

Ankle Biters Jumpchain

v 0.2 - Lurik edition:

by LawAnon

Introduction:

Welcome to the world of Ankle Biters, Jumper!

...

...

You know, just this once, I'll allow it if you want to go to a different world instead. Sure, you won't be getting powers or items from this one but-

Are you sure? Last chance to back out...

Okay, well I don't want to hear you complaining if you come to regret this later! Now, where was I...?

Right! Welcome to Ankle Biters! This world is one much like your own, except there are vampires preying on humanity from the shadows. Well, there *were* vampires, anyways. They're

pretty much extinct now, except for a subspecies of - *sigh* - dwarf vampire that can only infect little people. Also, they preyed on humanity in broad daylight as well. Vampires in this world don't really have the weaknesses you'd expect. More on that later.

Anyways, you start somewhere in the Deep South of the United States, around the time a quartet of dwarf vampires begin their plan to resurrect the tall vampire race, only for a few vampire hunters - including part-vampire Drexel Vennis and his miniscule sidekick T-Bone - to stumble across this nefarious plot and initiate a showdown.

Here, take +1000 Choice Points (CP) to help make your stay here more tolerable.

Location:

Roll 1d6:

1) Iva, South Carolina: The location of Korel's nest of dwarf vampires, as well as Drexel Vennis and T-Bone.

2) Anderson, South Carolina: Home to the Anderson Arts Center, as well as the manor house for noted vampire hunter John Marcus.

3) Ware Shoals, South Carolina: Apparently these guys have some vampires too. Who knew?

4) Belton, South Carolina: Home to a lot of bikers - a perfect place to gather soldiers if you're looking build an army of tall vampires.

5) Atlanta, Georgia: A fallback location for the Iva nest should they be driven out, some vampires are going to be visiting here pretty soon.

6) Free choice: Any city or town in the southern U.S. Wherever it is, it's got vampires. And hunters.

Origins:

Retain your gender from the previous jump, and roll 1d6 + 25 for age, or pay 50 CP to choose both. Then choose your background:



Drop-In: You don't really fit in around here, stranger. You get to just show up like some sort of wanderer, with no past or memories of this world, and also no friends or contacts.



Vampire Hunter: You're one of a number of freelance vampire hunters who keep the world safe from the vicious dwarf vampires. They're not really that common, so you probably have a real job as well to make ends meet. Or maybe you're just independently wealthy? It takes all kinds, I guess.



Dwarf Vampire: (100 CP) "Children of the Night!" Oh, my mistake! Won't happen again.

ahem "Little People of the Night!" Wait, what? Are you kid-? Right then: "Little People of Midday!" Yeah, you're the local species of vampire. You're three feet tall at most, with wicked fangs that hamper your speech a bit and cat-like eyes that are a bit too photosensitive, so put on some shades. You often make chipmunk noises when you attack people to feed. Unlike most vampires, you don't have any of the traditional weaknesses, and *should* have an innate regeneration that lets you no-sell virtually everything except your one true weakness, but that would be a little much for this price so I'm nerfing it to a much faster healing rate for now. You do get this form as an alt-form post-jump, though.



Tall Vampire: (100 CP) Wait, shouldn't you be extinct? Well, whatever. So, you're the *other* local species of vampire that used to exist in this world. You're mainly different from the dwarf vampires in two ways: You aren't short, and you have a proper roar instead of chittering when you're ready to feed. Like them, sunlight doesn't burn you (or even make you sparkle) and other vampire weaknesses are complete lies. Your innate super-regeneration is likewise nerfed (see the notes) but you get this form as an alt-form post-jump.

Perks:

Discounts are half-off the listed price. Freebies are free.

General Perks:

Ankle Biters OST: (+50 CP) Add the Ankle Biters soundtrack to your life. It plays constantly during this jump and will mix in with any other soundtrack perks and items to randomly play in later jumps. If this is your only soundtrack perk, it plays constantly in other jumps as well. Not toggleable, even via Toggling perks.

