



Interview with the Vampire (TV Show) Jump V1.1

by TeliKrystal

A world likely familiar to you, even if you're not from earth you've more than likely passed it by on your travels, whether cosmic or multiversal. This planet is filled with humans, but alongside them exists a plentiful amount of creatures stemming from their lives. The power here may seem limited at first, but given time, and trust me if you play your cards right you'll have plenty of it, this power will grow far.

Take **1000 Choice Points** to settle your power, and taint your life.

Starting Location

*Roll a **1d8** to determine where you start, or simply choose your beginning.*

New Orleans

The city it all started in, and now the same for you. With rich culture around every corner, you'll find plenty to do in New Orleans.

San Francisco

The city with the Golden Gate Bridge! Also, a huge drug scene. Sure, there's plenty to do, but there is a lot of danger too, take the high road, or dark road... or take part in the party scene, I guess.

Paris

The Eiffel Tower, French Cuisine, and a law against starvation! If you didn't know about Paris, I'd ask where you'd been if you weren't a Jumper.

Dubai

A child. Following the strict laws of the UAE, and its own laws to preserve the ultra-modern and swiftly growing, rich city... have fun!

New York

The big apple! (Or something...) A huge jungle of skyscrapers filled with offices and apartments, all alongside plenty of tourist traps and thriving businesses (with all the taxes and charges that apply!).

Somewhere else

The world is a big place, and there's a lot to see out there, especially when you know what to look for.

Time Period

Choose, when you are dropped into the Universe.

1910

Louis falls out with his brother, leading him to meet Lestat who later turns him into a Vampire... and the rest is history.

1937

Claudia and Louis attempt to kill Lestat, and spend the next decade wandering and making their way to Paris.

1945

Within the next year, Claudia and Louis meet the Théâtre des Vampires group in Paris, and Louis makes Madeleine a Vampire.

1953

Daniel Molloy is born.

1973

Daniel and Louis meet for the first time, and the first, unreleased, interview is taken.

2020

In about two years, *the* interview is going to happen, where Daniel Molloy flies across the world to Dubai to meet with Louis and, unknowingly, Armand.

Age and Sex

Roll your physical age with a minimum of 1d20 + 1d8. Sex is whatever makes you comfortable. Gain +50 CP for an uncomfortable/unfamiliar sex, and body.

Race

Human [+100 CP]

A mortal, human, *blood bag*. You make the world go around, and are the hosts for all the night's creatures. You may later become a Vampire *in Jump*, and it will come with you afterwards, but you'll behave like an in-world Vampire, without Jumper-specific additions.

Vampire [100 CP]

A Vampire. A creature of the night. Kindred. A demon. Nosferatu himself. You are now one of them, and with it comes all the natural perks of the unlife, and potentially, *Gifts*. You may choose to come from a Vampire maker, however you will essentially be kept to them since they tend to be controlling... If you do, take some free 200 LP.

Lifetime

How long you've already lived. Drop-in's will have these years as experience gained in their minds, while others will have already lived this long before the Jump starts. Only one option can be taken, but longer time in the Jump can be gained later on, as well as older time periods.

Handful of Decades [Free, and mandatory for humans]

Around your physical age. You've only existed, be it live or dead, for something normal to mortals. How pretty.

A century [100 CP]

You've been in the unlife for just over a century now, maybe even longer than you were alive. Take the free Gifts later offered to you, and another 100 LP.

A few centuries [200 CP]

You know more unlife than life, and have passed mortals by. If you have friends, you've likely passed their grandparents in the street. You've been around for between 200 and 300 years, you've had time now, take 300 LP.

Half a millennia [300 CP]

You have passed the sun in strength, and know the grandeur that Vampires hold over mortals better than most. You could be anything by now, and have likely seen generations span their bloodlines a long time, be it well or poor. Gain 500 LP.

A millennia in whole [500 CP]

You poor thing... You are amongst the oldest in the world. You have seen wars, countries, and governments pass and fall. You have watched the world turn so quickly and mortals move so slowly. Most would think there's very little more to get out of your unlife... but you'll always have more of it, and more, and more. 1000 LP.

Gifts

Vampires get a 50% discount to all Gifts. As a jumper, Humans may also get Gifts. Humans could probably pass off some as Psychic gifts or the like, but a lot could raise some questions. Gifts here cost Legacy Points, an easier way of tracking points for Gifts. 1CP:1LP.

All of these Gifts can be improved over time, at a base speed of around 50 years for every 100 LP worth of improvement. They can also be developed, all of them, for a Jumper Vampire, that is, at half the rate of improvement (1 Year per 1 LP).

Body of the dead [Free, 100 to Humans]

Your body is not like the living. Your body can be pushed well past its natural limits, supernatural strength, speed, and senses. Shatter solid brick walls. Walk faster than mortals inch. Hear the smallest creeks, see things clearly all the way on the horizon. All at the cost of your heartbeat and ability to taste, though these can be ignored for a Jumper.

Health of the Unlife [Free, 100 to Humans]

Vampires... they may be dead, but their bodies stick around no matter -eh, well a lot. You can survive almost any wound that doesn't strictly tear you apart or completely destroy your body. Sure, there's the whole stake in the heart thing, but a knife repeatedly stabbed in there? You'll be fine, uh, *physically*, that stuff still hurts, though numbly. Basically avoid being cleaved in half, staked, turned to ash, and all that stuff you should be doing in the first place, and you'll heal well.

