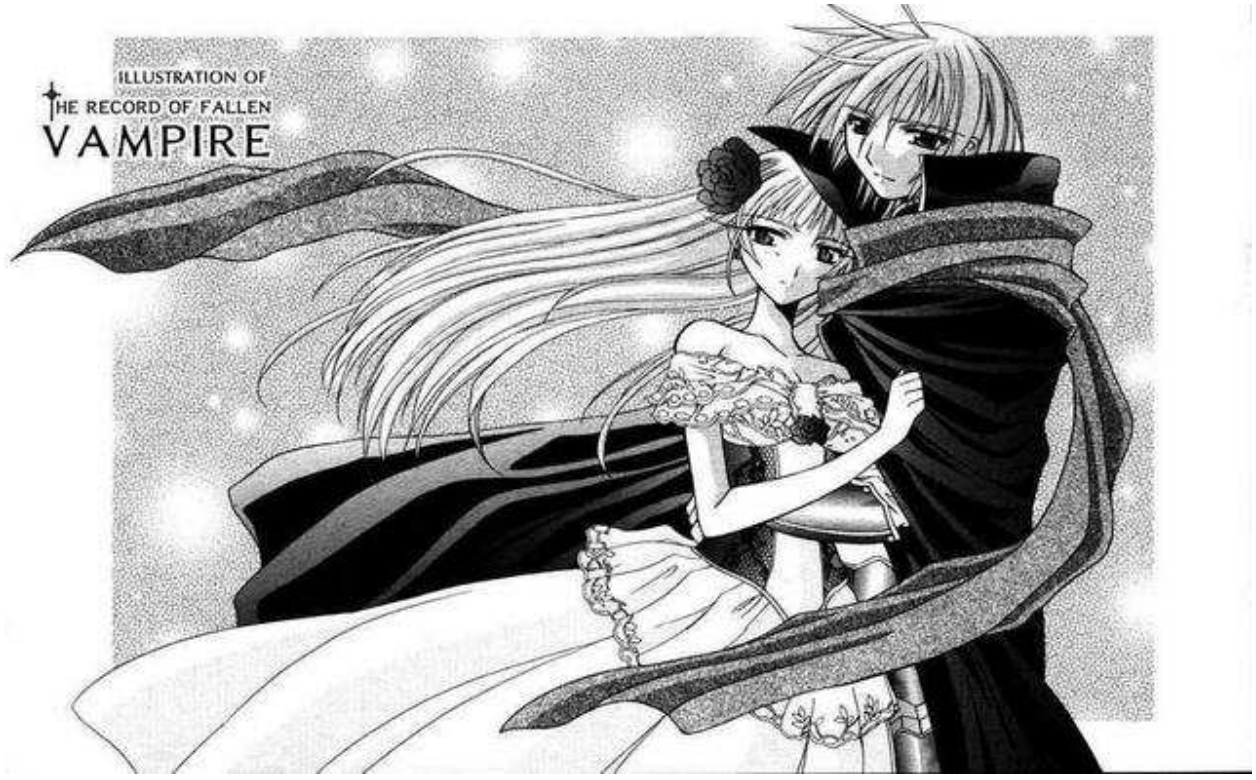


The Record Of A Fallen Vampire Jumpchain V 1.0
By MultiverseCrossover

There is a legend that tells of how 1000 years ago the world was almost destroyed by the vampire queen due to her horrifying power. Humans, dhampires, and even vampires couldn't defeat her and were forced to seal her away until they had the power to kill her for good. However, the vampire king, forsaking both his kingdom and race, search ever on throughout the centuries to break the seal and free his queen.

Welcome Jumper to the world of A Fallen Vampire. This world is full of the popular creatures of the night such as vampires, dhampires, and humans in the middle of it all. The vampire king has been through a lot in his search for the seal that holds the queen of his kingdom. However, everything is not what it seems as there will be many twists and turns as new facts and secrets come to light on what exactly happened a thousand years ago. Be ready for whiplash Jumper as plot twist will come at breakneck speeds.

You begin on the day when the vampire king, Strauss, enters a city to eliminate another seal. This chain of events leads to a new and dangerous alliance between all three races. Also, aliens will show up in a few days to try to take over the planet. The rabbit hole goes deep here as everyone has secrets yet to be revealed. Here's a little something to help even out the playing field.

+1000 Choice Points

Races

All of the races are free and can be turned into a drop-in option if you wish. The standard 100 CP perks and items are free for the race you choose along with 50% is off the rest of any perks and items within the same race.

Human - The race that covers the vast majority of the world and probably the one you're most familiar. Unlike in most worlds, humans in the past had a special type of energy within them called spiritual energy. With this energy, they were able to do many things such as conjuring up barriers, forming weapons such as shields, bows, and arrows, and were even able to enhance their bodies to superhuman levels to match dhampires and vampires. It was recently discovered that this energy could be used to scramble any nearby electronics as well. Do keep in mind that although you have the power to keep up with the supernatural creatures here you still have the body and regeneration of a human. While others can get stabbed and have their limbs cut off and are expected to heal up you will die from that.