Drop-In Perks:



Can I Borrow Your Car?: (100 CP, Free Drop-In) Found yourself without a means of transport? Fear not! As long as you're near a road or similar route for transportation, someone will arrive whose ride you can jack. You suffer no repercussions for doing so.

Shut Your Little Mouth: (200 CP, Discount Drop-In) Some people simply exemplify leadership. By demonstrating competence and vision, as well as ensuring their followers have the respect, tools, and support they need, these people command undying loyalty from those they lead. This perk lets you skip all that rigamarole. You can be a terrible boss, ignoring your subordinates' sound advice and heaping verbal abuse on them, and they'll still be your loyal pals. Just be careful - this doesn't alter their memories: If you should mistreat a subordinate who subsequently leaves your service for whatever reason (such as being fired or being turned by a vampire) they'll still remember your abuse and likely be nursing one hell of a grudge.

Your Great-Great Grandmother Was Knocked Up by a Vampire: (400 CP, Discount Drop-In) For you, bloodlines don't quite thin the way they do normally. If you're even 1/256 of some particular race or species then you may as well be half, as far as powers, abilities, and features go. You may choose for this to come with a bit of tall vampire ancestry in this jump, which would give you the standard vampire regeneration, (nerfed - see notes) catlike eyes, and the ability to use your blood to kill other tall vampires from this world.



<u>This's Either Gonna Kill Him, or Make Him a Hell of a Lot Stronger:</u> (600 CP, Discount Drop-In) Once per jump, when you are first exposed to something classified as your weakness, you can designate it as *not* actually a weakness. Instead, a crappy photoshop special effect will occur and you'll get a massive temporary power-up for being exposed to it. Once designated, this alteration to your vulnerabilities lasts the entire jump. (Post-chain, your home dimension counts as a jump, and any dimension travel abilities will allow you to reset the perk as if you'd entered a new jump.) This cannot be used on the only weak spot a jumper has in order to render the jumper completely invulnerable, at least not until post-Spark.

Vampire Hunter Perks:

Tried to Kill You Seven Times: (100 CP, Free Vampire Hunter) You're an expert tracker, and have a sixth sense for where your quarry might hole up. If you were just looking for any old vampire, you could unerringly track down where one is currently causing a ruckus, while if you're looking for one in particular, you might be able to pick out the abandoned church they're staying in just using a map to look for likely spots. You're also pretty skilled at tagging vehicles with tracking devices and remaining unnoticed.

Holy Shit!: (200 CP, Discount Vampire Hunter) You've been doing some training for this vampire-hunting gig, huh? You've got some experience with a wide assortment of firearms, crossbows, archery equipment, and melee weapons. You can roll over a car instead of being struck down by it, standing jump at least 4 feet straight up, backflip off of obstacles, and your martial arts or fisticuffs are good enough to incapacitate a regular-sized tall vampire long enough to stick a syringe into them.

Knock It Off, You Two: (400 CP, Discount Vampire Hunter) You have a gift - you can quell suspicions in your nominal allies, allowing things like getting natural enemies to work together against a common foe, with barely any effort. Just saying "Trust me" will often be enough to get them to temporarily set aside their differences. This won't prevent things like intentional betrayal, but if a side is willing to work with the other side with assurances, they'll take your word for it that the other side won't take advantage of the partnership to betray them. You get to skip all the tense diplomacy and negotiation, and go straight to the working together bit!



Gangbuster: (600 CP, Discount Vampire Hunter) You are never outnumbered, even when there are more of them than there are of you. Even if swarmed by a mob, your enemies will always seem to move in just such a manner that you only have to deal with one at a time - almost as if they were choreographed to avoid ganging up on you. This does have its limits, but you'd have to both stay relatively unevasive and fail to defeat, knock back, or escape your opponent for quite a while before a second opponent could bring themselves to horn in on the duel in progress.

