

Generic Hemomancy

A collaborative community work

Blood is Life!

Blood is Desire!

Blood is Food!

Blood is Death!

Welcome, Jumper, to a world where blood is a lot more than just the liquid flowing through your veins and keeping you alive. This is a world where blood is both a weapon and armor for those that have the capacity to manipulate the crimson nectar. A world where Blood is Power! Hemomancers have long since found and learned ways to manipulate blood in novel ways, and now there's one more among their ranks. No matter how you enter this world, you are now a Hemomancer and blood is both your trade and lifeline. Will you revel in the power this gives you, or will you decide on some other path? Only you can decide. But remember: Blood is much more than just the viscous plasma flowing through your veins. So much more!

You will spend 10 years in this world. Good Luck!

You have 1000 CP to spend on this document

Location:

1: Generic

A generic world where Hemomancers exist. You can decide if Hemomancy is practiced through magic, technological means, or maybe even innate supernatural powers distinct from those two.

2: Out of Context / Supplement

An existing setting of your choice where Hemomancers may or may not exist. This can even be used as a Supplement for another Jump, or just as a way of accessing a world that doesn't have its own JumpDoc.

You can decide if you go to the canon version of that world or one slightly changed by adding the existence of Hemomancers into its background.

3: Isekai

You start the jump inside some kind of giant magic circle or technological apparatus. Someone or some group has summoned you into their world. They know only that you have the power or potential to help them, and their need will be great. Will you trust and lend them your power?

Perks

All perks cost 100 CP unless stated otherwise. You're able to discount up to 3 100cp purchases of perks and/or items, making them free.

Disease Immunity (free)

With you throwing your blood around it would be really bad if you contracted a disease, you no longer have to worry about that since you are now immune to all mundane diseases.

Glowing Blood (free)

Your blood glows in the dark, you can control the intensity of this. Your blood glows with a distinctive color of your choice in the dark, and you can change it at will. This can be toggled on and off.

Blood Magic (first free)

Hemomancers use blood for their magic in many ways like replacing components, mana, or even the effect of a spell with blood. For example, a magic blast could become a blood blast. When you purchase this perk, you may pick mana, materials, or effect and gain the ability to replace that part or steps of a spell or ritual with blood.

Blood Compatibility

You can now add the blood of others into your veins without any fear. Any blood you consume or transfuse into yourself gets seamlessly integrated, purged of toxins and disease, and becomes yours at a fundamental level. Even negative and corruptive properties get cleaned, so only the benefits remain. Blood willingly transferred from you to others also has this effect, making you a perfect universal donor.

Vampirism (400)

You are now a vampire, granting you increased speed, strength, healing and senses, be careful of sunlight and silver, if either touches your skin or blood, it will burn, and with enough direct exposure, it could even kill you in a burst of flames. This grants access to the Vampirism section below.

Excess Blood

When you are throwing your blood around everywhere, you risk running out in the middle of combat. Good thing that with this ability, your body is able to store twice the amount of blood it usually would be able to. With **Vampirism** and **Blood Warehouse**, your veins no longer have a limit for how much blood they can contain without outwardly changing/bloating.

Bloody Marrow

Your body now produces and replenishes blood twice as fast. The stronger you become, the faster this gets. You can expend other forms of energy (Mana/KI/Chakra/Etc...) to increase this even more. Doing so may eventually allow you to develop Hemomantic techniques related to that power system.

Blood Manipulation

You can freely manipulate your blood inside and outside your body as if it were an element you have a massive affinity towards. Levitating, shaping, changing its hardness, density, and composition... The only limit is your imagination. Your level of dexterity is that expected from a prodigy mage with any other magical element.

Blood Control (Requires Blood Manipulation)

You can extend this control to any other kind of blood surrounding you. Take control over the blood spilled by others and, with enough power and mastery, even the blood inside their veins and arteries isn't safe from your control.

Blood Buff

At the cost of some blood you can temporarily boost your strength, speed, senses, and durability beyond what you're normally capable of. The amount of blood used to fuel this will determine how strong of a boost you get and how long it lasts.

Blood Storage

Running out of space in your pockets is never good, now you can store items within your blood. Your storage area is 100ft cubed and time doesn't pass for things contained inside. Each additional purchase will double the area of this storage.

Blood Warehouse (requires Blood storage)

Your blood becomes your warehouse. If you want to pull your properties out of it, you may shed a drop of blood where you want the front door to appear. You may store the house again by absorbing the blood.

Blood Elemental

You now have the ability to turn into a blood elemental; this turns your entire body into a slime-like creature made entirely out of your blood. Any properties your blood may have can be used with finer skill in this form.

Healing Blood

The more blood is in your veins, the faster your body heals passively. You can sacrifice some of your blood to increase the regeneration speed. The faster you want this to work and the more extensive the damage, the more blood is required. You can heal others at twice the cost in blood compared to healing yourself. Transfusing some of your blood into others also gives them quite powerful regeneration for a time. Their bodies will slowly absorb your blood over time, so this won't last for more than a couple of hours or days unless your blood is especially powerful. Blood lasts much longer inside the veins of others if there's no wound that needs healing.

The Old Blood

The longer you live, the stronger your blood becomes. It passively becomes more concentrated, better at anything you can use it for, and generally more potent. You'll need to expend less of it for the same results compared to before, while your body continues to generate it at the same rate. It also becomes more attractive to creatures that feed on blood. With **Blood Elemental**, your blood's potency is also tied to your overall strength and becomes stronger every time you receive a Perk or Power that makes you stronger, even if it isn't normally tied to your body or blood. Other ways of empowerment like blessings or even training also boost your blood proportionally to the amount of power gained.