Mind Gift [100/200/300 LP] [100 LP]

The Mind Gift, the ability to hear, and further talk, to the minds of those around you. Essentially it's telepathy, however it does not work from maker to the one made. This can be bypassed by paying an extra 100 LP.

For another 100 LP you start with some experience in this Gift, allowing for incredibly long distance telepathy messaging, along with some attention to further development. This is also the point where you start to gain telekinetic power; it will start weak, from turning door handles at a reach, to throwing bodies around without even looking at them, mostly depending on your age and own experience. You're also really good at scathing down people's mental resistances; basically you're really good at being annoying and repetitive, good for you!

For a further 100 LP, you're insanely powerful with the mind gift. You could find and message someone from across the globe, break down the mental walls of a victim and have them crazed about your commands like dangerous fixations in their brains. Sure, you may find someone with defenses against them, but take enough time you can likely break them too. Plus, your telekinetic powers have excelled, possibly further than your own Vampiric strength, allowing you to blow open doors taking the frames with them, or forcing loose cars like battering rams (way easier if you put them in neutral first, believe me).

Fire Gift [200/300 LP]

Combustion through sheer willpower, or that is what it looks like. Summon flames at the tips of your fingers, and with practice, throw it, or simply combust whatever you desire in your line of sight. Sure it might not work well on brick walls or similar materials, but... the world is *pretty* flammable anyways, so find something else yeah?

You want more? For a further 100 LP, you can become a real Pyromaniac. Spread your pyro-will across your surroundings (works better with contact) and watch the world- a house really- burn! By this point, you're also really good at burning people, and could watch someone melt away like putty and char... also, Vampires aren't exactly fire retardant, like, at all.

Spell Gift [200/300 LP]

Hypnotism, but cooler. Usually through eye contact, you can hold someone at your beck and call... or at least, complete and utter attention, or lack thereof. Have someone (mostly mortals) freeze in paralysis, forget all that happens in this time, or simply abide by your command, this synergises *really* well with the Mind Gift. At this level, you can already do it to a few people around you that hold some level of eye contact, or one or two people without it.

For 100 LP more, a group of mortals charmed by your eyes is child's play. Looking at each other from across the bar? Enraptured. A handful of bitchy mortals? A scratch in your brain. If you have the Mind Gift, well, remember Lestat and those orgy soldiers? You can get to that, maybe not right away. Oh, and by the way, Vampires might be harder, *but it's possible...*

Cloud Gift [400+ LP]

Flight, and not to be on the nose about it, but literally like Superman. No, you don't need to put your arms out in front of you- well, maybe it helps? You can blast from the ground, rising to the sky and defying the earth's gravity, soaring at jet levels into the clouds. Surprisingly, the more difficult aspects of this gift are smaller, more precise abilities. Simply levitating and moving slowly through the air is unruly. The moment you separate yourself from the natural bindings of gravity, your body wants to take off at supernatural speeds.

For an additional *undiscounted* 200 LP, you gain what is essentially full body, spatial directioning. No longer simply flight, you control the exact directioning of your body, any part of it, through space. Sure, you need to stay in one piece for the most part, but you can really use this to your advantage in almost anything you do. You also have marksman precise control of your flight with this (If you've seen Invincible, think of it like a Viltrumite with in-flight martial training). It is very unlikely that you find another Vampire with the Cloud Gift, so finding another Vampire with this power is 1 in a thousand, among individuals already 1 in a thousand.

Sunlight Ignorance [600/700/800 LP]

One of the greatest benefits a Vampire can hope for, is just seeing the sun. Now, you have the chance. At this level, you actually *can't* walk in the sun yet, however, the sun's rays are lesser upon you. You could stand on a well shaded balcony, and so long as direct sunlight isn't upon you, you are completely immune to any indirect light from the sun, and might get the chance to see a well lit day. You could walk around with a parasol (a handheld one, yes?) and be alright. Just, you know, be careful.

For a further *undiscounted* 100 LP, you have the same benefits as before, standing in **obstructed sunlight**, more of a concept than direct understanding. Basically, so long as the light of the sun is obstructed, refracted, or reflected in some way, you can survive in it, for the most part. You could stand on the street during a cloudy day, especially when it's raining, but if the sun is hidden behind an overhead cloud, you could stroll like a regular human. This also takes effect *with windows*, more specifically though, it thins the effect of the sun. Most windows are simply made with pretty clear glass, so the sun still comes through pretty unaltered for the most part, so it still burns you, just a tad slower, however, if you sat in a car with tainted windows, it would slow a lot more, the more the sunlight is thinned/darkened, the less it burns you. Meaning, you may watch a sunrise through very dark windows, or a bedsheet I suppose, if you don't mind being slow cooked.

You likely long for complete immunity to the sun, and you may have that, for another, *undiscounted*, 100 LP.

Perks

Think of these as Jumper Exclusive Perks. It is very unlikely you will come across another Vampire with anything even similar to most of these Perks, so if you come across a human with them... you can call bullshit, or witch.

Humans get a discount in their Perks, gaining the 100 CP Perk for free. Vampire's get a discount in their Perks, however 100 CP Perks are not free for them.

General [Undiscounted]

Supernatural Sense [Free]

You may as well get some form of actual psychic gift. This Perk allows you to feel out any supernatural beings, items, powers, or the like. In this universe, you will be able to sense out Vampires, the more they use their gifts the bigger the vibe you get from them. In further universes, this is for other supernatural sources, or magic, the like or equivalent. This can be toggled on or off at will.