Vampire - You're one of the last remaining pureblood vampires in existence so expect questions to be asked when people find out about you. Vampires like the modern lore suggest are able to live for over a thousand years and possess strengths and weaknesses. A vampire's body is made of magic, granting them retractable wings that are used for flight while also making the race very hard to kill. However, facing off against someone with magic nullifying abilities is a guaranteed death sentence. Finally, vampires have a potent regenerative factor capable of healing internal organs within seconds, entire limbs within minutes, and having ¾ of their body destroyed within a few hours, but decapitation will still kill you.

Vampires are very dangerous as they're able to use magic and in this world, magic can be used in creative ways. Regenerating wounds, modifying one's body to turn hands into claws, making barriers, creating weapons such as swords and other items, along with attacking are all standard fare but magic can be used for the menial task as well. Lighting a cigar, connecting computers to the internet and disabling security functions, and other things are all possible with a bit of creative thinking and ingenuity.

Unfortunately, you do possess the typical weakness of vampires. If the sun touches your body it will be turned to ash and will take centuries for you to regenerate. Even in a building that blocks sunlight, your body will be weakened and heavy, however, this is your only weakness. Unlike other vampires in fiction, you require no blood to sustain yourself as regular food will suffice. Even the bloodthirsty myth surrounding the race is false as vampires are very gentle beings that dislike spilling blood. This is because you're not actually a vampire in the traditional sense. In fact, you're the result of an alien organism that came to earth thousands of years ago and evolved into what is considered a vampire today. So yeah… you're actually an alien.

Dhampire - The dhampires are the combination of an interspecies romance between a vampire and a human. This technically makes them hybrid alien creatures. Due to this combination, they have some of the best of both worlds. They possess a human body capable of living as long as a vampire while possessing the magic of the vampires.

For the physical side of things, dhampires are one of the sturdiest races as they are able to survive multiple stabbings, having their arms cut in half, and much more while remaining at full combat capability. While their regenerative factor isn't quite as quick as a vampire it is still powerful nonetheless. The race is able to heal from the aforementioned wounds above along with having ⅔ of their body turned to ash within 12 hours. While decapitation will still kill them any damage not directly affecting the brain will all be healed within a day at most.

Their strength is nothing to scoff at either as they're able to smash concrete walls with a gentle push. The race is also able to easily fly and run faster than even the fastest of modern military vehicles and can trivially catch bullets fired at them without even looking. Dhampires can use both magic and spiritual energy allowing them to do the same things as either race would with their respective energies.

Although dhampires don't burn in the sun and are able to roam about during the daytime they are by no means immune to it. They are weakened while in the sunlight and any injuries they receive are very damaging as the regeneration is also weakened. While you may be an army killer in the nighttime when daylight strikes you're killable just like any ordinary person.

Age & Gender

Age doesn't matter much in this world considering the extended lifespan of the supernatural creatures. So feel free to pick any age that is suitable for your race and you may also choose to look however you wish. I'll even allow you to change your gender for no charge if you want to try something different.

Location

You're free to start anyplace on the planet. Whether the location you set down is overseas, the city Strauss will visit, or even the moon is ultimately up to you.

Perks

Human

Badass Soldier (100) - Although you might not be an actual soldier most wish they could be you. As a person who has total control over their emotions, never freezes, hesitates, or has internal conflicts whether in the midst of battle or daily life, you've come to reap the benefits of having such a great mind. You'll always remain calm no matter the situation and are able to see the bigger picture without things such as emotions getting in the way. It also helps that you know everything there is to know about the modern military. That isn't hyperbole as you do know everything there is to know about modern military all the way from logistics, technical stuff, to the grunt work of fighting. No one in the world can match your knowledge on military matters.

A Gentle Soul (100) - While you may not have earth-shattering strength you have a gentle soul which some consider being the better option. You're very gentle, humble, and all around an excellent person. Most would call you a pacifist if they didn't know any better as you're able to empathize with anyone. Mother nature loves you along with animal life, people are very forgiving and kind towards you no matter how much you screw up, and so much more can come from this. You'll keep a bright outlook on life no matter how hellish or painful the situation is around you. Your presence alone seems to brighten up the people around you as they become more kind, gentle, and all around a better person while still being themselves. They can then spread this halo effect onto others and so on until everyone is an all around better human being.

Genius (200) - You make the brightest of geniuses green with envy not only with your absurdly high intelligence and wisdom but because you pick up on skills and subjects at a supernatural rate. While being hands-on with something will let you master it better than any prodigy you can merely listen to a general explanation on a subject such as rocket engineering and it will result in you developing an understanding of it that matches those who have decades of experience. You could just as easily read a short book or story on the same subject and get the same benefit as well. Not only will you quickly match the wisest people of any given subject but you'll even improve and figure out how to make things vastly better within mere days.

As any skill or subject that can be trained or learned can be mastered by you this effect extends well beyond the mundane area of human expertise. Swordsmanship, gun-kata, or even magic itself, along with any spiritual/innate energies are also to be mastered so long as you have the capability to do it. This basically means you can't go up to a mage and instantly become a master at using magic if you don't have magic to begin with.