Dwarf Vampire Perks:



Three Feet Tall, Two-Inch Fangs!: (100 CP, Free: Dwarf Vampire) You may be short, but you're an absolute holy terror. Size reductions such as smaller alternate forms affect your physical abilities less. In forms at least 1/8 of the area of your bodymod or current origin form, (whichever's larger, with relevant perks included) you retain your full strength, toughness, and mobility. If you are smaller than 1/8 of that area, you are only affected as if you were twice the height, length, and width of your current form. (i.e., 8 times your current mass.)

Shit, Where'd You Come From?: (200 CP) You have an uncanny level of combined speed and stealth. You can move silently at running speed and remain unnoticed while in plain sight until you do something to intentionally draw notice, or do something they can't ignore (like attacking them). You could walk right up to someone and clear your throat, and revel in the surprise as they realize you'd been standing right in front of them without them noticing. This doesn't let you escape people's attention once you have it, but it's perfect for setting up a first strike.



Okay, Where is the Damn Money?: (400 CP, Discount: Dwarf Vampire) You have surprisingly good black market contacts. Once per jump, (or once per ten years, whichever comes first) you can get virtually anything delivered to you in an out-of-the-way location by a pair of shady types who honestly won't be missed if you decide to kill them instead of paying them. There are limitations, of course - the delivery people would have to be trivially capable of reaching the rendevous point, and the item in question would have to be something the local criminal element could acquire with some effort and luck: You might be able to get a stolen museum piece, or a military prototype weapon that 'fell off the truck', but not the legendary sword owned by the king or the jeweled eye from the lost temple of the snake cult, for instance.

Spread Everywhere in No Time: (600 CP, Discount: Dwarf Vampire) This world will be a feeding station soon! Your creations, including people you've turned or transformed, are unshakeably loyal to you and obey your commands without question. Moreover, they effectively gain a copy of this perk, making their creations loyal to them, and *also* to you, and so on down the chain like some sort of unholy pyramid scheme.

Tall Vampire Perks:



He's A Monster: (100 CP, Free: Tall Vampire) When the dwarf vampires decided to bring back the tall vampires, they went for the most appropriate specimen they could find for the label. Similarly, you're tall. And not beanpole-tall - you've gained a significant amount of muscle mass, and the boost to strength that comes with it. You've gained at least a couple of inches of height, and maybe 100 lbs of extra muscle. If you've got other perks sculpting your body for a specific aesthetic, this muscle mass will be distributed appropriately or even be largely unnoticeable, (having increased mucle density for the same gains) but on its own, this perk tends to just make you, well, beefy.

Bulletproof Shirt: (200 CP, Discount: Tall Vampire) If you are durable enough or regenerable enough to prevent an attack from damaging you, then that attack will also have no effect on any clothing or gear you're wearing. In other words, if you're bulletproof, you could take 6 rounds to the chest and your ordinary t-shirt would remain intact. Has no effect on attacks specifically aimed at your gear or intended to affect it. A machete chop made to sever your ammo belt will still sever it. It just won't damage it if the machete user is trying to hack your bladeproof skin and the belt is in the way.

Vampire Blood: (400 CP, Discount: Tall Vampire) There's only one thing that kills a vampire in this world: Vampire blood. No, you heard me right: Vampire blood is a deadly poison to vampires here. No, I honestly have no idea how that works either. It's even specific by type of vampire - you need tall vampire blood to kill tall vampires, and dwarf vampire blood for dwarf

vampires! And yes, their own blood is supposed to work for this, provided it's extracted and reinjected later. How do vampires not just die on the spot due to the vampires having their own blood in their veins? Shut up, that's why! Anyways, this perk allows you to carry the species-poison nature of vampire blood to other forms and other jumps. Whatever form you take, your blood becomes a lethal venemous toxin to that form's species. You are always immune to the effects of this perk, even if your own blood is extracted and reinjected into you, though this won't protect you from the effects of your own blood outside of the perk. (i.e. as a Tall Vampire, you'd still be affected by your own tall vampire blood during this jump.)