Blood Appraisal

Upon consuming a drop of someone's blood you can learn everything about them like their name, race and their biological abilities.

Metallic Blood

Your blood has been magically infused with a liquid metal, giving it the property of metal. By default, this is iron, but you know a ritual that will imbue the properties of other metals, even magical or supernatural ones, into your blood, adding the properties of that metal to it. You can only have the properties of one Metal imbued into your Blood at a time.

Techno-organic Blood (Requires Metallic Blood)

Each drop of your blood is a techno-organic nanite, allowing you to control machinery by splashing your blood on it. The nanites boost the speed and precision with which you shape your blood through **Blood Manipulation** massively. Spill and infuse enough of your blood into anything technological, and your Nanites will learn to replicate some or all of its functions. With **Blood Engineer**, this might even open the way towards being able to turn your blood into temporary imitations of technological devices powered by your own blood or internal energies.

Blood Forge

Not all hemomancers are mages, some prefer to be knights or rogues. Like them, you may forge your blood into any non-mechanical item, so long as you already know how to build it. With **Techno-organic Blood** you may craft mechanical objects. **Metallic Blood** makes the items crafted from your blood stronger and gives them the properties of metals you've imbued into your blood.

Blood Engineer (Requires Blood Forge and Techno-organic Blood)

Your **Techno-organic Blood** now allows you to create electronics and other forms of technology your Nanites have had the chance to analyze sufficiently in the past. These still need to be powered, either by your blood with Blood Energy or other forms of power or fuel, but they start off with an initial store of energy that allows you to use them for a while. A laser pistol created out of your blood would be able to shoot as if it started with a full charge, but you're going to have to reload it somehow after that point.

Blood Vision

You see the flow of blood in living creatures' bodies. By expending a small measure of your own blood you can see it through walls or even the traces of older blood that has been spilled in a location even if it has already been cleaned. At the cost of slightly more of your blood you can commune with fresh blood and even these older traces, in order to see into the past and witness the surrounding area at the time the blood has been spilled. Finding a killer has never been this easy.

Blood Link

When your blood flows within another creature's veins, you are magically connected to them, allowing you to passively sense their location and condition. You may also telepathically communicate with anyone you are linked to in this way.

Corruptive Blood (Requires Blood Link)

Any living being that has your blood flowing through their veins will slowly be corrupted by it. This manifests in their disposition towards you getting more and more friendly, loyal, and submissive but doesn't change their personality other than that. The process scales in speed with the magical strength of your blood, the more of it flows through their veins, and the less sapient they are. A human with a lot of willpower might need an entire year before they're willing to die for you, as well as regular transfusions, while a mundane wolf would become completely loyal in a few hours after barely one transfusion.

Blood Armor

Cover your body in crystalised blood that is naturally as hard as iron. The more blood you expend to form it, the more durable it becomes. You can choose the shape and aesthetics of this armor. It doesn't weigh anything to you, and no matter how much of your body is covered in it, none of your senses or abilities are impeded by it. You can see and hear normally even through a helmet with no eye-holes, and even cast spells that would normally be hampered by wearing full-plate. With **Blood Forge**, you can form this Armor faster and make it more durable. With **techno-organic blood**, you might even be able to integrate technological systems you've encountered in the past into it. **Metallic Blood** makes the armor even stronger and gives you the ability to imbue the properties of the metals you've absorbed into it.

The Power of Blood

The more potent your blood, the better your body becomes passively. You become stronger, faster, more durable, your senses sharpen, and you even look more fit and healthy. This is an almost imperceptible boost to start with, but it will grow as your blood becomes more potent. You can also choose to sacrifice some of the blood in your veins to temporarily gain a much larger boost. Just be careful you don't kill yourself before your enemy can.

Alloy Blood (Requires Metallic Blood and Techno-organic Blood)

Your nanites have evolved thanks to the abundance of metal inside of your blood. You are no longer limited in how many metals can be imbued into your blood.

Blood Energy

Your blood produces energy that can be used in any machinery that requires fuel or consumed to refill energy pools like mana, Ki or chakra. If you have **Blood Warehouse**, you may change the aesthetics of properties placed into the world, like properties no longer sporting electric wires or normal wires, now containing tubes through which blood flows visibly and lava lamp-looking lights visibly containing blood.

Blood Breath

You can expel blood from your mouth continuously until you no longer have blood in your body. It doesn't cause any damage on its own, but you can choose if it comes out as a liquid spray or in the form of a bloody mist that you can then control with **Blood Manipulation** and give it other properties through **Elemental Blood** or similar abilities.

Blood Independence (200)

You no longer need blood in your body to survive as magic will flow through your veins replacing any missing blood you need to live. The magic in your veins can't be used to power any abilities, it's just there to keep you alive.

Elemental Blood

With each purchase of this perk you may pick a damage type that your blood can mimic, for example your blood could be flammable, acidic, explosive, poisonous, cryogenic or highly conductive. You can toggle if and when your blood manifests these properties.

Blood Teleportation

You may teleport any of your blood that is outside of your body back into your veins instantly, this can be used to cause damage to anything your blood is touching.

Blood Recall

An ability best saved until most of your surroundings are covered in blood, you call to the blood all around you and it will answer. All spilled blood, and depending on your mastery of Blood Manipulation, maybe even the blood coursing through the veins of your enemies suddenly accelerates towards you causing damage to anything and anyone caught in its path. The moment it touches your skin it will be swiftly absorbed, replenishing your reserves and even healing you somewhat depending on the quantity.