Followers (200) - Through history, there have always been times when people have amassed armies for the greater good and there is no greater good than the goals that you have in mind. You're able to easily amass followers for whatever the task is at hand whether it's the beginning of an empire, an army of mercenaries, or something else you'll always find people willing to join your cause no matter how good or heinous it is. While you may begin with only one member it'll quickly grow at a frightening rate as the more people are gathered to follow you the more people will join creating a nice feedback loop.

Your followers will be completely loyal to you towards the very end as not even the fear of death will phase them in the slightest. While they will always have the option to leave, no one ever wishes to betray or leave your side. Should you join sides with anyone or team up with someone, they will strangely default to you as the de facto leader and serve you. No one will find this transference of leadership out of the ordinary and will go along with it even if it opposed the original group's goals.

Sealing Arts (400) - The human known as Infinite Cross was a master of the art of sealing and was the one who sealed the vampire queen for over a millennium. When she died the arts capable of such feats, were thought to have been lost. You, however, could be considered the successor to this monster of a human as the art of sealing flows into your mind like an ocean. It is trivial to come up with ideas for curses, seals, and much more. You could even create spiritual parasites that continuously grows in power with the singular goal of killing a person. Given enough time and resources there's isn't a being powerful enough that can't be sealed by you.

The Web (400) - One of the most powerful things a person can have is influence over the places they visit. An metaphorical web is spread across any world you go into, granting you a lot of influence over them. Mobilizing armies in over a dozen countries, having spy satellites follow your command, and gaining insurgents are child's play to you. You'll be able to suppress societal effects such a making a princess disappear and having no one worry about it, delete information from books and the internet to make them fade into myths, and so much more. This tangled web also allows you to access any information so long as it is in a database or was written down on something and can help you locate any hidden objects anywhere in the world.

Nothing is secret anymore as you can get anything from passwords to nuclear launch codes and anything else you want. It is even possible to listen in on conversations from all over the world so you'll always know whenever someone is talking bad about you. Most nations will fear you though as you have the ability to shut down communication and electric grids across a nation. Whether it's wireless or not means nothing as you can shut down an entire nations electric grid for however long you wish regardless of how they power it. This shutdown effect can be enacted on a global level for up to three months as well but do note there are repercussions for doing such a thing such as anarchy and death.

Black Swan (600) - The Black Swan is a curse that was created by the legendary Saberhagen and has been cursing generations of humans all for the sake of killing the vampire king. You receive a copy of this curse although it is slightly changed from the original one as it offers only benefits and takes away any of the drawbacks. Some of the most notable changes that you receive are a significant boost to your physical capabilities along with the ability to fly. While you might not yet have the strength to match a vampire blow for blow you effortlessly surpass the vampire queen and king in speed. Keep in mind that when those two go all out they are easily able to move at significant relativistic speeds so this boost isn't meant to be taken lightly.

The greatest ability of the black swan is its ability to nullify any magic it comes in contact with. Any magic that comes within an inch of any part of your body will be nullified unlike the original which only had the arms. You're able to form a solid anti-magic barrier around yourself and others in case you have to protect people from by magic spammers. This nullification is selective so any magic you want to be affected by will work along with your own.

The final ability of the black swan is its ability to grow in power with every generation. With each passing year, you grow stronger surpassing the past version of yourself as any limits you have are broken. Given enough time all of your abilities, powers, and everything else about you will be boosted in strength the longer you exist. Even when doing absolutely nothing you'll find that you surpass the previous year's version of yourself by quite a margin. There is no limit or diminishing returns to this either so given a while you'll surpass the vampire king in strength and will go even further beyond. While you may not be unstoppable now time is all you need before you surpass everyone.

Vampire

Never Forget (100) - You are expected to live for thousands of years so it would be an issue if you forgot important parts of your past. It's a good thing that you've got a retroactively perfect memory and unlimited storage to remember everything in extremely fine detail with a flawless recollection of it all. You're incapable of losing or having any of your memories altered by external forces, not of your own volition. Although you might pick up some bad memories along the way, it's a neat bonus that you're allowed to selectively delete portions of your memory from your mind with no repercussions whatsoever.

Looking Good (100) - As a supernatural creature of the night, you carry the royal beauty that is known of your people. Whether it's gorgeous hair, bishonen looks and features, or even sparkling skin you'll always be in a fit and prime condition without any effort on your end. Armor, scars, blood, and more seem to only add to your appearance and you'll stay obscenely attractive no matter what you're doing or wearing. Whether it's something mundane such as cooking or fighting or even losing you'll look stylish and obscenely beautiful while doing it.

Conquered The Sun (200) - Just as the feared vampire king centuries ago discovered his immunity you too have conquered the sun. Any sort of vampiric weakness from now and in the future such as sunlight, needing to drink blood, or anything else will never bother you as you're immune to these weaknesses. This conquering effect extends to other species that you're a part of as well. You'll be immune to any innate, racial, and biological weaknesses all the while remaining with the benefits and strengths that come with that race.

