



LESBIAN VAMPIRE KILLERS

V1.0 By u/Only-Cellist2989

Centuries ago, Baron Wolfgang MacLaren vanquished the Vampire Queen Carmilla that invaded his lands, but before decapitating the evil vampire, she cursed the locals; swearing that every woman would turn into a lesbian vampire on her 18th birthday, and that when the blood of the last of McLaren's bloodline mixes with a virgin girl's blood she will return. You arrive in modern times on the night of a blood moon in the town of Cragwich.

You receive **1000 cp**.

Origin:

Feel free to pick your age & sex as you like.

HIKER: You awaken on the same bus as Jimmy & Fletch as it pulls into Cragwich. You don't have any new memories or any history in this world.



HISTORY STUDENT: You awaken in the van with Heidi, Lotte, Anke, and Trudi as they pull up to the pub in Cragwich. You start as friends with the girls, head full of happy college memories and a future of student loans.



VILLAGER: You drunkenly awaken in the Cragwich pub with a hangover. Terrible memories of lifetime fearing the lesbian vampire attacks.



LESSY VAMP [restricted to females only]: You awaken in the Cragwich woods with a thirst for human blood and a lust for the other ladies. With countless decades of memories of hunting humans for food and eating pussy. Doesn't sound that bad really does it?



Locations:

Cragwich



General Perks:

BBC [Free & Mandatory]: You now have a proper English accent! Pick from Cockney, Brummie, Scouse, West Country, Mancunian, Geordie, Yorkshire, Received Pronunciation, or Essex. After this Jump you can toggle it on and off.



HIKER:

Bad Acting [100 Free HIKER]: Just like James Corden, no matter how bad your acting is no one will ever seem to mind. Oh, and you can probably punch a little kid in the face once a Jump and somehow get away with it.



Drunk Dart [200 Discount HIKER]: When trying to decide on your next adventure just get plastered and throw a dart at a map. Fate will kick in from there. Good luck.

Chick Magnet [400 Discount HIKER]: The fairer sex just can't keep away from you. Maybe it's the way you dance like shit just like Fletch. Why doesn't matter, but if you want to close the deal maybe don't act like Jimmy.

Last McLaren [600 Discount HIKER]: For the purposes of fulfilling an ancient prophecy (being worthy to lift a hammer, drawing a sword from a stone, chosen by destiny, or any other magical bullshit), you somehow always fit the bill. Lucky you.



HISTORY STUDENT:

English Folktales [100 Free HISTORY STUDENT]: Knowledge of English history, mythology, literature, and language going back two thousand years.



Knock Out [200 Discount HISTORY STUDENT]: Damn, perfect 10/10 hot stuff.

Kick [400 Discount HISTORY STUDENT]: Doesn't matter if it's hardwood or a 76 millimeter solid steel door, as long as it's a door you can kick it down very dramatically.

Last Girl [600 Discount HISTORY STUDENT]: Something about you always makes the monster, serial killer, or Tory PM save you for last. This will not stop them from killing you, but fate will always conspire to put you in the best position to survive this bullshit; the rest is up to you.



VILLAGER:

Devil's Deal [100 Free VILLAGER]: Most monsters would rather not eat you if you send others to their death instead.



Free Beer [200 Discount VILLAGER]: You're damn persuasive and if you give someone a small gift the effect becomes damn near supernatural.

Fearless [400 Discount VILLAGER]: Fuck the undead, you're not scared of anything!

Vicar [600 Discount VILLAGER]: Bless normal tap water into holy water that burns undead like acid, a cross in your hands repulses dark magic along with the creatures of darkness, and your presence is almost as badass as Paul McGann, the greatest man to have ever played the Doctor! *(The editor would like to point out that this is the opinion of the author, and not one that she agrees with, either. David Tennant is MY doctor!)*



LESSY VAMP:

Vampire Body [100 Free & Mandatory for LESSY VAMP]: Undead blood drinker package; ageless body, increased strength, thirst for human blood, need an invite all the time, weakness to crossess, allergic to garlic, and the big one of course: sunlight becoming napalm to you.



LGBT Bite [200 Discount LESSY VAMP]: You can change the sexual orientation of anyone you bite to anything you wish.

Spooky [400 Discount LESSY VAMP]: You can turn into mist, float 50.8 millimeters over the ground, move Usain Bolt fast, hypnotize people into falling asleep with nothing but eye contact, super strength equal to MCU Captain America, and you can smell if someone is a virgin or not.

Queen [600 Discount LESSY VAMP]: Telekinesis, conjure red lighting bolts, all your undead descendants follow your orders blindly, and one free self-resurrection per Jump (doesn't count as dying).



Items:

Feel free to import an item if they match the same type, gaining an alt-form and the new powers.

Hiking Gear [100 Free HIKER]: Hiking boots, torch (flashlight), rain jacket, backpack, sleeping bag, first-aid kit, compass, water-skin, & condoms.

Hunter Gear [100 Free VILLAGER]: Crosses, garlic, holy water, & crossbow.



Hippy Van [200 Discount HISTORY STUDENT]: This vehicle always has a full tank & some beer in the back every time you get into it.



Cabin in the Woods [400]: This home somehow has electricity and running water even though it's clearly not connected to any grid of any kind. It comes with a fully furnished living room, refrigerator, beds, & UK TV license, but no TV....

Sword of Daeldo [600]: This sword is indestructible, smites undead, and the handle is a big metal cock that can jizz lightning. What more could you want?



Companions:

Normal rules apply to max 8 companions.

Friends [50/100/200]: Make some new friends; literally pick the age, sex, origin, give them 400 CP to spend on perks or items. 50 CP gets you two, 100 CP gets you four, and finally 200 CP gets you all eight new friends.



Drawbacks:

you may take up to 600 CP worth of drawbacks for extra points.

24 Hours [+0]: This jump now only lasts as long as the events of the movie. This cannot be taken with any drawback that sets the duration of the jump.

Brain in your Dick [+100]: Fuck, this isn't the time or the place to be thinking with your genitals, but you will be damned if you're not focused solely on tits and ass. You must be a bard.

Gay Werewolf [+200]: ...So it looks like a pack of gay werewolves really want bum rape you. For some, this is more of a perk than a drawback. Have fun.

Dark Ages [+400]: You start the Jump back when Carmilla first attacks Baron Wolfgang McLaren's lands. I hope you like the time before TV, because you're here for the next 10 years.

Red Moon [+600]: You will start the Jump after Carmilla is resurrected, killed Jimmy, & has conquered England. You're not leaving until she is defeated or you die.



Ending:

Sometimes all you need is a b-horror comedy like Hammer once made.

Stay: Staying in this world? Love the accent and all the tits mate?

Go Home: Returning home so soon?

Continue: Hell yes adventure awaits.

Notes:

Special thank you to my wife for the spell checking. *(I can't believe you made me read this one. When are we finishing that Victorian jump, hmmm?)*

The strength of *Sword of Daeldo's* smite in DnD terms is equal to paladin spending a 9th level spell slot on a divine smite and getting a critical. So yeah a little OP, but it still looks like a cock.