Blood Gift (200)

You may share a copy of any of your biological perks with anyone you feed your blood to. The amount of blood required to share your perks depends on how strong they are, with free perks only taking a couple drops of blood to perks that cost 600CP or more can require upwards of a liter of blood. Perks that increase your hemomancy abilities reduce the amount of blood needed with a drop of blood being the minimum possible amount. So where a neophyte hemomancer might need an entire goblet of blood to transfer a perk the far more potent blood of an arch-hemomancer with centuries of experience could transfer the same perk with a mere thimbleful of blood.

White Knights of Blood (200)

A hemomancer doesn't always make friends well, for those hemomancers it can be easier to make their friends in the literal sense. Like them you may craft soldiers and defenders from your own white blood cells. If you have **Blood Forge** your white knights will be able to forge their own blood weapons, their weapons will be made of white blood cells unless you provide them with a sample of red blood

Aura of Exsanguination (400)

Your control over blood has taught you a curious ability. You can activate a sort of aura around you that passively draws in the blood of your enemies towards you and into your veins. This even works to steal the blood from their very arteries, even if they are not wounded. It would take hours to kill and even more to completely drain someone like that, but the more cuts and bleeding wounds they have, the faster your Aura of Exsanguination will suck them dry. You can designate who is and who isn't affected by this.

Blood Plane (400, requires blood warehouse)

Your bloodwarehouse becomes a demiplane allowing you to open entry portals to access it. Your blood warehouse becomes 10 times bigger the environment appears as though it is made of your blood

Blood Enchanter (400)

Not all Hemomancers are selfish bastards that only want to exsanguinate everyone in sight, some, if not most, of them are pretty normal people that want to assist and help those they care about. This branch of Hemomancy has been developed for such a purpose, and now you too have access to it. Fueled by the sacrifice of blood, your own or that of your enemies, you can link to the blood of your allies and infuse it with power. A large variety of buffs are now part of your arsenal. Buff your friends' speed and strength or their dexterity and speed up their perception of time, you can do this and more. With a bit of study, experimentation, and training you might even reach the point where you can do the contrary and curse your enemies with various weaknesses, lethargy, or a number of other status effects.

Blood Pact (400)

Don't you hate it when the people you've bargained with don't hold onto their side of the bargain? No more! Hemomancy has taught you a fast and easy-to-perform ritual meant to magically enforce any sort of agreement or bargain. The details of the bargain need to be written down on some form of paper with ink infused with a few drops of blood taken from all parties involved and then signed by each of them but once that is done, the terms agreed upon become magically binding. Any form of punishment or curse detailed in the Blood Pact's contract will apply to anyone that doesn't follow through on their side of the agreement. Such a pact can even be used to transfer not only goods and services but also more esoteric things like lifespan, skills, attributes, powers, and other things that intrinsically belongs to a certain party, as long as they agree and sign the Blood Pact.

Blood Communion (400) (Requires Blood Gift)

You may share a copy of any of your Perks, Abilities, and Powers with anyone you feed your blood to.

Hemovore (400)

You gain the ability to copy the abilities, memories, and experiences of anyone whose blood you consume. You must consume at least half of their blood for this to work. If you have other devour abilities like pet shop, blacklight virus consume or Rimuru's devour, it merges with this ability, allowing you to trigger that ability with this one.

Vampirism

This section is exclusive for those that bought the Vampirism Perk. You have 1000 VP to spend on the various Vampiric abilities below. You can convert CP to VP at a 1:2 rate. These synergize greatly with a lot of Hemomantic perks from above.

Vampiric Advantages

Each of these counts as a Perk that applies to any of your Alt-Forms that you want to apply to them. You can choose one 100 CP Perk to discount to Free and can discount any one other Perk except Dhampir. Anything here is something that a Vampire can develop in time through effort and experimentation. As for how much that would take, a Vampire would unlock about 100 VP worth of Advantages per Century if they put no effort into developing these abilities. The time required drops based on how much focus and

effort is spent on each one, up to a minimum of a decade for every 100 VP if full focus is spent on a particular advantage before your perks and training boosters come into play.

Vampiric Body (Free)

Your body is that of a blood-fueled undead monster. You have ageless immortality, and you're strong enough to lift a small car over your head and maybe toss it a dozen feet away, fast enough to race a car (but not yet enough to dodge bullets) with a speed proportional to your perception of events, your body is remade into a form much closer to an idealized version of yourself, your senses are some of the best in all of the animal kingdom (though not supernaturally so) and your reflexes are greatly boosted. Your skin will tend to look much paler unless you've fed recently, you possess a pair of retractable fangs that sink into flesh with no effort, and your eyes feel quite mesmerizing when others look into them, though this isn't anything capable of hypnotizing people.

Vampiric Durability (-200 VP)

Your skin and flesh rejects hostile actions and becomes as hard as granite. Low and medium caliber bullets flatten against you, at most causing the equivalent of a bruise. Stronger attacks might still be able to damage you and pierce the skin, but they'll be mitigated quite a bit. This isn't as strong against your Disadvantages, so even a small caliber silver bullet is going to do a lot of damage, but not as much as before.

Vampiric Regeneration (-100 VP)

Your unholy existence strives to always keep you as far from Final Death as it can. Any wound you receive will quickly regenerate at the cost of your own Blood. You can even regenerate an entire limb in a dozen or so minutes, but you can expend more Blood to speed it up even more. Any part of you that is severed from your main body will disintegrate after a few minutes, but if reattached in time it will be reintegrated back so as to massively reduce the cost of regenerating it from scratch. Damage caused by Disadvantages heals at a tenth the rate of other forms of damage. Drinking Blood while wounded acts as a temporary multiplier to the speed at which you regenerate.