Control (200) - There comes a time in which a being holding immense power always seems to lose control over it. However your control over every aspect of your powers is absolutely perfect no matter your condition, emotional state, or any other random circumstance. This control is perfectly precise enough to utilize the most destructive and corrosive of abilities for menial and gentle work. You instinctively know every time the amount of energy to use for whatever task such as knocking someone out, terraformation, and much more. You'll be able to achieve some long thought impossible results with the most deadliest and out of control powers.

Your inhuman control is beyond perfection. So much so in fact you're able to mitigate shock waves, after effects, and surrounding debris from yourself along with anyone else effectively reducing any collateral damage to zero. This instinctive response allows you to do the ultimate damage control as even throwing around your most powerful abilities will cause no collateral damage whatsoever.

The One (400) - The vampire king was feared by his own race because he was beyond even the apex of them. Now so are you. Whatever the race is, you are far beyond even the absolute best of the best. Members of your race could fear you as there is such a gap in strength, you might as well be a different species. Whether you're resistant to a race's inherent weakness, have an ungodly amount of potential, enhanced abilities beyond any of your kind, or are simply granted new and terrifying abilities is up to the race in question. Either way, you'll be the one above them all.

True Peace (400) - Throughout history, there have always been examples of groups in the world that have hated each other but joined together to fight an even stronger force. Peace through a common enemy is highly effective at bringing together groups and reducing conflict, hatred, and instilling peace. By declaring yourself as the common enemy of the people or even the entire world you'll stop any internal and external conflicts as they are quickly resolved for the sole purpose of stopping you. Even groups who hate each other with a passion will join hands in the end and work together in harmony to stop you.

There will be camaraderie, true peace, and happiness that goes on as the world prospers in culture, technology, and much more. Strife, anger, and other negative influences fade as the world strives towards higher ideals in order to defeat you. If you are ever defeated you will never be in danger of dying as the world will strangely forgive you and the actions you took since it did unite the world in a way. The peace won't go away and the world will still be prospering like it has. Is your defeat that much of a loss when everyone in the world is at peace and happy?

The Vampire King (600) - It is said that the vampire king and queen are the strongest beings on the world due to their immense power that is capable of shattering planets. While it might seem to be hyperbole those two do indeed possess a power strong enough to destroy an entire planet. Given that you are the third vampire currently in existence, you too possess an immense power that rivals those monsters. Your body has been transformed granting you immense physical capabilities and a new dangerous power.

You are immune to the dangers of space and can stay in the vacuum for an indefinite amount of time. When going all out you can move at significant relativistic speeds capable of freely going from the earth to the moon in a couple seconds and can trivially go much further beyond even that. The edge of the milky way can be be flown to but it will take time using just your base speed. The power you possess is frightening too given that even when tremendously holding back you can effortlessly destroy entire cities with a wave of your hand. The vampire king, who is your equal easily sliced over a million planetoid sized objects located across the globe and moon in a mere second when in space. Suffice to say with just power alone you could cut apart entire planets just by swinging a object at the planet.

Finally, you gain a deadly power called Moonlight Corrosion which will be your deadliest ability. This corrosive power is deadly beyond belief as it is not only capable of corroding objects but even light itself resulting in the total annihilation of anything it touches. The Queen was able to corrode a moon-sized spaceship in a few seconds and wasn't the least bit tired from the endeavor and you are her equal. Given enough time you could even corrode an entire planet. Surprisingly the corrosion can be used to terraform inhospitable areas into places suitable for habitation that will last for centuries. This process does take a lot of energy, however, as the queen used all of her life-force to terraform the moon.

You'll surpass even those two though as the limiter on how strong you can get is broken in a way that allows for limitless growth. Whether through training, abuse of your body, or something else you'll always be able to improve without a limit in anything you want to be trained which can range from strength to luck and anything else. Training any skill would result in an astronomical boost to those abilities. As an example even if you were vastly weaker than the vampire king it would only take a short workout before you easily surpassed him. Diminishing returns will be a non-factor as you are able to improve at the same rate or above regardless of your skill level. Finally, you'll find that atrophy, curses, time, or other circumstances can never diminish your skills as you always remain at your prime level regardless of internal or external forces.

Dhampire

There's Time (100) - It's expected that when you live to become older than several generations of humans put together you pick up a thing or two. Those things mainly being how you're lucky to have an unlimited amount of patience and can appreciate the little things in your long life. You don't even get bored anymore unless you actively wish for it to happen and will never get fatigued performing a task even if you constantly repeat it. You'll always be able to smile through everything, as you all the time in the world, and time does indeed heal all wounds.

The Will (100) - Some say that a person's will can be stronger than their body. You decided to take this in the literal sense as your willpower is insane, unbreakable, and out of this world. You will be able to come out any situation no matter how horrific better than before. No matter how injured you are you'll always be able to fight at full capacity to the very end. Any missing appendages, mushed internal organs, or even half of your body being turned to ash mean absolutely nothing to your fighting prowess. Even when everything goes to hell, the world is ending, and your entire family is dead you will pull yourself together and fix things.

