

SURF DRACULA



Jump by Aehriman

A reddit meme. Back in the day, 70s, 80s, 90s, etc. If you had a TV show called Surf Dracula, you'd see a vampire surfing, once a week at the same time, every episode. But in the days of streaming services and overwrought origin stories for pop culture figures, you'd get a season-long origin story for the surfboard and a vampire surfing for the last five minutes. Think *Smallville* or *Daredevil*.

But this Jumpmaker can reveal, Surf Dracula is a real show! (in our hearts) and also a band, and he really is a goofy vampire who loves surfing, with a magic board that keeps the downsides of his curse at bay as long as he catches some sick waves on the regular. Sometimes he fights crime, sometimes he has wacky sitcom hijinks around keeping his secret. So grab a board and get ready to go on safari, because you're spending a year in the swinging '70s world of... Surf Dracula! Have 1,000 cp to get you started, and four tokens for free purchases.

ORIGINS

Not mechanically relevant.

You can be a surfing vampire or... not that, and clearly the wrong choice.

LOCATION

Quincy California, home of the sickest waves, the Seward Memorial Sanitorium, Harker & Harker Real Estate, the Sandwich Scratch and many other iconic Surf Dracula locations.

AGE, RACE, SEX, ETC.

Whatever suits your groove.

BUDDIES

Can't always put power before friendship. Can't put a price on a friend neither.

Old Friends: Bring in any Companions from previous Jumps, anyone you knew from back home, with 800 cp of their own to spend. Companions can't take drawbacks for more points.

New Friends: You can rope Drac, Margot, Adrian, Chief Holmwood or any of the wacky cast of the show into your adventures. Or any other friends you stumble upon who maybe didn't get screentime. It's all good.

SKILLS

Assume all are -100 cp unless otherwise specified.

Nerves of Steel (free): When all is chaos and screaming and shooting, you never lose your cool. You don't freeze or hesitate, you don't react impulsively, you decide and act.

Analyst: You are a top-notch therapist, able to get anyone to open up about themselves and confront their biases and issues in just a single session. You're really good at reframing people's problems, getting their heads out their behinds. Also, really skilled in hypnotism, which Doc used a couple times.

Bad Vibes: You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

Blood Memories: By tasting someone's blood, you can tell a lot about their character, like if they're fundamentally a good or bad person, and see many of their memories. If you lick a bloodstain you will recognize the owner of the blood if you ever meet them. You cannot get diseases from drinking blood.

Civilian Career: Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Crowd Control: You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

Defensive Driving: You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

Encyclopedia Brown: You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

First Responder: You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

Interrogator: You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

Logician: You are well trained in both formal and informal logic, being wise to various fallacies and false assumptions, skilled in both inductive and deductive reasoning.

Marksman: You are one of the best sharpshooters to ever wear a uniform. Even firing from the hip you're more accurate than most of the SWAT guys taking a few seconds to line up the target just right.

Nancy Boy: You know just what to say to really get under someone's skin, and get them to swing first.

One Loose End: Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

Quick Study: You pick up on new skills and information about three times as fast, and easily synergize different things you know.

Resilience: You have the guts of an action hero. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

Roguish Charm: So what if you did a spot of breaking and entering or stole evidence, or broke a suspect out of jail to check on their crazy story? You get results, and as long as that continues, your bosses will turn a blind eye to your personal failings and abuses of the system.

Safari: You are... really good at surfing. Like almost impossibly good. There are champions who envy you, and with a little patience, you can always find a wave worth your while.

Self-Discipline: The worst part about the seventies has to be the waiting. No convenient internet to just look things up, you've got to wade through logbooks and reference materials. Still, you can be endlessly patient, that's how you catch the rabbits.

Spot the Clue: One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

Stealth: It isn't easy getting close enough to an alert cop during a firefight to neatly heart-shot him in the back. But you manage just fine.

Surf Dracula: You're a wampire! This comes with great strength, the ability to scale walls like a spider, turn into a bat or cat or wolf or mist. The downsides are you can't generally cross moving water, lose your powers in the sunlight or if you don't drink enough blood, and are repelled by crosses and garlic. These downsides fall away after the Jump.

Serf Dracula: You are skilled in all forms of manual labor, and as a handyman, and can work all day without a break, no sweat.