Vampiric Senses (-100 VP)

A Predator of the Night needs keen senses in order to not go back hungry to their coffin. You don't need to worry because all your senses are supernaturally accurate. You can see even in complete darkness, at long distances, or even notice microscopic details without any real effort. You can hear a calm heartbeat at several hundred paces and smell blood from even a mile away. You can even taste the air to better understand your surroundings, and with a drop of blood on your tongue you could give a better report on it than a modern medical machine. Not only are your senses well beyond what they used to be, you're also immune from getting overwhelmed by too much sensory input.

Vampiric Mind (-300 VP)

Your new state of being has removed the shackles of your mind. You find that your Willpower has increased greatly, a boon for any mental endeavor, magical or otherwise. Your memory is now perfect, you can effortlessly recall any memory created from this point forward with perfect clarity, even things that you experienced for a fraction of a second. That's not all, as your ability to connect the dots between

various pieces of information percolating inside your brain has also been boosted, making you an expert in both deduction and innovation.

Vampiric Mental Fortress (-200 VP. Requires Vampiric Mind)

Your new state of being is constantly assaulting your will and testing your restraint. A thirst that is almost impossible to slake, each drop of blood you see or smell requires immense mental strength to stop yourself from acting like a mindless monster. Each beating heart drumming in your ears is like a seductive invitation that you find hard to refuse. Then there are the instincts that try to push you towards the more negative side of your emotional spectrum. Well ‘No More!’ you've decided, and with this newfound mental ability, it will be so. No matter what your instincts push you towards, no matter who or what tries to force you to do something you don't want, no matter the means and power being used against you, they all wash off the impenetrable bastion of your Will. You are immune from anything that would change, damage, or control your mind against your desires, be it magic, unnatural charisma, mind control, or anything similar. Even the Anti-Life Equation would find no purchase on the Fortress that now protects your mind.

Vampiric Speed (-200 VP)

You're fast! Fast enough to notice and dodge supersonic bullets. You can accelerate instantly to close to the speed of sound and move around effortlessly as if everyone else is moving in massive slow motion. This is caused by a supernatural effect closer to temporal manipulation than anything like the speed force, so punching at this speed doesn't actually impart more kinetic energy than one of your normal punches.

But when you can already punch through people anyway, this shouldn't restrict you too much.

Vampiric Strength (-200 VP)

Were you a weightlifter before being turned? Forget only lifting a small car, you can now lift a truck quite easily, with your starting limit being closer to 10 metric tons. You could already rip someone's limbs off, now you can punch them into chunky salsa.

Vampiric Stamina (-100 VP)

You just. Won't. Stop. You can just keep going and don't get tired for as long as you have blood in your veins. Yes, it means that the more you exert yourself, the more your body uses your blood as fuel to keep going. It isn't a large amount so it would take days to bring you from just-fed to starving through only physical exertion.

Vampiric Compulsion (-100 VP)

The mesmerizing effect of your eyes has evolved to the point you can easily put someone in an extremely suggestible state where you can give them verbal orders or even mess with their memories. You decide if orders are subconscious, to be triggered in certain circumstances, or your target is aware of them. And while the latter might be less stealthy and more problematic, it allows your victims to much better accommodate your wishes in case of shifting circumstances. You could even order certain memories to be locked and others fabricated, but doing this effectively might require that you gain a few years, or decades, of experience before you can do so consistently. Actually rewriting someone's entire personality through this is possible but also a Master-level application. This scales with your Willpower/Mental Strength. Don't think you'll get there this century.

Vampiric Transformation (Variable. First 50 VP form is Free)

You have one or several animal forms you can transform into. A Bat, a Wolf, a Rat, a Raven, or any other mundane animal transformation costs 50 VP. Being able to turn into Mist, a pool of Blood or something similar costs 100 VP. A Transformation into a Magical Animal like a Dragon that comes with major advantages (CR 10+ in D&D-speak) is going to cost 500 VP. You can develop more forms you can transform into with time, practice, and drinking the blood of the creatures you want to turn into as long as you take at least the Free instance of this Perk. Buying more Transformations with VP here means you start already capable of performing the transformation from the beginning.

Vampiric Thrall (-100 VP)

For those that cannot go out during the day, the only option is to have trusted servants doing your bidding under the harsh rays of the tyrannical sun. By feeding a human your blood regularly, a drop every night for the first week to turn them, and then a few sips every month from then on, you can create Thralls. Thralls are humans with a bit of Vampiric blood in them that give them various advantages, as well as tying them to your will in a way that isn't very healthy for their minds. Some vampires have even started calling the ones worse off Renfields for some reason. They are slavishly loyal, devoted, and submissive towards you, no longer age as long as they continue getting their monthly fix, and might even see a slight boost in their physical attributes but suffer none of your weaknesses thanks to the blessing you've bestowed upon them.

Vampiric Movement (-100 VP)

Speed isn't everything in a fight. The ability to move how you need, where you need, and with complete control and precision is fundamental. As a Vampire, your body is completely under your control and moves with a grace that mortals simply cannot even begin to mimic. Your kinesthetic sense, your control and precision over your movements, the suddenness and speed of your reflexes, and everything that can even be tangentially related to your dexterity are all off the charts. You'll never move more than you need, never use more strength than you want, and never hurt those you care about with your carelessness. This also has the secondary effect of making your more mundane movements appear quite seductive by those that would normally be attracted to you.