Hybrid (200) - If fiction has taught you anything it's that being born from two different races tends to make one very powerful. It's why no matter how diluted or minuscule the amount of DNA is within you, so long as you have something, you'll get all the special perks of that race and then some. A long lost descendant, drank another race's blood, did genetic editing, or something else, so long as you have a gene within you it's all the same. Any abilities, benefits, transformations, etc that are exclusive to any race you are a part of will be yours.

All these abilities and more will be immediately available to you and only require a minute amount of training to master better than even the best of prodigies. You even get more bang for your buck too as any innate, biological, or racial abilities are immensely strengthened due to your hybrid nature along with the fact that your innate potential is fully unlocked, mastered, and immediately available to you requiring almost no training to reach the top of your peak.

Royalty (200) - Everyone deserves an edge to make the odds in their favor and what better edge is there than being royalty. Any world you go to will make it so that your lineage is linked to royalty and their bloodlines. Only the absolute best and most powerful bloodlines will flowing through your veins so you so don't worry about being attached to peasant royalty. People will go out of their way not to anger you as your extremely close ties to the most powerful royal members make it so that having a hair harmed on your head will result in forces being brought down upon whoever did it. Needless to say, expect people to bow down and do what you say without question as your mere presence signals that you're the most important one in the room.

You also know how to control the masses and have tremendous charisma, a charming smile, excellent political senses, and the knowledge of how to manipulate people that is practically second nature to you. You'll always know the best words to use in any situation to get your desired outcome and your sense of management is akin to a god. You know how to manage everything to the tiniest detail and can make it so that everyone is well off. Any place you're running will be a perfect machine of efficiency for centuries after you're gone. If a war ever happens you never have to worry either. It's insulting how easily you're able to usurp control over entire chains of command and take them over and add them to your collection.

Another Way (400) - Various races and beings always seem to have a difficult time consoling with one another whether it be humans and vampires or some other group. The races deserve a happy ending for everything they've been through and you'll be the one to give it to them. It doesn't matter if they have interests that conflict on every level or just a quirk of their race you'll figure something out. Its trivial for you to come up with solutions to end conflicts that have been going on for millennia to bring peaceful coexistence. Whether it's turning dhampires into humans, bringing peace between races, or something else you'll always find solutions no matter how impossible or improbable that bring a peacetime that lasts forever.

Tactician (400) - Strength can only get you so far as there are times when you need a plan of attack. Thankfully you're a master strategist, second to none, and can come up with amazing plans within plans in both the long term or short term that nearly always succeed. They can only fail due to fate or external forces you didn't account for. However your plans, no matter how complicated or intricate, are able to roll with the punches and continue onto something even better than before making it seem as if you had planned for everything. You're able to take in all of your surroundings, read a person's movements before they even move, know how people will react in any situation, and come up with calculated gambit plans in the blink of an eye.

All this information can then be applied to a wide array of situations from diversions, subtle manipulations of people, to the complicated gambit plans requiring decades of work. Since your mind is that of a strategic genius you are able to know whenever a plan is happening and what roles people play in them. You can easily disrupt those plans or you could go beyond and usurp control over them to make it so that you will benefit the most from those plans. Nobody will know that you are the one controlling the puppet master while this is going on.

The Bite (600) - Originally the beings that created the vampires and dhampires used their fangs as a method of collecting blood and DNA from other organisms. Although the races still have the remnant attachments of their ancestors, they never require blood, so the fangs are mainly decoration. While dhampires don't have their ancestor's ability to absorb DNA you've managed to not only retain the power but have turned it into something very fearsome. By drinking the blood of another being you will inherit and absorb the DNA of that race effectively becoming a part of it forever. This collection process is so efficient that even having the most minute amount of blood from a creature will have you adapting and taking on any beneficial traits it had while streamlining it for your body and discarding any innate, racial, and biological weaknesses.

If you were to drink from a being that had powers, biological abilities, magic, spiritual/innate energies, or something else you would gain a weakened version of their power. While you could train these skills to equal the power the original had it's far easier to drink more of the blood from them. By drinking enough blood from the aforementioned being you'll be their complete equal in power and would be far more skillful than them. Surpassing them would be a trivial ordeal. Although blood is the easiest thing to get it is possible to drink from other fluids or anything that contains DNA to get the same benefit such as spit, sweat, hair, skin, nails, and the one fluid you are all thinking about you perverts.

Items

Human

Island (100) - This large tropical island is one that you legally own and can be placed anywhere in the world. No one is allowed to step foot on it without your permission and it can't be destroyed by external forces when you're relaxing on it or far away. The landscape is constantly changing to your preferences allowing you to choose what the island looks like. Volcanoes, banana trees, and plenty more are able to be created on the island. You're even able to create simple-minded creatures such as fish, lizards, and birds. Nothing can be intelligent or too far out of the ordinary and they will be limited to the island only. Other than that rule feel free to go crazy with designing your personal island.

Saberhagen's Book (200) - This book was owned by Saberhagen and is filled with detailed notes on every single one of her creations. Every seal, curse, and important thought of future ideas are all written down here for your viewing pleasure. It's written in such a way that is both easy to understand and allows for even a moron to become her equal after reading through it once. The book is constantly updating every seal, curse, or something similar to them from previous and future jumps. They will be written in the book in the same style along with personal notes from various master's of the arts as if they personally wrote the book themselves.