An Undying Thirst For Blood: (600 CP, Discount: Tall Vampire) Rafe was huge, even for a tall vampire. That means he had huge guts! At least, that's my explanation for how he was able to drink so many people so quickly! Assuming you're a vampire, then whereas most of your ilk might take a few minutes to drain a victim, you, like Rafe, can drain a large person of blood quickly enough to kill them in a couple of seconds, turning them into a vampire right then and there. Moreover, your internal storage for sucked blood is increased massively - you could go through an entire strip club or biker bar and drink everyone in it, still have room for more, and not show even a single sign of external bloating. Even if you're not a vampire, this perk also enhances any other methods of drainage or transmutation you might have, increasing their speed tenfold, while increasing your reserve for any drained energies or essences by a similar amount.

Items:

Sunglasses: (Free) A pair of shades to prevent the southern sun from poaching your sensitive eyeballs. Also conveniently hides your inhuman eyes (or possibly, due to the nonexistent budget, lack thereof...)

Money: (50 CP) About $20,000 in cash. Can be purchased multiple times.

Hog: (50 CP) A motorcycle of your very own. It's a brand of your choice, so long as it's American. Never seems to run out of fuel, so you can drive it in circles for interminably long periods of time if you wanted to. Can come with a sidecar is you so choose.

Trunkful of Guns: (100 CP) It's the disembodied trunk of a car, filled with an assortment of weapons and ammunition - mostly firearms, but you can get cheap semi-crappy swords and normal lengths of chain and archery equipment from it as well. All in all, you could arm maybe twenty people with this, or *heavily* arm four or so. The trunk restocks with a new assortment daily. All of this gear is appropriate for the setting of the jump, but will never be more advanced than modern-era equipment available to an enthusiast. The gear is fitted with modifications allowing the ammunition and blades to inject a small payload of fluid, but you'll have to supply the fluid yourself. You may import a vehicle you own into this option, giving an appropriate storage compartment in the vehicle this replenishing armory.

Strip Club: (200 CP, Discount Drop-In) It's a strip club, all right. You receive nightly dividends from it as a business, and the girls who work there all know martial arts and are somehow at least the equivalent of a vampire hunter or soldier in any setting you bring it to. They're hard-working dancers and generally aren't up for adventures, but if somebody attacks the joint and disrupts their show they'll be willing to team up with you and kick the invaders' asses. This property can be attached to another you already own, or be kept free to plop down in a city of your choice at the beginning of future jumps.

Gyrocopter: (200 CP, Discount Vampire Hunter) Much like The Cowboy, you have a personal flying machine. It seats one comfortably, but you might be able to squeeze another person on. You will always be treated as if you were a licensed pilot and copter operator when flying this, even if you've been living off the grid and never filed any identifying paperwork, and the installed radio will thus allow you to receive course corrections to prevent collisions with aircraft instead of angry demands that you vacate the local airspace.



Magic Sword: (200 CP, Discount Dwarf Vampire) You can't put a price on something like this! A chintzy-looking sword with a jeweled golden hilt. It's not actually any better than a normal sword in combat. Its real value is in what it allows you to do with a subdued opponent. The ruby on the pommel is hollow and defaults to containing a blood sample from the last tall vampire, but you can empty that out and fill it with a sample from another creature instead later. When the sword is stabbed into a helpless victim and the correct magic chant (supplied on a note along with the sword upon purchase) recited, the sword will turn the stabbed person into the species sampled in the ruby pommel. If the sword is ever destroyed, or the pommel is ever left emptied out overnight, the sword will return to its default state, supplying you with a new sample of tall vampire blood.