Vampiric Hemomancy (-200 VP)

Blood is everything for a Vampire. It is Food, Life, and Unlife all at once, and the lack of it can spell any Vampire's doom. It is then rather strange that you've decided to also use it as both fuel and medium for your spells. But in doing so you've discovered a miraculous thing. Your state increases your affinity for all forms of Blood Magic to absurd levels. The Vampiric Potency of your blood already means that you don't need to waste as much of it in exchange for the same effects, but your affinity takes it to even greater heights. Where before you needed to 'burn' a pint of your precious lifeblood for a ritual or spell, you can now get the same results with about a dozen droplets. Where before your blood constructs had the strength of iron, they now rival high-quality steel. You are also a Savant like few before you in the art of Hemomancy, as if the blood itself was eager to whisper its secrets to your ears. (TLDR: Hemomancy costs less, hits harder, you learn it faster)

Vampiric Bite (-100 VP)

Unlike other, more unfortunate, vampires, your bite doesn't cause pain unless you purposefully want it to. Not only does your bite have a small anesthetic effect, it also causes a rather strong sense of euphoria that you can somewhat control the intensity of. From the equivalent of a calming cup of tea on the lower end to that of a powerful orgasm that is liable to even cause mental addiction if used too often. Your saliva also has a mild healing effect that closes any puncture wound you've just fed from in seconds, and erases all traces of your bite in minutes. This is based on your target's healing so it doesn't work if you've completely drained and killed them.

Vampiric Potential (400 CP)

How odd. While the growth of most Vampires is tightly tied to their age and the amount of blood they consume, your potential seems... unshackled. You are no longer limited in... any way, actually. You can, through work, training, and repetition, improve just about anything you want. Your strength? Your Speed? Your Mind? Your Magic? Just lift weights, run as fast as you can, study, or just cast the same spell ad nauseam. As long as you seriously push against your limits, you'll see those limits shatter soon enough.

And this works for anything that can be considered a part of you. Even Vampiric Weaknesses are a limiting factor that can be shattered. It's going to take a lot of blood, pain, and the need to regrow a few limbs, but your potential is now truly limitless.

Vampiric Growth (400 CP. Free/Discounted with Dhampir)

Their ageless nature makes it so Vampires become stronger the older they are. It isn't even just the fact that they've had time to hone their skills to beyond human Mastery, because everything about a vampire gets refined and improved with time. And while this is somewhat true for you even without this perk, by taking this, you will see yourself grow much faster than other vampires. Where it normally takes a century to become twice as strong as a Fledgling, it will take you barely two decades to do the same. And strangely, you'll see the same improved rate of growth in everything else. Training provides the same gains in a fifth of the time, you learn things five times as fast as before, and permanent power is gained at a fifth of the cost as before.

Dhampir (-800 VP) (Cannot take Vampiric Disadvantages for extra VP with the undiscounted version)

Also called a Living Vampire, you're an anomaly of massive proportions. You somehow inherited a Vampire's blood without actually having to die first. Not only do you have all the benefits of being a Vampire, but your status as a living and breathing being has also made you immune to all the downsides that come with vampirism. Ignore the **Vampiric Disadvantages** section. Yes, this means you are also a Daywalker. You don't have any of the Mandatory Disadvantages, but you also cannot gain extra VP from that section. That's not all, however. As someone in whose heart flows fresh blood rich in life force, you also see an increase in the speed with which your **Vampiric Advantages** grow. Take **Vampiric Growth** for Free, and it is now twice as strong as before (10x multiplier instead of 5x). In future Jumps you are likewise free of both the weaknesses and major downsides of any race you become, be they biological, mental, or spiritual. This acts in such a way that it doesn't make you stronger though so a Kryptonian would be immune to all forms of Kryptonite you consider detrimental and even the depowering effect of a Red Sun, but it wouldn't make you any more resistant to magic than you already were.

If 800 VP is too much for all of this, you can take this Perk for half the price but in exchange for a different cost: You have the mandatory Disadvantages and you can select more but all the **Vampiric**

Advantages you bought here will only be half as strong as they should be for the duration of this jump, and this Perk's benefits won't become active until the start of your next jump. **Vampiric Growth** is Discounted, not Free. Only at the start of the next Jump will this wash away all your Vampiric Disadvantages and make you a true Daywalker.

Vampiric Disadvantages:

If you need more VP, you can choose to take on some of these Vampiric Disadvantages. Since these are related to your strain of Vampirism and aren't normal Drawbacks, they don't go away after this jump, but you can still get rid of them through various Perks and means. In future jumps, you'll still be able to convert CP to VP at the same 1:2 rate in order to buy off these Disadvantages. Each can be bought off and removed by spending the same amount of VP you've gained from them here.

Hunger (Mandatory, +100/+300 VP, -100/-200/-400 VP to remove)

As a blood-sucking monster, you will feel a gnawing craving for the crimson nectar. As a start, you can satisfy this hunger for the night by drinking at least a pint of human blood or five times that if it's animal blood. The longer you don't feed, the more hungry you get. It can get to the point that the Hunger takes control and turns you into an unthinking beast if you lack the willpower to fight it. For +100 VP, the Hunger can never really be satisfied, only mitigated and endured through regular feedings. For another +200 VP, your body is no longer capable of generating Blood, meaning you'll need to feed regularly not only to survive but also if you want to fuel your Hemomancy.

Sunlight (Mandatory, -300 VP to remove)

Sunlight burns you on contact, with a dozen seconds of exposure being enough to turn the affected flesh into ash. Reflected direct sunlight is almost as bad, but refracted sunlight might take a few minutes to kill you.

Ultraviolet (+200 VP) (Requires Sunlight)

Now, even artificial forms of ultraviolet light have about half the effect on you as sunlight.

Reflection (+100 VP)

More of an annoyance than a weakness, you simply don't have a reflection. You also don't show up in photos or on video, even if the image is taken by devices that don't use mirrors inside of them. Some might even consider this a boon, as it will be a lot harder for people to gather clues concerning your actions, but it also provides a rather easy and simple method for your true nature to be uncovered.