Cross Seals (400) - The cross seals is a workshop attachment to your warehouse. The area is about the size of a large library but you'll never run out of space. The main gimmick of this workshop is the the creation of seals, curses, and other similar arts. You'll always have plenty of resources available and the energy to create any type of seal that you want. The only thing that is required of you is the time to make the seal and even that is reduced. Even the legendary Infinite Cross's seals which took weeks or months of preparation and tons of resources can be done in mere days with astronomically lower resources whenever you're in this workshop.

Bikkumoura (600) - Alright, how the hell did you procure an alien spaceship? You know what never mind. This alien vessel is roughly the size as the moon and has technology that surpasses anything on earth. It's capable of lightspeed flight, can move objects like asteroids on distant planets while stationary, enough stealth tech that allows it to enter a solar system and not be noticed by any space observatory, and can hide behind the moon for over a decade without being noticed. The ship is able to manipulate particles on a planet allowing it to show hundreds of projections of it anywhere on the world and whatever else you think an advanced alien spaceship should have.

The ship has two ways of attacking besides grabbing the nearest object and flinging it at relativistic speeds. The main stationary cannon can fire a beam that is able to pierce the moon and the spaceship is able to create machines known as mini moura. Each one of the miniature moura is larger than any skyscraper and wider than several city blocks and are released from the spaceship's main body. Just one of these machines is able to shoot a laser-like beam that can annihilate entire chunks of a city and its range can go all the way from space to the planet. The ship is able to create and churn out hundreds of thousands of them at a time so you could have well over a million aimed at any world. Try not to let the power go to your head.

Vampire

Royal Clothing (100) - This stylish clothing is made from the finest royal cloth and can make anyone much more beautiful than they actually are. It's self-cleaning and regenerating and the clothing is able to shapeshift to look however you wish for it to look while keeping a royal and elegant appearance. Anyone who gazes at it will link you with royalty and treat you much better than they usually would.

Kingdom (200) - Congrats on getting your own kingdom. This land is large enough to hold a fairly robust town along with your freakishly large and decorated castle that is totally not compensating for something. The kingdom can be placed anywhere on the planet or even the moon for that manner and any effects will be handwaved for it to properly function. While empty at first you can allow any manner of folks into your kingdom and can shift the land to your liking allowing for a wide variety of building structures, monuments, and whatever else you put your mind to. Even without you being there to manage the kingdom everything will seem to go right. You'll of course be paid handsomely the more people are in it.

Magical Weapon (400) - The magical weapon is an item that can be a sword, scythe, or something else. While generic in design its true nature comes in the form of its special ability to assimilate other weapons and make their abilities it's own. The abilities that are assimilated are improved in a way as any drawbacks the original weapon had are discarded and any similar abilities are stacked together giving you more bang for your buck. Due to this, it is able to morph into any weapon once you have assimilated enough. The weapon is also linked to you and you alone and cannot be lifted by anyone who you deem unworthy. You can import a weapon to gain the same benefits if you wish.

The Moon (600) - It's the moon. There's not much to say about it besides you now own a copy of the moon and are able to teleport to it at a moment's notice. Any time you enter a new world you can place it anywhere, even on top another moon, and any secondary effects will be handwaved…. or not it's up to you. The moon can be terraformed if want plant life to grow and for people to breathe. Yes, if you really want it to happen, you can have the moon crash into the planet you're on although that can destroy said planet so be careful.

Dhampire

Food Stall (100) - This food stall is a place where one can go to eat whenever and is always nearby. A gentle air, beautiful design, speedy service, a chef to listen to all your problems, and will cook any type of food you want that will make your taste buds orgasm from its deliciousness all comes with the package. While in the stall or around it no one can fight or harm one another making it great for a neutral ground to relax in.

Spiritual Weapon (200) - A spiritual weapon is a tool that has sat gathering spiritual energy for centuries making it one of the most powerful items in the world. A scythe, fan, spear, or any weird weapon can be made or you can import your own weapon. This weapon in addition to its sharp edge and enhanced durability can be used in tandem with any abilities you have. Imbuing the sword with magic and with the mindset of fire will make it light ablaze just as an example. Should the weapon be destroyed you'll find it the next time you visit your warehouse.

Blood Bags (400) - While these blood bags wouldn't look out of place in a blood donation establishment they are far more useful than being blood holders. You have an endless supply of special blood bags that constantly refill with whatever blood is held within them. The bags you currently have are filled with various blood and DNA samples from all the major entities of the world. This includes humans, both alive and deceased, several current dhampires, some vampire strains, and even blood of the Vampire King and Queen.

When one wishes to fill another bag with blood you only have to touch a bag with the person in question or put something into the bag that contains a person's DNA. Either way you'll be get an endless amount of blood. Additionally, in future jumps, you'll always receive bags that are filled with the blood of main characters, villains, notable side characters, and anyone else of major importance from that setting which can mean anything from their vast influence to enormous power. Whether you drink the blood, use it for experimentation, or something else is up to you.

