

Did this really need a jump? Well on the one hand it's bad. It's just a bad movie. On the other it's cheesy, b or worse grade horror schlock and those can be fun and don't have many jumps. Plus it's Dracula in space.

If you've not heard of the film unless you're into schlocky so bad it's good horror movies it's not for you (even if you are it's probably not). Coolio is the best actor in it. It has a 15% audience score on Rotten Tomatoes. It's not remotely a good movie. I enjoy schlocky horror movies, and it's Dracula in space.

Changelog:

Version 1.0.0: Released.