Knock, Knock (+100 VP)

You need an invitation before you can enter someone else's house. This doesn't apply to your own house and public buildings (as long as nobody usually permanently lives in this type of building e.g. supermarkets, hospitals, city hall,...) are exempted.

Garlic Allergy (+100/+200/+300 VP)

You have a very pronounced allergic reaction to the smell of garlic. For 100 VP it's only the smell that repulses you, and you can ignore it by closing your mouth and nose, but it might still make your eyes tear

if you stay too long. For 200 VP, it's like the stuff is radioactive to you and getting too close to it causes excruciating pain, even if it doesn't actually damage you physically. The range for this is about 6 feet. For 300 VP the effect is even more pronounced and coming into contact with the stuff has a necrotizing effect on your skin to the point that prolonged exposure can kill you.

Silver Allergy (Mandatory, -300 VP to remove)

Silver burns you on contact, similar to sunlight. Getting impaled by anything made of Silver will soon see your flesh char and ultimately burst into fire.

Wooden Stakes (+200 VP)

A stake to the heart will kill almost anything, this merely makes such an attack much more effective on you and allows it to bypass most of your supernatural durability.

Holy (+200/+400 VP)

Crucifixes, Holy Water, Sacred Prayers and similar religious symbols of faith shine and burn you with a radiance similar to sunlight if you get too close. For 200 VP, this only works when they're being used by someone that holds True Faith in the symbol used. For 400 VP, holy symbols have this effect even on their own.

Running Water (+200/+400 VP)

For 200 VP, you have a mental compulsion that stops you from crossing any form of natural stream or body of water. This doesn't trigger with artificial versions of the stuff like water pipes or swimming pools. You can have others physically move you without a problem but never through your own abilities. In a coffin is the classic solution. For an extra 200 VP, contact with water burns and damages you like acid. This scales with how pure and natural the water is, but even the clearest spring water will never be as caustic as Holy Water. Enough exposure can still kill you.

The Taste of Ash (+100/+200/+300 VP)

Yours is truly a wretched existence. Now, you can no longer draw sustenance from any food or beverage that isn't blood, and it all tastes like ash in your mouth, but at least you can ingest it for appearance's sake. For another +100 VP, you will be wracked with painful convulsions if you swallow anything that isn't at least 70% Blood before you're forced to vomit it back up. For another +100 VP, even blood stops tasting as good as it used to.

Other (+100/+400 VP)

There's just something off about you! Either the way your skin is so pale or the way you look at people as if they're juicy steaks, the living seem to subconsciously feel that you're dangerous. It's going to be a lot harder to have them trust you when you ask someone to follow you into a dark alley. For another +300 your face has also been transformed into a grotesque masque of horror. Anyone that lays eyes on you immediately recognizes the monster that you are. This will apply to any Alt-Form or transformation that you might try to shift into.

Thirst (+200 VP)

The smell of blood awakens something ugly in you, and even just the sight of it isn't all that safe. Every time you see or smell blood you will feel a rather strong compulsion to feed. This can be resisted with enough Willpower, but it will never be an easy battle, and for some reason this will be easily noticed in your expression by almost anyone.

Coffin Bound (+100/+200/+300/+500 VP)

Every morning, just before dawn, you will feel the approach of the tyrannical sun and the need for rest. You can resist this, but for each day you don't sleep at least 6 total hours, your overall strength is going to be halved until you do. You have no restriction on where you sleep and can be awoken normally. I'd avoid sleeping near construction yards if I were you. For another +100 CP you must sleep inside a coffin that has already been used for a burial, doesn't matter whose, for it to count. For another +100 VP, the coffin needs to be lined with grave dirt and its overall location somewhere inside the confines of an actual graveyard. I suggest buying a private Crypt. For a further +200 VP, you will sleep like the dead and become incapable of waking once you fall asleep. You can only wake up at sundown.

Van Helsing (+200 VP)

There's a certain creature in the world that for some reason is unnaturally effective at hurting you. In worlds where werewolves exist, this defaults to them. Otherwise, it will be a random predator native to whatever continent/area you start in. If they catch a whiff of you, they will go into a frenzy in an attempt to kill you.

Belmont (+400 VP)

No matter the worlds you'll visit, there will always exist a lineage of Vampire slayers dedicated to hunting down and killing your kind. They always have sponsors that keep them equipped, and they seem singularly blessed in their calling and abilities, as if God Himself wants them to succeed.

Items

Blood Bags (free)

You get an unlimited supply of empty blood bags, as well as all the equipment to fill them and transfuse them into another person. The blood within these bags changes to fit whoever it's imbued into, meaning it's effectively universal for donation's sake.

Bloodcoin (100)

You receive 100 bloodcoin per year, blood coin is a vampiric crypto currency that can be transferred into an equivalent of **1 bloodcoin = \$10USD**

Blood mark (100)

This tattoo inked with blood appears to be a strange plant that wraps around your hand going up your wrist, the roots on your fingers can be extended out of your hand by feeding them blood to stab into or hold onto things by wrapping around them. The more blood you feed the mark the further it can reach.

Blood bath (100)

This porcelain clawfoot bath with golden trims was owned by a noble lady who people believed was a vampire. she would bathe in blood under a full moon, it caused this bath to take on a strange ability. If you fill this bathtub with blood and clean something with it, it will perfectly clean the item better than the finest soap. If a creature bathes in this tub they will be rejuvenated bringing them a little bit back to their prime if they have passed it

Bloodletter (100)

Each purchase of this item grants a single weapon fueled by blood. The form of this weapon is up to you, but all of them have the power to channel any blood-based ability through them. Any form of gun, cannon, or flamethrower would utilize your own blood as ammunition- though would be notably more cost-effective than simply firing a bullet of blood from your fingertip. Something like a knife or sword could extend the reach of its blade through expelling blood, or simply become sharper and stronger through the magic flowing through your veins.



