

Jump 1.0V

Nope this totally isn't a 2D demake of Vampire the Masquerade bloodlines. Nope you're on drugs and should feel bad about being high as fuck all the damn time. With that said I hope you enjoy this wholly original Game….or rather a Jump based on that game? Oh fuck it I will level with you I am fucking high right now and I don't even recall making this Jump, but well here we are. (Note from the editor: He's lying.) Have fun I guess and here is 1,000 CP.

Origin: All are drop-in options if you want.

Gianna: Keeper of arcane mysteries and traditions.

Matt: Witness of the Abyss and other unspeakable horrors.

Cat: Deadly and lonesome as a stray animal.

Ash: Raw, loud and straight to the gut.

Chloe: Mistress of finesse and seduction.

Jess: Your blood is weak but your will is strong.

Stuart: Deep in the shadows, a rat whispers in your ear.

Locations: Roll a D1 or Pay 0 to choose.

1) Santa Monica: You just got dropped off at Apartment 101 right after watching your vampire daddy/mommy get his/her head removed. (Or you could just use the gender neutral term "parent" if you want to be an ally AND a parasitic monster.)

Perks: All discounts work like normal.

Kindred [Free & Mandatory]: Now a descendant of Cain, cursed with a thirst for blood, vulnerability to sunlight and immortality. Forever subject to the Beast, with animal urges of hunger, fear and rage. Post Jump this gets a toggle as an Alt-form.

Book Learning [Free or 100]: You can find skill books everywhere around this place. When you finish reading one it's like all that skill gets uploaded into your mind. Because it does and if you want to keep this power you're going to have to pay 100CP. (All of the books are part of the "dummies" series, i.e. "Auspex for Dummies")

Fresh Start [200]: The game doesn't have a single Discipline in it. Let us fix that, shall we? Pick any 3 first level Disciplines from Vampire the Masquerade Bloodlines. Do you want a list of the Disciplines? https://vtmb.fandom.com/wiki/Discipline here you go.

Bribe [100 Free Gianna]: With enough money you can bribe anyone and with this skill you can judge how much plus the best way to offer. Some people need you to be subtle, others straight to the point, and others just need you to fluff their pride before the money hits their hand. (Heh heh, 'fluff their pride'. Is that what kids call it these days?)

Glasses [200 Discount Gianna]: One of the biggest problems with *Auspex* is that it costs blood just to sneak a peek at someone. Although I can't help with that kinda thing, I can do something close. From now on you can see the auras of anyone within 50 meters of you. Yep that's basically *Aura Perception* for zero blood and no contraction on your part. If you decide you don't want to read the private emotions of your friends and family you can use the included mental switch to just turn it off.

Tremere [400 Discount Gianna]: Well I will be damned if you're not a Thin-blood after all, but a full blown Kindred. Cool. Moving on, you can sense and manipulate the blood of anyone within ten meters of you. Hemokinesis is a skill, so you're going to need to practice a lot before you can do anything impressive. You will only be able to move a drop of blood along a glass with some effort at first and at the higher end you could reap all the blood out of an elder vampire with a thought. It's going to take a long time before you get to that point, but it's so worth it.

Persuade [100 Free Matt]: When you can't afford to bribe and aren't sexy enough to make them think with their genitals. (Pfff. Skill issue.) Talking your way into a secure location may not be as fun as smashing everything, but at least you're less likely to break the masquerade.

Delusion [200 Discount Matt]: Just like in a point and click adventure you choose to see the world with all the "relevant quest" items highlighted. Is this cheating? Just a little, but this doesn't tell you how or what the item is used for. I hope you like MacGuffins because you are finding them everywhere.

Malkavian [400 Discount Matt]: With a glance you can inflame the emotions of a person you can see to a truly extreme level. Suppressing the part of the victim's mind that naturally regulates the emotions and amplifies all mental instabilities along the way. Longer you keep sight of the target the more you provoke extreme fear and anger as their mind quickly shatters. This power comes with an on/off switch just in case. (The effect is similar to entering a Baptist church during the sermon, while wearing a fur suit and fetish gear.)