The Community (600) - Whether in a secretive hideout on the moon or in a deserted city you'll always know where the community is. What is the community exactly? The community is a place where various races gather to get away from prying eyes. Wherever the hideout is, it is completely safe and you will never have to fear being attacked while in the hideout. Even if the world itself is destroyed the community will remain albeit without a world to walk out back into. You are free to teleport to the community from wherever you are at a moment's notice without fear of being followed.

The community is filled with a tight-knit group of dhampires and members of a race you're a part of as well. They are all ready to follow your command and do whatever task is needed in the world. In future jumps, the community can gather other races as well not just the ones you're a part of. So long as one member of any race is alive you'll somehow be able to gather members of that same race in droves. Nothing is exempt and you can even specify what race you want to be included in the community. No one will question how you've come to gain several friends from the extinct alien race and why they are basically your own personal army.

Companions

Companion Import (50-400) - You can import up to 8 of your companions at 50 CP per person for this adventure. They get a free race and 600 CP to spend on whatever. If you want you can instead create a new companion in this world for 50 CP.

Canon Character (100) - Soon after your arrival in this world you'll become to meet and befriend any canon character found in this place so long as they're alive within the time period you're in. Anyone goes from one of the humans to even the vampire king himself although he'll have some stuff to take care of first if you plan on recruiting him. At the end of your jump you'll have a chance to convince them to join you on your jumping journey.

Drawbacks

So you want more huh? Well let me be the first to say that those with enormous power have gone to to hell and back due to it. If you want to fall deeper into the abyss they went into then be my guest. There is no drawback limit so feel free to take as many as you want.

The Past (+0) - If you wish to know events that happened beforehand you can go further back into the past of this world. Whether it be 50 years ago or before the vampire king met his beloved, all that matters is you stay your ten years.

Childlike (+100) - Your body is changed into that of a young child that can't seem to go beyond a preteen that never hit puberty. No shapeshifting or amount of aging will ever make you look older than a younger child. Expect enemies, allies, and normal people alike to constantly treat you like a child.

Nightmares (+100) - A couple times every week you'll be having nightmares of the wrongdoings of your past. While they won't harm you or affect your sleep that much you'll wake up a couple times lamenting your failures and being a downer the next day.

Starving (+100) - You absolutely love food both for the taste and also because you desperately need it for the energy. Since you're stronger than the average person it's obvious you need more energy than normal and go through multiple family's worth of food in a day. Food is like a drug and you need it like an addict both for survival and because you'll go through some serious withdrawal symptoms without it.

Eccentric Mask (+100) - You're a bit weird and that's saying something in a world of vampires and alien hybrids. To be blunt you wear a lot of things to hide \everything on your body. A mask, samurai armor, or whatever else, it doesn't matter as you'll wear pretty much anything to make sure not a single piece of your original body is exposed to the outside world even when it's just you being by yourself. Expect normal people to give you a wide berth and even the supernatural one's will take a double glance at your oddness.

Limiter (+100) - It would be trivial to end fights quickly but you can't. You don't wish to spread collateral damage and limit yourself for the most part whenever you're near buildings, crowded areas, or something else. No matter how hard you try you can never seem to go all the way out unless you're in a clear area free of people and distractions with only you and your opponents.

Secrets (+100) - Everyone has secrets Jumper and it's to be expected that given your experience you have some skeletons in your closet. However some say that you take it a bit too far as you're not going to reveal anything about yourself. Even the simplest thing such as answering what you look like will have you lying your ass off while other people clearly see what you look like. Forget about ever telling the truth again as a half-truth is the absolute best thing you're able to pull off. Needless to say expect a lot of people to not trust you in the slightest.

Scarred (+200) - Due to a rather unfortunate series of event large parts of your body have been scarred permanently. Although they've healed, the scars remain along with some baggage as you wish to hide the scar at all times. Even gazing or touching the scar will trigger some horrific flashbacks that would make even the toughest of people squeamish and head towards the nearest place to throw up. Obviously you'll never talk about how you got the scar as that'll just further deteriorate an already fragile mind.

Scaredy Cat (+200) - Saying you're chicken is a bit of an understatement. You are fearful of the supernatural kind here and would be scared of your own self if you hadn't got used to it. You're easily startled and surprised by even the smallest of acts of magic or supernatural feats and a bit fearful of them. You'll subconsciously push away those you fear and it will be hard to make friends with any non-human here unless they're very patient in letting you get used to just them.

Savior (+200) - Every story needs a hero and Jumper you're the one for this world. You must make one major, positive, and important contribution to the world here. Whether that means finding a way to turn dhampires into humans, destroying the aliens, or killing the vampire king in order to succeed you'll have to make a real difference in the world.

No Love (+200) - Cherished one, soulmate, the yin to your yang, whatever you wish to call it a person you loved romantically like no other has unfortunately perished. It hurt you deeply too, given that they were your world and you're never going to love romantically ever again. You may form platonic relationships but that is where it ends. You are equally extremely chaste as well, so forget about indulging in any sort of kinks or you won't even hold hands much less ask any person out.