Paranormal Interception [100 CP]

You may now also intercept the abilities of supernatural powers around you. Think of it like tuning into signals around you, listening in on telepathic conversations, stall the mental commands of a Vampire's Spell Gift, or even alter them. This will carry over and work differently in other universes where applicable. However, this perk only makes you capable of intercepting but it will depend on your talent, strength of your ability, and mastery over the gifts involved to decide if you succeed. With a talent barely above your opponent, this can still be difficult and isn't a 100% guarantee of success, so if a Vampire knows you're trying to intercept their efforts or are aware that you're capable of this, they can possibly put up their own firewall in a sense.

Shade Collector [200 CP]

The shadows are a powerful medium, and with this Perk you can steal the shadows of those around you and bind them to your rule. The subject must be recently dead, at the least their body must still be as intact as it was when they died. It takes a little while, and some focus, as you snip their shadow from their corpse and add it to your own, casting it yourself. The shadows, or shades, are a hivemind connected to your mind, that you can send out as drones. They act like an evil, or at least more mischievous version of who they were once cast by, slowly become more bestial demons as their old personalities rot away. The shadows can disconnect from you, and commit acts across the planet from you. They can interact with the world through the 2 dimensions of their shadows, and are harmed by strong light sources that "burn" them away, though they do not perish from simple sunlight.

Soulbonding [400 CP]

The power of friendship, love, affection, pets. Bond with up to five select individuals with at least sentience, and when in each other's company you will gain a general boost to each other's powers, humans will become peak in human ability, gifts boost by a rank without gaining new powers. When you have a naturally strong relationship with someone, then you will develop a bond with them that doesn't count against your five. If you have two of these natural boosts, then if those two individuals have a strong relationship, they can also develop an independent bond.

Human

It would be a shame for you to enter this universe without a bit more to you, no? You get these Perks at a Discount, and gain the 100 CP Perk for free.

Resistance [100 CP]

You're a bit special, how cutesy. With this, supernatural powers in general have less strength over you. You're not immune, but in general when they try to use their powers on you, they'll find you to be more of a difficult subject. Maybe they're slightly weaker against you physically, or you have strong mental defences, oddly fire-resistant, or something of the like. This can buy you a few seconds sometimes, or even make you a match to a fledgling Vampire. In future jumps, this makes you resistant to a main supernatural force in the world, but only one.

Enchanting [200 CP]

Something about you is constantly infatuating, whether you're keeping a Vampire from draining you right then and there, or persuading someone to think over what you have to say, they'll always have some desire to listen to you and keep you around. This isn't necessarily romantic or sexual, but you'll always appear in a way that seems more interesting to them. If it is romantic or sexual, you'll be appealing to them within their interests, even if you actually aren't, this isn't shape-shifting though, nor do you *physically* change, so they can still explain what you look like.

Hunting [400 CP]

Let's be honest, one of the main benefits of being a human in this world is turning against the Vampires. You not only have training in general hand-to-hand combat, the knowledge on how to kill a Vampire, and weaponry for them, you also have training in a specific route of killing them, whether through stealth, the more dangerous direct combat, or something similar, making you a professional Vampire Hunter.

Continued Specialist [Free, 100 CP with Occult Access]

You are either a full Expert in your field of murderous professionalism, or you are a professional in another methodology of Vampire slaying. Besides that, in any further Jump you enter, you gain training towards killing a specific type of individual, monster, or creature. Entering a Jump, you could be an expert in killing Werewolves, Dryads, or maybe a type of mage. In a more mundane Jump, maybe CEOs? This is also applicable per Jump, so if you take two Jumps at once, it's 2 for the two crossed Universes, but not per generics, yeah? All previous skills remain, and develop with time.

Occult Access [Free, 100 CP with Continued Specialist]

You have access to a network of sorts, allowing you to gain further information, intel, or weaponry to aid you in hunting. Maybe it's fellow hunters, or simply just extended contacts you know of; either way, this allows you to learn more methodologies, learn more about your Vampire target/victim, or better weaponry and gear... this just doesn't give you money for it, but you could make a job out of killing vampires, or simply have a few favours. This Perk also continues to further Jumps, allowing you to access a varied network in further Universes for similar purposes.

Superhuman [600 CP]

Alright, sure. You're not a Vampire, but... *mortal?* Not so much. Besides giving you peak human biology, physique, and capabilities, any Gifts you have are at a rank above what you purchased. If you have the last rank purchased, this boosts their power level 5x the current capabilities. Mind Gift++ could allow you to hold a conference across the globe, or toss the walls of the first floor to the third. With Fire Gift+ you could light up an entire town. Spell Gift+ could hold a shire hostage while drinking tea. Your physical stats are increased to the point you could fistfight with a fledgling, but with **Body of the Dead** you could probably fistfight any old Vampire and defeat them as long as there wasn't too large a gap in skill, and with **Health of the Unlife** you could likely survive one too. With Cloud Gift+ you can generate a localised alteration to gravity, not by much, but about a car's radius around you rises and changes with the motions you set like you normally would whilst flying, or simply fly at Mach 3. Good luck out there, hero! Because if people know about this, *you'll need it*.

Vampire

Most of these Perks build on the Vampire Gifts. Whilst available to Humans, you'd need Jumper level persuasion to pass these off as more than psychic gifts or some form of magic. If you have left over LP to be spent, you may also spend it here 1:1.