Art by motolog

Srying Pool (100)

A small bowl carved from bone. When filled with blood, it allows you to contact any being you have a decently strong bond with. This doesn't have to be a lover or close rival, and could simply be a friend or someone you've found yourself interacting with a lot recently.

Bottles of Blood (100)

You get 7 bottles filled with any type of blood that are refilled each week, these bottles of blood grant no powers or information if used with hemovore or blood appraisal.

Blood Lilies (100)

These blood-red spider lilies produce a sweet bloody aroma, their nectar is just as nourishing to a creature that feeds on blood as human blood is, without the downside of actually drinking blood.

Bloodsoaked Staff (100)

The wood of this thin, gnarled staff has been bathed in a lot of blood during its crafting, and it shows in the crimson sheen that covers it. It is also one of the best focuses for a Hemomancer as it's particularly attuned to the Blood Arts. With this staff in your hands, you will find all forms of Blood Manipulation much easier to perform and even your precision and control over them is boosted. The downside to all of this is that the Bloodsoaked Staff is maybe a bit too attuned to Blood; trying to cast any other form of magic that isn't Hemomancy or a Spell fueled by blood is more costly and harder to perform through its help.

Blood Storage Ring (200)

For a magic user who uses their own blood as fuel for spells, this ring is a lifesaver. You can magically store up to 100 liters of blood in the enchanted ruby set into the ring, where it will be protected from spoiling and any other contaminants. Be careful, though. Any blood you add will mix with any other blood already inside the ring, so if you want to preserve a certain type of it maybe find some other storage method.

Blood Grimoire (300)

This black tome holds no title or markings, and opening it reveals hundreds of blank pages. Most would dismiss it as a useless oddity and soon forget about it, but the moment you touched it you felt its thirst for blood. Spilling a few drops of blood onto its pages quickly reveals the priceless treasure in your hands. The pages are filled with dense letters and images written in blood that reveal to you the secrets of Blood Magic. At least for a while. The wisdom it imparts remains visible depending on how much or how potent the blood you're willing to feed it is. The Grimoire also seems to have a mind of its own, one that knows you enough to moderate the magic theory and spells it reveals to you in such a way that it will always be something that you can both understand and is useful to you, no matter the heights of your Mastery in the Blood Arts.

Bloody Chalice (400)

The result of centuries of research by a very dedicated Vampire Hemomancer, they unfortunately never got to savor their success when vampire hunters went and killed him. This chalice is the ultimate solution to one of the problems vampirekind has had to deal with. While animal blood can be substituted to human blood, it is several times less effective than the latter at slaking a vampire's thirst. No more! By filling this chalice with animal blood, and providing it with any other form of supernatural energy (Mana/Ki/Chakra/etc...) the blood is empowered to the point that it can become even more filling than mundane human blood. Even more miraculously, once a blood sample has stained the inside of the chalice, feeding it even more amounts of supernatural energy sees it filling up with magically charged blood of the same kind. A powerful vampire with access to enough mana could forever fill their veins by only ever having to spill but a drop of innocent blood with this, and maybe not even that. To change the kind of blood that the Bloody Chalice generates, you need only empty the cup and clean it thoroughly with water before providing a new sample. It can even generate supernatural blood types (Dragon/Fey/Demon/etc...) at a proportionally higher cost.

Crown of Blood (600)

A bloody artifact long thought to have been destroyed, this golden band is studded with red gems and intricate designs reminiscent of veins and arteries. The gems' crimson surface swirls at the rhythm of a heartbeat. As for what this is capable of, the Crown of Blood is one of the most powerful Artifacts that a

Hemomancer could get their hands on. Not only does it boost the wearer's magical affinity towards Hemomancy, it also increases the strength of all vampiric powers and Blood Magic, as well as making it easier for the wearer to cast such spells. A much lesser known function of this is the ability to store vast quantities of blood inside the crimson gems that can be called upon at will and used at the wearer's discretion. The last aspect you'll need to be aware of is the connection between the Crown's boost to Blood Magic and the amount of Blood stored at any time inside the crimson gem. The more blood is contained in the gems and the more magically potent that blood is, the stronger the boost the wearer receives at the cost of a continuous but quite negligible loss of stored blood. Considering that the Crown can hold up to several dozen tons of Blood, that isn't liable to be a problem anytime soon. It starts completely empty and will need at least a liter of blood before its enchantments can activate.

Companions

Recruit (Free?)

As long as you can convince them to join you, take anyone from the Jump with you.

Import (50/100/200)

Bring your friends along! Import 1/4/8 Companions, they get 600 CP and the freebies to spend on this Document the same way you did. They can't buy more Companions and can only take Drawbacks that affect them.

Hampire (100)

Somehow this pig was turned into a vampire, it gets the vampire perk for free as well as 500CP to spend on perks

(i'll name her at some point), the Girl bat (100)

This hemomancer tried to experiment on herself using bat blood to make a new type of vampire, instead she mutated into a humanoid bat, she has a taste for blood as she used vampire bats in her experiment, maybe one day she can achieve her goal of becoming a proper vampire (she can't become a vampire with this jumpdoc). she gets 600CP to spend on perks

Drawbacks

Longer stay (+100 CP)

You stay an extra 10 years. This can be taken multiple times.

Bleeding Heart (+100 CP)

Your Hemomancy has become tied to your emotions, your control sputtering when you experience any intense feelings. Blinding rage, delirious joy, depressive sadness, any extreme will leave you unable to utilize refined technique.

Hemophiliac (+100 CP)

You are constantly low on blood, you can't have more than 25% of your total blood level in your body at any time.