Biker Bar: (200 CP, Discount Tall Vampire) A bar named after a comic strip character of your choice. As its new owner, you receive revenue from it, and free beer. It tends to be frequented by large, well-armed biker-types (or the closest equivalent in other jumps) who will treat the staff and other patrons with respect, pay their tabs, not get rowdy, and generally be model customers so long as nobody picks a fight with them. Even then, they'll do as little damage to the bar itself as possible while redressing their grievances. This property will generally place itself in a spot of your choosing at the beginning of future jumps, defaulting to a roadside location a few minutes out of the closest town to your starting location.

Companions:

Companion Import: (50 CP/300 CP) Import one of your Companions for a measly 50 CP. They get one of the free backgrounds, or may use their CP to purchse one of the non-free backgrounds. They also get 600 CP apiece for perks and abilities. You can buy this option multiple times, or, if you spend 300 CP, you get a bulk discount allowing you to import up to 8 Companions using this option.

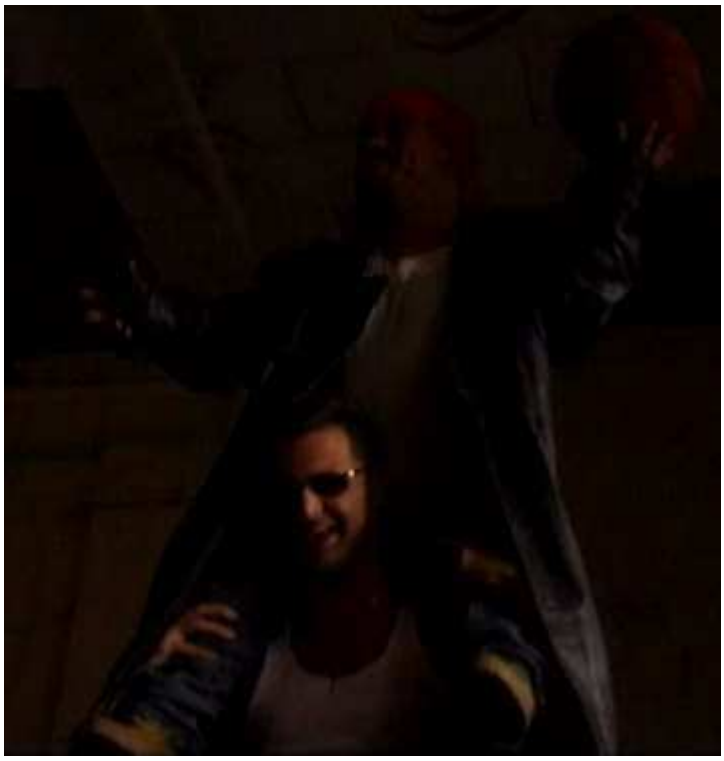
Canon Companion: (50 CP) If you can convince one of the locals to follow you on your chain, take them for the low, low price of 50 CP. They won't be missed. You can take anyone but Drexel using this - he's got his own option below.

Dwarf Dwarf Vampire Hunter Sidekick: (200 CP, Discount: Drop-In) Yes, he's a dwarf who hunts dwarf vampires. Or, at least, apprentices in dwarf vampire-hunting.

Elderly Butler: (200 CP, Discount: Vampire Hunter) This distinguished gentleman normally executes his butlery with the utmost decor and proficiency, and won't bat an eye at your more outrageous requests or shenanigans. He's also a crack shot, but letting him wield a firearm will crack his facade and reveal his inner redneck.

Biker Gang: (200 CP, Discount: Tall Vampire) This is a group companion of thirty or so burly bikers. They come with their own motorcycles, (which they like to use in shows of intimidation before they get serious) and start with a bad tendency to attack their enemies one at a time instead of as a group. If imported into other jumps and granted perks, the perks can be split between them all at a simlarly-reduced level of power, or granted to individual bikers in the group to diversify the group as a whole.

Freshly Turned: (200 CP, Discount: Dwarf Vampire) A recently-turned Tall Vampire who follows your lead. This hulking mass of undead muscle and gristle is quite intelligent and loyal, but seemingly incapable of speaking in anything but grunts and growls.