Super-supernatural Body [100 CP]

*Requires **Body of the dead** and **Health of the Unlife**.* Your body would always grow more powerful with age, it just does it a lot better and a lot faster now. You start at the peak of a millennia old vampire; you could shatter a brick wall with a punch alone, sprint across from West to East of a city in a minute, and if you can't fly, you can leap gracefully through the sky, bounding a city block from their rooftops, and you don't stop there. Given enough time, you will continue to develop and grow from all of this, backed with a body that can survive these capabilities, matching the ability to survive anything lesser.

Home in the darkness [100 CP]

You will always feel at home in the dark. No matter what, you won't get spooked or freaked out, but the main benefit of this Perk is that your actual home, so long as you have one, will always be shaded and dark (so long as you want it to be). This carries over to other benefits, such as, if you were weak to the cold, your home would always be comfortable and warm. This doesn't match extremities though, you couldn't have a comfortably cool house in a desert, or a warm home in a frozen tundra, but living in a city with average weather and sunlight, your house would normally keep in the shade even in the middle of a sunny street, clouds would normally happen to obscure the sun.

Simple Weaknesses [200/400 CP]

Remember all of those issues? Stakes? Being cleaved in half? Turned to ash? Forget them- er, maybe not quite forget them, but they're not instant game-enders to you anymore. If you're staked in the heart, it becomes a mortal wound, you *will die*, but only in a few seconds, giving you the chance to remove it. You will have as long as it takes for you to bleed out, but until then, you can tend to it, and you'll regenerate from it like a normal wound. Cleaved in half? Get your various parts back together and you can very slowly come back to Unlife. Fire? Normally, it's one of the most dangerous things to a Vampire, now it is merely just as dangerous to you as it is for a normal human, and though you burn, you can regenerate like it's any other wound.

For a human, this will have you immune to any diseases, your body might purge any dead parts of an organ, and keep working with a broken bone until you can heal. In future Jumps, this depends on any Alt-Forms you have, or will have in the future. The weaknesses that come with them, become simple irritants, fire weakness is more of a bother, hydrophobia becoming barely that, a phobia. This will not outright remove any severe weaknesses, but it will mitigate them to a similar degree.

For another 200 CP, the blood of the dead will no longer take you with them. It works like it ever has, like an awful ailment, slowly draining you of everything you have, but it will never kill you, and you will always recover from it in the end, so long as nothing else finishes you off.

A human would teeter on the limits of mortality, shrugging off mortal wounds and clinging to their life for far longer than they normally would. You would still die from them if not treated properly, but while adrenaline and Will run through you, you'll stick around until death can grab you.

In future Jumps, any plain weaknesses become next to nothing, and your extreme weaknesses, to the most severe degree, become much easier to deal with. The Red Sun would take most but not quite all of your power.

Neurostrike [200 CP]

The ability to attack others by psychically causing mental pain and maybe even brain damage. This starts out as small headaches, higher than slight discomfort, but not so much it could have lasting, debilitating effects. However, given time and practice, you can directly strike the brains of individuals, and cause severe pain and even bleeding. Over even further time, you'll be able to cause strokes, aneurysms, and mass brain bleeds. This is mostly effective on singular individuals, your capabilities falling drastically across more than one.

Brain Blast [Free]

Requires Mind Gift. Your abilities to psychically attack individuals spreads with your Mind Gift, whether your messages carry pain with them, or you cause it with your telekinetic hold on people. You can cause pain and bleeding in anyone you can read the minds of, working better on nearby groups. You can even set triggers for later that cause pain in the mind of someone the moment they disobey you, aiding in your mental persuasion turned torture.

Brain Rot [200]

Requires Mind Gift++. Your area of effect increases to the point you can cause brain bleeds in a crowd of mortals. You can viciously reassemble chunks of brain in a single mortal when you concentrate on them. While Vampires have natural defences against this, you can now cause scratching sensations in a small handful of them, and strong migraines in a singular foe.

Pyromancy [400 CP]

Control and alter existing flames around you. Move them like the tides of the ocean. Condense them into pillars or spheres that could erupt a house. Charge them to temperatures well beyond their natural heights and lows. You become a wave of destruction and blaze, turning a house to ash in minutes, burning a town overnight. You have effectively full control of fire around you, mostly limited to your own concentration.

Fire Bending [200 CP]

Requires Fire Gift, scales with Fire Gift+. You have full power to summon and control flames and fires. Combust the room around you and command flames in motions that leave only ash in their wake. Make motions of flame similar to those of solar flares (relative to your own might and size, of course), engulfing large corridors in flash fires. Though you may also be burned and distraught by fire, you are immune to any that you control or create

Fire Immunity [300 CP]

Requires the Fire Gift+. No longer may fire harm you. Fire and flames are simply fire and flames, not a bane of you. You regenerate from them like any other wound, and if fire burns your skin, it comes away like a chemical peel in the end (uh, one that works and helps, you know?). However, for any flames to do something like this, it must be started from strong, toxic chemicals first, or at temperatures above 600°C, which barely happens even in house fires. Yet, even if it breaks your skin, rips away your flesh, and brings it to the bone, view them as superficial. They will feel like licks and tingles to your flesh, and as fire eats through you, you could remain unliving despite it all, your heart refusing to burn, and hanging limp between your ribs. This makes you vulnerable, but those flames aren't the thing killing you, are they?

Sole Control [600 CP]

Requires the Spell Gift. With your whole attention on one individual, you can completely take control of a being's motor functions and memory. This no longer requires eye contact, not even their knowledge of your existence, simply your undivided attention, and that you are within line of sight. Once they are under your control, you could then move them around to another room, so by that point, so long as you *could* see them, and they are within viewing distance, you can keep up this control.