Steal [100 Free Cat]: Wow you're good at taking things without being noticed. As long as the things you're trying to steal are small enough to fit in your hand. Your sleight of hand skills could also be great for kid's parties if you ever get bored.

Feral Impulses [200 Discount Cat]: I fucking love spiderman! Best goddamn super hero out there and his most overpowered ability is the fucking spider sense. You have the next best thing, a vampire sense. Yeah not a great name, but does the same thing the spider sense does and makes just about as much sense. Hopefully you have the reflexes to make use of it otherwise you're still going to get hit.

Gangrel [400 Discount Cat]: Holy shit are you a Disney princess? You can speak with any animal if you wish and because I think it’s funny if you sing to them it will carry a hypnotic suggestion effect. Animals may have useful information or at the very least be confused as fuck that they can understand a “Human” and that “Human” understands them. (Of course, any true princess sings death metal with her animal friends.)

Intimidate [100 Free Ash]: Scaring people into not being so damn stupid all the time. It’s even more effective if you have a weapon on hand. Just keep in mind threatening a person who thinks they can kick your ass may result in a fight.

Rebellion [200 Discount Ash]: Let us be honest, the Anarchs are kinda stupid. If you're done being butt hurt you can just admit I am right and we can move on. Fine, everyone is entitled to their options no matter how wrong they may be. No matter how much you break rules, rage against the system, and generally make an ass of yourself as long as you don’t actually hurt someone you find no one ever calls the cops or reports your shitty behavior. It's almost like nothing you do really matters. Guess the Camarilla thinks you're below notice, lucky you?

Brujah [400 Discount Ash]: Long ago called the philosopher kings, now they're little more than rabble. It’s not all bad, let the power of all that rebellious rage fuel you. From now on the angrier you get the stronger you get. Yes this is basically a watered down Hulk power. How is it watered down? One, you're not getting any bulkier, and two you're not getting the massive durability boost he gets. So yeah you punch someone as hard

as the Hulk, but unlike him your hand may explode if you do. Yep just like a Viltrumite you can hit someone so hard you lose a hand. Metal as fuck, right!?

Seduce [100 Free Chloe]: Sexy vampire gotta sex all the damn time. If you want to get into someone's pants (or at least make them think that's what you want) here is the perk for you. It's even more effective if you have a slutty outfit on at the time. (Please note that there is no strict definition for 'slutty outfit'. The time has come for seduction via T-Rex costume.)

Obsession [200 Discount Chloe]: Do you have a hobby? Like painting, collecting shot glasses, running parkour, or Jumpchain? Whatever it is, isn't it hard to find like-minded people to share your ~~obsessions~~ err…enthusiasm with? Not any more Fledgling, because anyone whose blood you drink or drinks your blood will pick up one of your pastimes at the same level of positive feeling and desire as you feel. Each time you can drink from them you can choose to add a new one you have. Two things to keep in mind first if you add something to someone you can take it back later and second it can be fetishes provided it's something to desire at the same level as a hobby. (This is how OP got me to be his editor.)

Toreador [400 Discount Chloe]: Like being sexy as fuck, but don't want the prince to cut your head off for having *Awe* on full blast at Elysium again? Not a problem any more little Rose. Anyone within 20 meters of you will feel entranced by your mere *Presence* as if you have max *Awe* up 24-7. Best part, anyone using *Auspex* or similar powers aren't going to have alarm bells going off. Enjoy being the center of attention and sneaky dick waffle at the same time.

Lockpick [100 Free Jess]: Do you want to be a rogue in DnD without having the DM hate you? Here is the skill for you to pick any modern or medieval lock as long as it's not magical or electronic as that's not part of this perk.