Hemophobic (+100 CP)

You have an immense fear of blood to the point that if you see too much you might Pass Out

Hemophobes (+200/+400 CP)

Many see Hemomancers as innately malicious and predatory, leading to witch hunts and slander of all kinds. While not everyone will be out to get you, upon learning of your abilities those you interact with will be wary of you, and it'll take a lot to gain their trust. This gives +400 if you've taken the Vampirism perk, but it also adds groups of Vampire-Hunters scattered about your setting-skilled and well-equipped vigilantes that the law turns a blind eye to.

Hemomancers Everywhere (+200 CP)

Even if they didn't exist in this Jump before, they do now, and they know of you. Hemomancers have existed here for Millennia, hidden from public view and working from the background to push their own agenda. They gather in loosely knit groups that are under the umbrella of a global conspiracy. They start off as neutral towards you, but they are aware of your existence, though not your real powers or nature.

You could probably fit right in if you were willing to follow the rules that they also live under.

Unfortunately, this ensures that whatever these rules are, you will chafe under them.

Alone (+300 CP)

This is a lonely path you walk. You can Import no Companions into this Jump or any that this JumpDoc acts as a Supplement for. You can still buy the option, and they can make purchases but will not be able to set foot into this Jump and will actually be placed in stasis for the duration,

Marked (+200/+400 CP)

It's unclear how, but the head of a local criminal organization knows about you in more detail than you'd like and has decided that you *will* work for him no matter what. He'll send his goons to hunt you down and bring you in. If you fall into his hands, expect all sorts of torture being used to brainwash you into his employ. For the 400 CP version, they've already decided you're too dangerous to let live and will use the full might of his organization to end you. Don't underestimate mundane humans, Jumper. You might not live to regret it.

Blood Loan (+300 CP)

A prominent bloodbank believes you owe them for a blood loan that was taken out in your name, they will be sending repo crews to retrieve the blood with interest, they want to take all of your blood.

Scary Movie (+300 CP)

About once a month a creature, monster, or villain from a random horror or slasher movie will manifest into this world you're about to enter and make putting the fear of *them* into your heart their main objective. At least to start with. Their attacks will become more and more designed to kill you as time

passes, and if you haven't killed/defeated/destroyed them within three weeks they will go for the kill with no chance of being driven off anymore. None of them will be truly invincible or undefeatable, but that doesn't mean they're not dangerous. And before anyone asks, No! You can't get anything from them, no matter what power copying perks or whatever else you might have. They're not actually real like that.

Competition (+300 CP)

It turns out that vampires don't like competition and as such you have managed to anger a five century old vampire (regardless whether they usually are in this world) that will do anything in his/her power to hunt you down. Said vampire has all the Vampire Advantages except for Dhampire as well as the Sunlight disadvantage, as well as the Garlic Allergy, Holy and Running Water disadvantage at the lowest level each. (Due to the old age of said vampire, these disadvantages are toned down to inconveniences and pain upon exposure rather than potentially lethal obstacles).

Sweet Blood (+200 CP)

Your blood has a strange aura that seems to attract those interested in stealing it. If Vampires exist in the world, they'll be drawn to you and feel a desire to drink it. Mosquitoes are also going to be a huge annoyance. If no bloodsuckers on the level of Vampires exist, then they do now.

Blood Memories (+200/+400 CP)

Blood Remembers, Jumper! Any blood you take from others will now also contain fragments of their memories. These will never contain anything beneficial, and seem to always contain the kinds of glimpses into the lives of those you've hurt that will make you question your actions. If you actually kill someone and then add their blood to yours, it will come with a sort of psychological ghost whose only purpose is to make you feel guilty for the great injustice you performed. Vampires get +400 CP on account of their increased need for Blood compared to a normal Hemomancer.

Spoiling Blood (+200/+400 CP)

Your blood spoils fast while in contact with the air, making it hard to recover it with abilities like Blood Teleportation if you're not quick enough. This means that fights that last more than a couple of minutes will become a lot more costly. Blood used by other abilities like Blood Forge and Blood Armor is also affected, but it lasts an order of magnitude more outside your body. Blood inside others isn't affected. This gives +400 CP if you have Blood Elemental, as you'll be taking constant damage whenever you assume that form.

Bloody Lost (+400 CP) (Incompatible with Supplement Mode)

Where is this? Do you know this place? Instead of choosing your destination, you are sent to a random setting where you'll have to spend the next 10 years. If there's a JumpDoc for that setting, you can also use it as if this were a supplement for that Jump. (Use some kind of random picker like <https://www.randomeower.com> or <https://www.bestrandoms.com> to randomly choose the destination)

Blood War (+400 CP)

A war has started between blood mages and vampires, they don't care who is harmed in this war, expect vampires and blood mages to fight in the streets dragging innocent civilians into the conflict, both sides

seem to want you on their side and if they can't have you they will make sure the other side can't have you either

Obligatory Power Loss Drawback (+400 CP)

You know the drill: No perks, powers, or abilities from previous jumps. You only have your Body Mod, whatever you bought here, and maybe something from the Jump this acts as a Supplement for. If this is your first Jump, take the free CP, you'll probably need it.

Obligatory Warehouse Lock Drawback (+400 CP)

You know the drill: No more access to the Warehouse or any of the Items you've collected from previous Jumps. You only have whatever Items you bought here, and maybe some things from the Jump this acts as a Supplement for. You get to keep Inventory or Pocket Space abilities, but you'll start off with them empty. If this is your first Jump, take the free CP, you'll probably need it.

Stay Here

Go Home

Move On

Notes

Thank you to everyone who contributed, I love what you have done with my simple idea.