Handful Puppeteering [Free]

Requires Spell Gift+. No longer does your control require undivided attention. Given a few seconds of focus upon at most several individual mortals, can allow full motor control, memory control, and speech control, effectively making them full puppets. Atop of this, all of your undivided attention could now encapture the mind of a Vampire. Mostly just a fledgling, or a very lesser Vampire, but you will be able to halt all of their bodily control and cloud their mind entirely.

Hive mind [Free/100 CP]

Requires Mind Gift at minimum. Your control over multiple mortals scales overtime, and allows simpler psychic commands and alterations with telepathic abilities. With just the Mind Gift alone at bare minimum, you can control around 10 to 20 individual mortals, but as bare-bones puppets with motor control while they beg. You could also probably keep two Vampires as full puppets by this point. With psychic messages, you could send commands that seem like *really* good ideas in a crowd's minds, or, keep a whole room enchanted without eye contact.

If you have the Mind Gift+, then you could control a crowd of a hundred puppets at once, just to start with. For full puppeteering of speech, motor, and minds, around 30 might be closer to your current limit, roughly dependent on their tasks and complexity. Keep about 5 weaker Vampires under your control, but instead, you could control someone a bit stronger, like an older fledgling of a strong bloodline, or a weak but full Vampire.

For an extra 100 CP, and combined with Mind Gift++, you can even turn the puppets into independent servants, your influence taking solid root in their minds, while they remain completely under your control even without constant effort on your part to keep them compliant. You can't do this to Vampires as simply as mortals, but put your complete focus on them, so long as the Vampire isn't stronger than you, you will eventually turn them into a puppet, and slowly seed your control into their mind and make them a completely mindless puppets that follow your verbal or mental commands.

Regenerative Immortality [800 CP]

*Requires **Super-supernatural Body** and **Simple Weaknesses**.* All of these petty obstacles of Unlife... can no longer stop you. You can always regenerate back to full health, no matter how much or what kind of damage is inflicted upon you. Your ability to regenerate matches the damage being done to your body. You could walk into the sun, and as you turn to ash, it rolls off of the new flesh forming beneath it, like a skeleton trying to remember what once covered it. A stake to the heart, so long as it's removed, does not kill you alone, and as long as it remains in your heart, you are merely... incapacitated. Anything severed from you, will regenerate in a minute, and if you are cleaved in half, your body will come back together in seconds. It will take a lot to end your existence, and while not the whole of your body must be destroyed, someone wishing to end you will need to make sure you can't be put together, hung-drawn-and-quartered style.

Sunlight Ignorance++ Boost

You're not just immune to the sun, you're aided by it as well. So long as the sun licks against your wounds, no blood shall draw from them, none of your strength shall fall with your body. So long as you feel the warmth of the sun, your body shall continue to move, even if no longer connected to your muscle endings. You may choose whether you regenerate or not, and if part of you is disconnected, it may combust to ash at your dismissive will. Truly, if someone wishes to end your existence now, there must be very little of you left that can be recognised as even remotely once living.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Humans get their 100 CP Items for free with subsequent purchases being 50% off, and all other purchases discounted by 50%. Vampires have their Items discounted, with subsequent purchases discounted, however they do not get their 100 CP for free.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Home [Free]

Home is where the heart is, or maybe the coffin. At this level, somewhere near where you drop in, will be a small home for you to live in. It won't be much, something simple enough with an open plan kitchen-living space, a separate bedroom, and a separate bathroom. You can choose for it to be an apartment of sorts, giving you space to comfortably walk around, or an actual house. You won't own much of the surrounding land, but there will *be* land around it that you could use, at least for a small back yard.

[50 CP]

You probably want a tad bit more space, so now you have a comfortable amount of room in your kitchen and living room; they can still be open plan, but they don't have to actually be one shared room. You have a bedroom with space for a double-bed, clothes storage, and a few more surfaces. There is also a simple bathroom with a shower-bath/spacious shower, simple toilet and sink, and a small set of drawers. This is the same for both the apartment or house options; houses have a wraparound porch or a garden, and apartments have a small balcony. You may choose the floor plan of your home when you first gain it, keeping to the size explained here, afterwards you can decorate and furnish it however you want.

[50 CP]

An entry to a nice living space, leading to an open kitchen on the side of a dining space, an overhang balcony at the back. To the side is a spacious bedroom and bathroom. This is roughly how much space your home has as an apartment, houses are roughly the same, allowing for a second floor, and maybe even a small porch out the front, with a garden out the back. Besides this comfortable change in size, you may also now move house. If you travel out somewhere, like another city, and are staying there long term (holidays are usually 3 months, but let's say two) then you will find a home similar to the one you left behind central to where you're staying, or at least where whatever you are doing is happening (difference between staying on one street, and commuting between work on the west side, to a friend on the south, to a bunch of adventures happening on the east).

Additionally, if you simply wish to move where your apartment is, or move from apartment to house, you can move house again. The act of moving simply means packing up a majority of your loose belongings into boxes that can materialise at your intention, and walk out of your home intending to move. Your house will move somewhere else that you will find comfortable, or random if changing from house to apartment.

Bigger, badder, stronger, faster?