Revenge (+200) - Choose any one of the main or side characters in the world. It doesn't matter the race so long as they're alive. Your singular and ultimate goal is the death of that person. They've wronged you in such a way that you'll never get over it until their head is over your fireplace. If you ever want to get some peace and rid yourself of the anger and depression you'll have to kill them.

Targeted (+200) (Can Be Taken Three Times) - It seems that your presence here has not gone unnoticed Jumper. One of the various races whether it's humans, dhampires, or even the vampire king knows of you and wishes to get you under their control. You'll be sought after as the races manipulate events to get you under their thumb. If nothing works then they'll try to take care of you.

Vampire Weakness (+200) (Can Be Taken Multiple Times) - Whether you're a human, hybrid, or an actual vampire you're somehow subject to the typical vampire weakness. Whether it having to drink blood once a week, sparkling in the sunlight, sleeping in coffins, turning to ash the moment you touch sunlight, or some other vampire weakness in fiction you are subject to that weakness for the entirety of your time here.

Caretaker (+400) - At the start of your travels in this world you've had the ~~displeasure~~ fortune of stumbling on a young and innocent child. It might be a teenage human, 'childlike' dhampire, or even a young vampire. All that matters is that they're relatively young and in need of a parent figure. Since you've stumbled upon them you're ~~forced to babysit~~ taking it upon yourself to raise this child as your own. This ~~glorified escort mission~~ glorious lesson in parenting will be tough as you'll have to make sure the kid lives a positive lifestyle, are relatively safe and not in too much danger, make sure they accept you as their guardian, and finally are generally happy. If you manage to succeed in these endeavors and do the ten years you can take your kid along with you afterwards on your adventure.

Kill Strauss (+400) - Your mission Jumper should you choose to accept it is to kill the Vampire King. It's not like you have a choice in this either as you've been cursed to die if Strauss is not dead within the next five years of your stay. While the vampire king is not afraid of dying and actually welcomes it he is still a king and cannot let himself die without a fight. He will make you work for his corpse as he too will fight you to the death. The vampire king is not to be underestimated either as he has a tactical mind no one from this world can match, is akin to a god compared to the rest of his race, and has the power to destroy the world.

The Burn (+400) - Why does it seem that everyone capable of healing gets hurt far more than they need to. From missing limbs, to entire arms being cut in half, the wounds regenerators recieve are pretty brutal. It's why you'll need to get good at dodging as any wound you now receive will be made a lot more worse than normal. A papercut will result in a gushing wound full of blood in your hand, a slap will result in you losing a small chunk of your body, and it only gets worse from their. While you may be be tougher than any human, death of a thousand cuts is still a thing and those wounds do add up. You'll want some good regeneration if you never want to bleed out in a comical fashion.

The Sealing (+600) - Apparently Infinite Cross has predicted your arrival Jumper as after you arrive all your powers, perks, and anything else not bought in this world is sealed just like the Vampire Queen. While your connection to the warehouse and powers from here remain, everything else is sealed within hundreds of crosses separate from the Queen all across the world. While you could could just wait ten years for your powers to remain it is possible although highly difficult to get them back earlier. By destroying every single hidden seal located across the globe you'll be able to obtain your powers once more.

The Aliens (+600) - The aliens know of your existence Jumper and have changed their actions to take care of the danger you present to their race. Mere days after you arrive in this world they shall attack before the scheduled deadline. Their one singular ship is the size of the moon and they hold many ways to attack the earth. You'll not only have to defeat the aliens but also make sure that the earth and humanity survives as well.

Black Swan (+600) - The black swan is after you jumper and has strangely transformed itself to become your antithesis. It's blows will immediately destroy any portion of your body it touches and more no matter how many or how strong your defenses are. While it might not have your strength it exceeds you in speed so don't get cocky. Killing the black swan will only result in it acquiring a host the next day more powerful than the previous one with access to all their memories, skills, and everything else. The Black Swan is relentless in its pursuit of you and will chase you down for all the years that you're here for.

Ending Choices

Go Home - Perhaps something from this world reminded you of where you came from. Well everyone gets homesick and you're no exception to the rule either. You may go home with piece of mind and pat on the back.

Stay Here - Something here caught your eye? Might've been the wonderful people or maybe you still have some things care of. Either way once you choose this you'll be staying here till the end of time.

Move On - You're going to move on towards whatever the multive brings you? Well I don't blame you as there's a bunch more worlds that need a gentle to fixed. Just remember that sometimes to do the right thing you gotta be the bad guy.

Notes

- Purchasing Vampire King as a Human will grant you a body like that of a vampire i.e the regeneration, no need for breathing, ability to use magic, etc without the pesky weaknesses. Purchasing Black Swan will just as equally allow a vampire to use spiritual energy as well.

- On that note any purchasing of perks from different races will work regardless of your race. A vampire will be able to use the sealing arts just as a human could use The Bite of a dhampire.

- The Bite's assimilation process is very quick as it'll take mere seconds for your body to start adapting and streamlining the traits it gains. If you're guzzling down blood it'll be moments until you're as strong as the person whom you've succeeded from.