Serif Dracula: You are incredibly well-read as only an immortal with centuries to kill can be, fluent in Latin and Greek and French, with a million quotations to make you feel classy, and a breathtaking amount of trivia that may or may not prove useful.

Sheriff Dracula: You have extensive experience as a lawman, and it gives you a certain presence that is often useful. You can also track ne'er-do-wells with ease and

outdraw and outshoot the best of them. The Western flashback episode was deeply silly, but beloved by fans for a reason.

Sir F. Dracula: Much like that Nicholas Knight fellow in Toronto, you were once a crusader. Besides being skilled at riding and swordsmanship and medieval tactics, you are a leader of men and the more honorably you behave, the more small things go right for you, like karma rewarding your knightly virtue.

Vampire: the Disciplines: VTM came about too late to be referenced in Surf Dracula, but there's a few Surf Dracula easter eggs in early edition VTM so... why not? For each purchase, have three dots in any Discipline to appear in a Vampire the Masquerade game, without the curse-like aspects.

GEAR

Also assume -100 cp unless specified. Tokens spend here as well.

Badge: This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

Bequest: You have a trust that pays out \$10,000.00 a month. Or about \$73,000.00 in 2020s money. Drac achieved this by making himself his heir, and having a trust to manage his money, plus some wild investments he made back in the day. In future Jumps, get an equivalent income in local currency.

Cigarettes: Good luck finding a no smoking sign in '73 outside a couple of airlines and clubs. This box of coffin nails won't give you cancer or smoker's lung or any of a dozen conditions it probably should, just the sweet nicotine high. Even the ashy smell fades in five minutes.

Connections: You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

Home: Drac doesn't have to live out of a van. A couple episodes show he has a gothic manor fortified against vampire hunters, he just likes the vibes. You have such a home, all payments and utilities taken care of.

ID: A local identity, birth certificate, driver's license, diploma, college degree, work history... everything you might need as a Drop-In for setting up a new life.

Sports Car: A stylish ride, never needs fuel or maintenance, repairs overnight.

Surfboard: Your duplicate of the famous board, carved from a lightning-struck tree by the wise and powerful Moa'tokana. This board is a powerful charm against evil, deflecting or absorbing ill fortune and baleful magics. If you perform an impressive feat of surfing you can commune with Moa'tokana's spirit and be shown a prophetic vision of plot relevance. Its signature ability, though, is that it can suppress the ill-effects of any curse if regularly used for its purpose. As long as Drac goes surfing daily, in any weather, he suffers no problems from being a vampire, if a werewolf surfs the day of the full moon, he won't transform and so on.

Van: A van that is somehow big enough to fit a coffin and a mattress in the back. Don't ask me how it works, it just does. Think of it as a really cozy mobile home, with all the improvements of the Sports Car above.

DRAWBACKS

Assume these grant +200 cp unless otherwise specified.

Together they Fight Crime (+0): You can supplement Surf Dracula with any other Jump, or use it to visit other settings. The crossover potential is immense, Gotham was stated in one episode to be just down the highway...

Revived Series (+0): If you want to try the 2011 reboot of the show... *why?!?* But, I mean, have fun or whatever. Just... why?

Beach Bums: Cops hate hippies and surfer dudes, it's just a fact of life. The lawman is always looking for an excuse to bust you up or run you out of town.

Out of Time: You just... never quite fit in with the time period. Popular music is grating, fashion twice as much. The things people talk about bore you as historic trivia.

Power Lockout: You can't use powers from outside of this jump in this jump.

Item Lockout: You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

Serious Curse: Unlike Drac, you can never find relief from the sucky parts of being a vampire, whether you took the Surf Dracula perk or not. Have fun!

Town Fool: Poor Adrian keeps trying to expose Drac's secret, only to ruin his life and get sent to Seward Memorial again every episode. Like him, nobody will ever believe you about the supernatural goings-on, and certainly never about Jumpchain.

Transylvaniatlantic Accent: Like Drac, you can communicate in only the most cursed offspring of Bela Lugosi's speech patterns and surfer talk, dude. With occasional bits of 19th and 15th century slang.

Who Wants to Live Forever?: You'll stay 10 years here. This can be taken multiple times.

END

What now? Home, retire here, the next adventure?