Well... we can do the first two. For 50 more CP, let's say around... 250 square feet of floor for a living room, 200 square foot kitchen, 100 square foot bathroom, and a 225 square foot bedroom, with 175 square feet for extra rooms, giving you 850 square feet in total. You can mess around with these measurements, in case you want a bigger bathroom, smaller living space, so long as you don't go over 850 square feet. If you live in an apartment, your overhang balcony can be six feet off of your home, and wrap around roughly half of the space. Houses could have a complete wraparound porch at the same limit, but sacrifice their garden, otherwise the garden can be an additional 250 square feet with a porch on both the back and front, otherwise a full 300.

50 CP more, apartments can have an upper level, and you can have the full 1000 square feet. Gardens are 500 square feet, which can be with or without their wraparound porch. Porches can be 10 feet from the walls, but balconies can circle the whole apartment and be split up. A major boost with this, is that either house or apartments are now *additional* to your Warehouse. Apartments could be penthouses upstairs from your Warehouse, windows showing an endless sky you can change the climate, weather, and time of. Houses could hold your warehouse within its closet, and be floating in the same endless sky. This is dependent on your Warehouse, so if you're using a supplement, then tweak it appropriately. You can choose to banish your home to and from your Warehouse, summoning your home into the Jump like usual, not a slam-weapon of sorts. When the home is out of your Warehouse, you may choose if the entryway to your Warehouse exists or not.

100 CP more, and you can freely change the floor plan of your home on the fly, simply have everyone outside, close the door, imagine, and boom. Houses are now general Contemporary Homes, Futuristic Homes, Cape Cods, whatever generic mansion type home. Apartments are now three storey penthouses, with two solid stories that could be open-plan balconies, along with a smaller third storey with 3/4 rooms.

Solar Complexus [100 CP]

A pocket of sunshine, almost. It differs from purchase to purchase, but in general, it is a small, oddly shaped precious stone, held in a locket filled with some bizarre liquid. When someone holds the locket, either by simply having it displayed on their person, or actually just holding it, they can, at will, have the gemstone light up inside, and when the light filters through the liquid and locket's glass, it becomes a small sun. This light can weaken anyone around them like they're slowly draining their stamina, but when the holder pushes their will further, they can cause different effects. Some people cause others to burn like a Vampire in the sun, deter people like cats fearing water, or other bizarre effects, the light sometimes changing colours. For you, yours will act like a cause of weakness of sorts; sun to vampires, extreme weakness, deterrent, or even drawing people to death (this won't actually kill people, but they will slowly be drained of life like a vampire feeding on a corpse, until they fall unconscious, even into comas lasting days).

Comfy Income [200 CP]

You gain a yearly income equivalent to £200,000 in 2000. This is equivalent to £382,294 as of September 2025, \$504,082 September 2025, or €433,435 as of September 2025. You can choose this income to enter straight into a bank account, delivered physically, however you want. It gets deposited in an account that you always have access to and from which you can withdraw and exchange it at a favorable rate into any other currency you need or that you encountered before. This stacks with any other income perk, and can be multiplied or altered by other income or currency perks. You can buy this more than once, each one adding the same as the last, and an additional £50,000 (2: £450,000. 3: £750,000. 4: £1,500,000. 5: £1,950,000. 10: £4,950,000).

Expensive Shipment [200 CP]

Every month, you can get a shipment of materials, jewelry, or some other luxurious shipment, worth £50,000 as of your current time period (in future Jumps, with differing currencies, use 2025's exchange rate). If any of these materials are worth more than or equal to 18Karat gold, you can order about 1KG of it, but it can be the only thing ordered for that month. It should be said that not a single ounce of this material can be sold further on, as to avoid crashing the market, or making a profit; this jewelry or material is for personal use, such as wearing it, placing it in museums, or actually crafting things out of it.

Vampire Star in a bottle [400 CP]

A detailed bottle filled to the cork with a dark liquid that shines within. Drinking it not only deters Vampires in the area, but also hides you from them in sorts, making you more likely to be ignored by them altogether. Alongside this, it shields you from their Gifts altogether, barely any Vampire capable of bypassing this shield. When the shield successfully blocks a Gift, you will know what Gift it was, who specifically used it, and what their intention was, like receiving a telepathic message safely, or knowing the Vampire that just attempted to read your mind. For a Vampire, this also works like sunscreen, but for the whole 12 hours, like you are standing in the night sky. You only need to drink a shot to gain all of these benefits for a whole day, and I wouldn't recommend drinking more than this a day, since as addictive as it is (and it truly is, tasting divine and causing cravings) it also causes severe nausea if you drink more than a shot, and stays in your system for the whole 12 hours anyways. The bottle has about 12 shots in it, and refills slowly, about a shot per day.

Human

Safehouse [100 CP]

200 square foot lock-up. There can only be one way in or out, not both, and the lock-up is built out of rock at an 8.5 on Mohs Hardness Scale, this should survive most supernatural attacks from Vampires, and has imperfections inside it that protect from Vampiric powers. You can't somehow break the wall and take it to be sold, as the moment part of it snaps off it turns to dust that slowly shifts into water. This construct is essentially an impenetrable fortress, where Vampires can't reach you. You can summon the entry to it, a staircase down from your foot level, and once you are inside, you can instruct the vault door to close. Once it closes, the vault door will become part of the wall, and disappear. If you ever wish to leave, simply push into a wall, and you'll find a handle to the vault door, leading up the real staircase to the Safehouse, which leads out into the middle of North Greenland, where it remains sunny all night for most of the year. This location will change per Jump, choosing somewhere similar where it will remain daylight for as long as available.