Drexel Vennis: (Free, Discount: Masochists) This 1/256th Vampire Vampire Hunter wants to join you and hunt vampires in other dimensions. He has the Drop-In perkline (except for Shut Your Little Mouth, which he just *thinks* he has) *and* the Vampire Hunter perkline! (Except for Knock It Off, You Two) He also has the Drawbacks Parking Fines and Cross-Eyed, as well as a mumbling problem similar to mnmnmmmnnmnnnmnmm that only activates when he has important information to share. You can hear him being a jackass just fine. These follow him until bought off for their CP costs, (using CP gained from importing him) but even then he'll probably act like he still has them until you can rehabilitate him. That might take a bit, because as far as he's concerned he's the new Jumper and *you're* the Companion: He's running the show now, and your Benefactor just hasn't gotten the memo and made it official yet. (And nor will they.) Despite all that, he's secretly got a good heart, and can make for a good buddy when he's not acting like a bad boss.

Drawbacks:

You may gain a maximum of 600 CP from taking drawbacks. You can take more if you really like to suffer, (and you probably do if choosing to jump this is any indication) but you won't gain more CP from them.

Driving Me Crazy: (+100 CP) Any enemies you make will have motorcycles. Before any conflict or altercation you or your companions are part of, the party opposing you will spend at least five minutes driving around in circles on their motorcycles while whooping and hollering, and you will have to just stand there and watch them do so. During this show of intimidation, you are unable to strike first, charge up attacks, or otherwise take advantage of that time in any fashion. If you try to bypass this by deliberately antagonizing someone who does not appear to have or be near a motorcycle, they will turn out to own one, and you will have to wait while they go get it as well. (And yes, this means *any* conflict or altercation. Get into intense political discourse? REV THOSE MOTORS! Boss chewing you out? IT'S CIRCLIN' TIME!)

Showdown at High Noon: (+100 CP) Look, Jumper, I'd give you more CP for this, but this jump's budget can't really handle it. I'm already putting cost-saving measures into effect as it is. So to save on lighting expenses, you only get one night scene for this jump. Maybe a couple of minutes of darkness lit by this blue light bulb we'll use instead of moonlight. Make it count, Jumper, because the rest of your ten years here are going to be under the perpetual noonday sun. In the middle of summer. In the Deep South. You're going to want to spend some time indoors, is what I'm saying, because it's going to be hot. Ecological and climate effects from all that sun? Don't be silly, Jumper, we don't have the special effects budget for those! Also, wherever you go is going to be in the Deep South, because we already spent the travel budget. It's weird how the middle of intergalactic space looks just like downtown Atlanta, isn't it?

They Call Him the Coyboy: (+100 CP) Much like how a typo in the credits makes the supposedly fearsome vampire hunter sound like the nickname given to one's gay lover, you too now officially have an embarrassing name or epithet that will automatically show up on any of your official documentation and paperwork. You can try and hide it from others for a time, but eventually it'll come out and get spread around. And while only a total jackass would call you by this nickname, guess what this world seems to be entirely populated with?

mnmnmmmnnmnnnmnmm: (+100 CP) What was that? Virtually everyone mumbles constantly, is in monotone, has a dreadful accent, or all of the above. If you have the OST, it'll be virtually impossible to hear anyone above it, much less understand what they're saying.

I Said Shut It!: (+200 CP) Congratulations, Jumper! You and your companions now have a new boss! This can be any of the canon characters of Ankle Biters who is not themselves a sidekick or subordinate, (and defaults to Drexel Vennis for non-vampires, or one of the Dwarf Vampires for vampires) or a brand new character of your own design, who is at the very least a

complete asshole of questionable competence with ridiculous mood swings. This boss gets the Shut Your Little Mouth perk, and it works on you by drawback fiat. Although they won't fire you without good cause, if you should leave the employ of your boss during the jump for any reason, (including their death) it's an automatic chain failure. (Companions getting kicked out won't lose you the chain, but your boss might not take it kindly if you fraternize with them afterwards.) If some of you and your companions are vampires and others are not, there will be two opposing bosses who will put the two groups into conflict.