Hungry [200 Discount Jess]: Worst part of drinking another Kindred's blood is all the hidden dangers. Things like the blood bond, corrosive vitae, and poisons that affect even the undead are some scary shit. So let us remove that weakness right this second. Anything you put in your mouth from poison, acid, curses, toxic, radioactive materials, etc all have the negative effects removed the second you eat it. (Side effect: this includes the spice from spicy foods. Muahahaha!)

Nictuku [400 Discount Jess]: Fuck you're ugly! Even by Nosferatu standards. Wait, how are you not a walking masquerade breach? Nevermind this place is odd. Back on track for some reason you have some kind of perception filter always on hide and seek mode. Want to steal the necklace of a spoiled debutante or pick the president's pocket, everyone will just ignore you as long as you don't hurt anyone or speak to them.

Hack [100 Free Stuart]: Have you ever seen the 1995 film Hackers? Yep nothing like that at all. Crack a password or an email password in a minute flat.

Cryptophilia [200 Discount Stuart]: Have you ever smelled a secret? Not a thing right? Wrong! You can smell a secret a mile away. Well more like you can smell evidence of a secret. The stronger the smell from the evidence the more juicy the secret is. This comes with a toggle if you don't want to sniff out secrets all day. Yep this perk only works if there is even evidence of a thing and it doesn't give you a hint of what the evidence you found is even for. (What do secrets smell like? A pile of stiff gym socks?)

Nosferatu [400 Discount Stuart]: I know what you are thinking, why is there a second origin that is Nosferatu Clan and not a Ventrue. Fuck if I know ask Emanuel Montero not me I didn't make the game bro. What? The Perk? Yes yes the perk here, have some technopathic powers. You can speak with any computer (anything with a circuit board) technology forcing them to override any password or programing limits (not physical limits) to do your bidding. Touch that keypad and the safe will open for you, touch the laptop to bypass the password, or hell touch the terminator to make it do the hokey pokey. (Sadly, all computers have those AI chatbot voices.)

Items:

Apartment 101 [Free]: What a shit-hole. At least it's free.

Bag of Red [100]: A big bag of O negative blood. It will appear in Haven's refrigerator every other evening. How does it get there? Stop asking stupid questions and just be happy for once! (It's me. I put the bag there. You're welcome.)

Vampire's Kiss [100]: A new drug going around Santa Monica. You get a kilo each month. As a vampire this will do nothing for you, but you could sell it to make a profit.

Companions:

Normal rules apply to max 8 companions.

Import [50/100/200]: You don't want to be alone in this nightmare do you? No? Good, because neither do they. Your new OC friend(s) or returning gains a free origin, 800 CP to spend as they like, and they may take drawbacks. Just in case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Drawbacks:

you may take up to 600 CP worth of drawbacks for extra points.

Short [+0]: This game only lasts about half an hour, so if you want this jump ends as soon as you finish the main quest.

Forgotten [+100]: You have forgotten everything about Bloodlust & VTMB, but you can keep the knowledge about the pen & paper game at least.

Clan [+200]: Turns out you have the clan weakness after all. It's the version from VTMB, not the pen & paper.

Ending:

Short Game……not much to say

Stay: Staying in this world?

Go Home: Probably a good idea after all this.

Continue: Want to go to 40K next or Doctor Who?

Notes:
Special thank you to my wife for the spell checking. (And sassy notes.)
The final perk for each origin sets your Clan if you don't take on then you're a thin-blood, and if you take more then one just pick the Clan you want at the start of the jump. After it becomes an Alt-form you can swap it if you like.
There aren't any major Clan weakens in the game so there aren't in the Jump. Don't get mad at me, that's how it is in the game.
For all the skill book hunters out there.

- Bribe Skill Book: In the bail bonds office.
- Hack Skill Book: In the beach house. Talk to Jay to get it.
- Intimidate Skill Book: In the Madhouse Club.
- Kick Skill Book: In the Noir Gallery.
- Lockpicking Skill Book: In Apartment 102.
- Persuasion Skill Book: In Mercurius' suite.
- Seduction Skill Book: In the Madhouse office.
- Steal Skill Book: In Carlton's suite.