Shop Front [100 CP]

Is this technically illegal? Sure. Is this also a world with Vampires in it? Exactly. You now own a small shop local to wherever you live; it will follow you around from settlement to settlement, as if it's always been there. It doesn't make much money, barely a profit, but the main benefit of it is it's a hotspot for other people tied into the occult or the Vampire world. Whether you need a weapons dealer, hunter information, or random supernatural gossip, you'll find it here.

Temp-Vitae [200 CP]

You get seven small injectors, filled with a dark, velvet liquid that can't decide if it's purple or red. Every week you get seven more, but on the first shipment of the month, you will get 13, in a small sealed briefcase that seals. When injected into a mortal, for the following 8 to 12 hours, depending on their immune system, they gain the supernatural bonuses of a Vampire, with one level in a random gift. Any attempts at analysing and deconstructing the serum fails, like it's actively changing and hiding its existence.

Dark Sun [400 CP]

A crystal orb you can hold in your hand, made of what seems to be obsidian. When tossed even lightly into the air, it rises about 20 feet up, or to the ceiling of the room, and swells to the size of a chandelier, shining darkly with swirling crimson within it. It draws Vampires in like moths to a flame, hounds to prey, vampires to blood, and causes a feeling of euphoria in anyone around. It also causes humans to slowly develop vampiric powers, growing in strength and regenerative abilities until they match most elder vampires in an hour of exposure. Once Vampires are under the orb's spell, and spend about that same hour under its glow, they'll combust, like standing out in the sun, and turn to ash, even if immune to the sun's rays.

Ensured Mortality [600 CP]

The perfect gift for choosing mortality. A small rod, similar to a contraceptive rod, of solid metal, it seamlessly and painlessly can be placed into your skin, either covering itself with a stylised tattoo, or vanish beneath your skin. It then ensures your mortality from then on; this doesn't remove any forms of immortality you gain from perks, or anything of the sort, but it does mean if any other power, disease, or something of the sort was to try and affect you that could alter your state of being, like vampirism, it would be stored in the metal rod and consumed. You will gain a small part of the positive benefits, if any, from what the rod absorbs, but ***it will be added to your Body Mod***. This means, if you were to later be transformed by a vampire, the vampirism will instead be absorbed and filtered by the rod, and you will slowly gain a slight general boost from the undeath, and very possibly gain a small sliver of a Gift. This can be repeated, and you can grow stronger from this indefinitely. Though I should mention, for all of this to work, you actually have to undergo the transformation to an extent, meaning you will experience death as you transform into a vampire, until the last moment when you miraculously recover.

Vampire

Sunblocker [100 CP]

You get a direct refill of a cream that you can massage into your skin every three days. This cream not only acts as a moisturizer, but keeps you safe from the sun for 4 hours; then, for the next two hours, the sun's burn will slowly return to you, gradually going from slight warmth back to its usual fiery char. You also get several random items of clothing or accessories that can block you from the sun that naturally filter into your outfits.

Vampiric Gem-pendant [200 CP]

A pendant on a gold chain. A polished, deep velvet purple gem the length of a finger on it. You can bestow this to a mortal, and when they wear it they gain the powers of a Vampire; the speed, strength, and unlife, all of it. They lose these powers, and swiftly return to mortal life if they take the pendant off, however the pendant can only be forcefully taken off of them by you or themselves. If they want Gifts, however, like the Mind Gift, Spell Gift, or Cloud Gift, the only way is for you to bestow them upon them, like *actually* gifting them to them. You will lose the Gift, or at least, a Rank in it (Gift++ to Gift+) and it will be stored in the gemstone until you rescind it. They will not burn in the sun, however, the gemstone, if exposed to sunlight, will crack, or at high temperatures. If it cracks, it is very delicate, and will quickly shatter into solid, large pieces, and lose its powers. If this happens, it can only be repaired by bathing it in a small pool of Vampiric blood, though it will need all of its parts to fix. After this first purchase, any further are only 50 CP.

Successful Bait-trap [400 CP]

Obviously, it's nicer if it has other amenities, and it does. You're now the proud owner of a successful business, whether it's a theatre, line of brothels, nightclub, restaurant, or something similar; It's successful, enjoyable, filled with amenities, and of course, humans. The business makes its own income, and you personally won't get much profit from it, because what you do

get is traps to pick out humans for feeding or other uses, with plenty of closed-off places to feed from and methods of doing it. You can choose to have mortal staff members that know you are a Vampire, and will aid in your feeding, or for security, they will simply be happy to give you your privacy in your own building.

Purposeful End [600 CP]

A fault in your heart, one that you put there. Inside of your chest, or wherever your heart is, is you... another body of yours, condensed and wrapped within itself. Whenever you feel like you are on the edge, like you simply should die but aren't, you can will it, and your whole body will erupt and explode, leaving behind you, again, stripped down to your Body Mod. You will still have Perks, but any Alt-Forms will need *a day each to recover*. This purposefully kills you, but does not count as a death in a Gauntlet, or Chain End scenarios, or the like, and can actually be done in those scenarios, counting as a part of your Body Mod, but be warned, it takes an hour normally to recharge this, and if done in a situation where you are reduced to just your Body Mod, it takes the whole day. Think of this as a rebirth, purging you of anything foreign in your body you don't want, or simply freeing your body.

Companions

Companions can purchase more companions.