The Only Thing that Can Kill a Vampire is: (+200 CP) Your out-of-jump perks and items? Don't worry, they still work! Just not on your enemies. This world's vampires only have one weakness, remember? And their mostly-human descendants (which now includes any vampire hunter) may not even have that. This drawback just enforces that. You could unleash absolute conceptually annihilatory energy at a vampire and it wouldn't do a thing. Worse, this affects your other abilities when used against vampires as well: They will be able to dodge your superspeed and strike you back despite your speed as well, nibble you right through your invulnerable skin, detect you through your stealth abilities, ignore your inhuman charm, etc. Your supergenius high-tech inventions will malfunction when used against vampires, your x-ray vision won't pick them up, your enchantments will fail, and once you're in combat, you won't be able to just fly or teleport away if things go bad. They'll even be able to get past your Warehouse's force fields if you try to hole up in there. In short, if you have any perk that would let you cheese an encounter with a vampire/hunter, or otherwise "targets" a vampire, it flat out doesn't work when you try. That said, you still *have* those perks, and indirect-enough measures can still tip the odds in your favor.

Yes, you must *have* out-of-jump perks and items in order to take this drawback. (For you cheesewads out there who'd be insane enough to take this as a first jump and try to abuse that loophole.)



Parking Fines: (+200 CP) Crime is way up lately, Jumper! And you will never remember to lock your doors or even take your keys out of the ignition. This will inevitably lead to your rides getting jacked, your bases getting infiltrated, and your stuff getting stolen. You treat security reminders from others as pointless nagging, and immediately forget about them. Also, any forcefields or similar security measures your warehouse or other storage supplements might have must be manually reactivated, portals must be manually closed behind you, and so on, which you also will not do.



Cross-Eyed: (+300 CP) You and your companions' combat prowess takes a severe nosedive. Your eyes literally don't point in the same direction and you couldn't hit the broad side of a barn. Any melee you attempt will be at best semi-effectual brawling, and you have a tendency to hit innocent bystanders when those are around. Your companions are almost completely useless in a fight other than as weapon caddies. They're good for at most an occasional sneak attack or sucker punch to a distracted opponent - most likely one of those innocent bystanders you just pissed off by punching. You *can* win fights, but they'll be long slogging affairs where you take your lumps, and against anybody remotely competent you'll want some of the locals to give you some backup.

Bloody Hell: (+300 CP) If you're a vampire or part-vampire, every hostile vampire hunter, cop, biker, gun owner, and their respective mothers have plentiful access to vampire blood of both types, and appropriate delivery mechanisms. This drawback nullifies anything you might use to be immune to the effects of vampire blood.

If you're trying to kill vampires however, well, good luck finding any then. The stockpiles will have suddenly completely dried up. You're going to have to pin down a vampire and extract it from their still-struggling body if you want any, and your supplies of blood acquired this way never seem to keep for more than a day.

Departing:

You have the usual choice upon completeing your ten years here. To wit:

Go Home: Maybe jumping here has made you ask yourself "What am I doing with my eternally-extended life? Getting sent to dimensions like this? I could be home right now, conquering the planet and bedding worthwhile human beings!" Well, this is the option for you! Keep all your perks, items, etc. from the chain so far, and go home to the moment you left, probably to become God-Emperor Jumper I shortly thereafter, or at least attend a certain picnic...

This is the *only* choice you can take if you die and fail the jump.

Stay Here: ...Or maybe jumping here has given you Stockholm Syndrome? As a bonus for taking this option, I'll give you an endless supply of liquor. I think you'll need it.

Keep Jumping: ...And maybe jumping here just made you appreciate the finer planes of existence your Benefactor can take you to, hmmm? You've done your time here, Jumper, let's go somewhere else! I've got a real doozy set up for you next...

Notes:

- No offense is intended to any little people by the nomenclature used in this jump. I've honestly got no idea what the acceptable terminology is. The movie calls them dwarf vampires, so that's what I went with.

- If you take a vampire origin, (including My Great-Great-Great-Great Grandfather Was a Vampire) you get your vampire form/features as an alt-form post-jump, but do not gain the local vampires' immunity to everything except vampire blood even in-jump. That will only be applied to those forms as a post-Spark reward. You do still get somewhat heightened regeneration, though, allowing you to eventually fully heal from attacks that don't kill you outright. (And this is still shut down by getting injected with vampire blood, of course.) Canon Companion vampires, Freshly Turned, and Drexel can keep theirs, but for the purposes of Jumpchain it won't be an absolute: Anti-undead attacks, holy-element weapons from settings with more magic, conceptual shit, and powerful-enough attacks are likely candidates to breach their immunities. Fanwank like a DM who doesn't want his player (you) trying to rules-lawyer claims of fiat to waltz your way through his narrative.

- Ankle Biters OST: Yes, this *gives* you CP. Here's a sample of what will get mixed into your soundtrack perks for the rest of your chain if you take this: https://www.youtube.com/watch?v=NIUzidPcmeY

- Three Feet Tall, Two-Inch Fangs! examples: A jumper who takes a 3-foot-tall hobbit origin would have the base strength and movement speed of his 6-foot-tall human bodymod. That same jumper turned into a tiny ant would have the proportionate strength of an ant twice as large in all dimensions, and if that jumper were later in a setting where their current origin was a 100-foot-tall kaiju, they'd see their 6-foot human alt-form having the strength of a 12-foot human.

- This's Either Gonna Kill Him, or Make Him a Hell of a Lot Stronger specifically works related to weaknesses caused by exposure to something (kryptonite radiation, sunlight, cold iron, etc.) or extra vulnerabilities to something. (Pokemon elemental weaknesses, for instance, or the werewolf-defense-bypassing properties of silver, or bludgeoning damage against D&D skeletons.) If your immortality can be bypassed by being attacked in your enchanted shin, this perk won't help against being kicked in the shin as that's a vulnerable area instead of a type of attack.

- Thread questions below: Magic Sword turns things into the new species, so hybridization is out if you swap blood and restab. It will work each time, though.

- Your Great-Great Grandmother Was Knocked Up by a Vampire works by scaling any bloodlines up to half-breed strength. Yes, that means you could be effectively half-klingon, half-

vulcan, and still all-human, for instance. It does have to involve ancestry - injecting yourself with blood won't trigger it, unless that species'blood would normally overwrite part of your DNA. Your bloodthirst as a half-vampire depends on the setting. Drexel implied some bloodlust as a teen and even drinks a shot of blood at one point, but doesn't display to have cravings otherwise. A Bladeverse half-vampire would probably, like Blade, be a daywalker who doesn't seem to need blood at all.

- Spread Everywhere in No Time does indeed work with item-sourced transformations like the Magic Sword. So, if you have a pool of mutagens or something, it'll make anyone you personally dump in it loyal to you.

- Can half-vampires turn people into vampires? - It's implied Drexel can do just that, so yes, that it something you can do if you have YGGGWKUbaV.

Changelog:

0.2: Some minor changes made due to feedback:

- Some typos corrected.
- Holy Shit! and He Tried to Kill You Seven Times swapped price tiers, becoming 200 CP and 100 CP perks respectively.
- Vampire origins and Great-Great-Grandmother perk holders get their regen heavily nerfed instead of completely removed.
- I decided Anon had a point, and increased the payoff of "I Said Shut It!" to +200 CP. Keeping some of these assholes alive is hard enough even when you *don't* have to at least pretend to follow their orders. Hanging a chain fail off of it is worth at least a bit more.

0.1: Initial draft for Halloween release!