Companion Import [50-200]

You've probably had that dream of becoming a Vampire, right? Well, your Companions probably have too! Or maybe more of a nightmare... Either way, now you can give them the chance. Import a single companion as Vampire or Human, for 50cp each, or eight for 200cp.

Canon Companion [100/200/300]

You want to take a character from this world? That's fine, but they have a price. Any human, or random weak character can be taken at 100 CP. Any Vampire on Louis's or Claudia's levels, or more, knowledge and power level, at 200 CP. Lestat, Armand, or higher 300 CP.

Claudia and Madeleine [200 CP]

Save them. Claudia and Madeleine will take to you, and trust you, even if you don't hold similar standing points or agree on everything. They'll always have some level of trust and affection towards you. Claudia is a spawn of Lestat de Lioncourt, and Madeleine a spawn of Louis, giving them both fair Gifts. The main benefit of taking them as Companions here, *spoilers for season two*, is they will both survive. When the time comes, they will both turn to ash on that stage... yet once it's over, they will wake up peacefully in Louis's apartment. Don't waste this. (If they otherwise survive, and befriend you, take them as a free companion, this simply enforces their survival and your friendship.)

Acoreia [200]

She's long since forgotten her last name, if she even had one in the first place... or if this is her only name... besides this, Acoreia, or Reia as she will adopt in the modern era, is an old Vampire from the Victorian era, or so they tell you. They avoid the topic of her early life, especially when she was first turned, but she also doesn't seem to remember a lot about it, likely from trauma you've guessed. They have the Mind Gift+, Spell Gift, and the Cloud Gift, along with experience in using them, especially in domestic and social situations. Personally, she avoids getting dirty when it comes to feeding, though she's also quite happy about feeding on richer people, a sort of love to hate them. They have a very tight style, wearing corsets most of the time, but avoids any wide clothing like dresses, usually keeping formal as well. In the modern era, she takes to masculine roles and mannerisms, and wears corsets with suit pants, and puffy shirts. No matter what, she will be living in Europe when your Jump starts, but taking her as a companion will draw her to wherever you are in order for you to meet. If you don't take her, she'll still exist in the universe, but will ignore you for the most part, or simply have you removed from her irritation.

Drawbacks

Fan Theories are Cannon [+0]

If you have any alterations to the story you prefer, AU Fanfics, or simply Slice of Life One-shots, you can make these alterations real in this Jump.

Vampire Chronicles [+0]

Instead of living in the world of the TV Show, Interview with the Vampire, you can choose to survive in Anne Rice's Vampire Chronicles. You will be in a universe following the first five books (Interview With The Vampire to Memnoch the Devil). You can choose to start in either Interview With The Vampire time (1973), or the time of Louis's mortal life (1791).

Extended Stay [+100 CP]

Unavailable for Vampires. For each purchase of this, your time here is extended 10 years. You may take this 5 times.

Longer Time [+100 CP]

Unavailable for Humans. For each purchase of this, your time here is extended by 50 years. You may take this until your Jump reaches the year 2025, where it will end short.

Past Acts [+100 CP]

For every purchase, you instead start the Jump 100 years further back from your starting time. You can take this Drawback until you start in the year 1500, and will remain in the Jump until the 10 years after your starting time, or when you would leave normally.

Queen of the Damned [+200 CP]

With five purchases of **Past Acts** and taking the **Vampire Chronicles** drawback, you instead start circa 4000 BCE, around the dawn of vampires, when Akasha is turned into the first vampire, or so it originally went.

Physical Paranoia [+200 CP]

Even just the sight of sunlight is bad for you. As a human, this may be sunlight sensitivity, and rashes in the sun. As a Vampire though, even just seeing the sun's rays and light can cause you to ignite, not quite as badly as being in the sun at first, but after a few seconds, you'll become a blaze, so... look out. This lasts until the end of the Jump like all others, and your points in **Sunlight Ignorance** will act like normal.

Jumper Hunters [+300 CP]

Showing off any of your Jumper Exclusive Perks, or even just having high ranked gifts draw attention, you've now drawn a negative crowd of Vampires and Humans alike, possibly even teaming up to hunt you down, in order to steal your powers, and believe me, they can, or at least they think they can, which will require sacrificing you, not necessarily in a ritual.

Basic world [+300 CP]

You are locked out of your warehouse for the duration of the Jump.

Free hands [+100 CP]

This now includes your items.

Context, please and thank you. [+600]

You have no **Out Of Context** items, powers, or warehouse.

More of a bracer [+200]

You enter this Jump with nothing but your Body Mod and it's supplements, or whatnot. Take this ruling lightly, if you've spent a long time Jumping, you might have a lot more in you by this point that has altered your natural body, it's your story after all.

Decisions

You have three choices ...

Go to next Jump

Continue your chain, Jumper.

Stay

Stay and enjoy this universe and it's wilds. You have a lot of time left.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1

Jump Doc first made with the help of [Jump Doc Template by Negative-Tangerine](#)

v1.0

Jump is definitely Jumpable. **Shade Collector** Perk added. **Expensive Shipment** Perk moved to General Items

v1.1

Removed "(Jumpable)" from title. **Vampire Chronicles** Drawback added. **Queen of the Damned** Drawback added under **Past Acts**. Separated pages and text a bit more.

Notes

You may have noticed that even living for a Millennia, you can't afford all of the Gifts with 1000 LP alone, this is intended, most of your points are meant to be spent on Gifts as the main Perks.

Acoreia uses She/They Pronouns, as used in their description.

Jump Document Template Change Log

v1.0

Initial Template Creation