Blade Jumpchain

V1.2

Time for a vampire hunt! This world is much like your own, with one key exception; vampires are real. They're a race of people either infected or born with an unusual virus with all kinds of physiological and psychological effects, and they've secretly been controlling humanity for generations to produce their cattle. This world is one of darkness, where lone crusaders with bodycounts in the thousands are all that stand between mankind's future as free beings and their future as slaves harvested solely for blood. A world where a black trenchcoat and shades are the uniform of a hero, and where a silver stake is the tool of a warrior. A place where ancient myths are something to be feared, as they might just be real, and want to eat you. Welcome, Jumper, to the world of Blade!

Now, it's time to outfit you for the night, and all those nights to come.

+1000 CP!

Backgrounds:

Not many know what goes on beneath the surface of this world, but you're one of those few. Were you born into the masquerade, or did you pierce the façade yourself?

Drop-In: Free

You just appear one day, with no memories or background in this world. While this means you'll have no guidance, it also means that none of the major players will be prepared to deal with you.

Hunter: 100 CP

A standard human or a vampire somehow cured of their disease, you help fight the dark rulers of mankind and keep innocents safe. You may maintain a deadly solo crusade or be a member of the

Nightstalkers or a similar group, but in whichever case you must constantly be on your guard lest the hunter become the hunted.

Vampire: 100 CP

A member of Hominus Nocturna, either born Pureblood or infected, your race secretly rules the world. Though superior to normal humans in many way, such as speed, strength, and extendable and lethal fingernails and fangs, you also have some weaknesses. Chief among them your need for blood to survive. You are required to take the All Of Their Weaknesses Drawback, and you do not gain the standard points from it, nor it does count against your limit.

Daywalker: 300 CP

Born of a mother infected with vampirism but not yet turned, you have nearly all the strengths of the vampire race but few of their weaknesses. You are stronger and faster than a normal man, and immune to sunlight, garlic, and silver. On the other hand, you do continue to age, and require a garlic serum to control your thirst. Will you lead vampires to a new life out of the shadows, or will you join in the efforts to exterminate them? The choice lies in your hands.

Age, Gender, and Location:

Your age is 1d8+32, though you may pay 50 CP to alter it to any number between 33 and 40 years. Your gender is whatever you bring with you, or you may pay 50 CP to change it as you wish. Given the… linear nature of this world's major events, you need not roll for a location; instead, you will appear in a rave at a hidden nightclub deep in a meatpacking plant. The sprinklers are about to come on, and what comes out won't be water. (Hint: The club's name is Bloodbath). Have a nice night!

Perks:

All those who have seen the truth beneath the lies have some special skills, or they wouldn't still be alive. What abilities and talents have kept you in one piece?

That Moment: 100, Drop-In Discount

You have IT. The undefinable combination of looks, timing, and charisma to make just walking into a room a badass moment everybody's got to stare at. You're extremely imposing and intimidating when you want to be, enough to halt vampires in a feeding frenzy or even stop cops in the process of shooting you. Now, what you do with them once you have their attention… that's a whole 'nother thing.

You're Just Full of Surprises: 200, Drop-In Discount

You're tough. Really tough. Actually, you should probably get that looked at, it's not healthy; well, okay, it probably is. In this case, you're tough enough to totally ignore torture. No matter how hard they try to beat the truth out of you, you have the ability to keep going and keep your secrets. You can either keep your mind on distracting your interrogator with a flood of pithy comebacks, or just keep glaring. And then, when they really get started, you can just glare *harder.*

The Study of Blood: 400, Drop-In Discount

To start with, you're a master hematologist, a doctor specializing in blood analysis and blood-borne diseases. In a world assailed by vampires, this is surprisingly valuable. On top of your more traditional training, you have an eye for discovering weird solutions to impossible medical problems, such as retroviral engineering that somehow actually affects muscular structure and creating super-anticoagulants with massively increased effects.

Glyph-Reader: 100 CP, Hunter Free

Those crazy-ass vampires have gone so far as to create a secret language they think only they understand. Fortunately, you've picked up some... remedial lessons, let's call 'em. You can read the code of vampire glyphs, allowing you a sneaky look into their society, who owns what territory and which familiars and even some abilities in vampire archeology, if that ever seems important. You're also generally very good at breaking codes and finding the clues to understanding new languages.

Whistler's Brother: 200 CP, Hunter Discount

Somebody's got to make all those crazy weapons, tools, and vehicles, cause it's not the kind of stuff you can put in a mail order for. You're good at coming up with ideas for strange vampire-killing weapons, and of then implementing them into a device that looks good and does its job with minimal training. It… probably won't be subtle, though. Silver has this habit of looking shiny even when you'd prefer otherwise.

Internal Playlist: 400, Hunter Discount

You have absolutely amazing situational awareness. You'll never lose track of yourself or your opponents in a fight, and can safely ignore even the most extreme distractions. Keeping your mind on the fight is so easy you can even effectively multitask, fighting experienced opponents while still keeping yourself aware of enemies behind you enough to rapidly dodge and deflect ranged attacks. Also, this has the advantage of letting you listen to the pretty music without handicapping yourself.

This Is The Sugar-Coated Topping: 100, Vampire Free

Your societal control is so deep (or people are just so oblivious) that people just kind of ignore most of your weird actions in public. Walk around in public wearing what's obviously leather fetishwear? No response. Wear a heavy bike helmet with the visor down while carrying on a conversation? That's perfectly normal. Even if you pull a gun on a cop on a busy street, people will just stop

panicking the moment you put it away. So long as you're not actually killing people, nobody's gonna hassle you.

The Benefits of Blood: 200, Vampire Free, Daywalker Discount

You have superhuman speed, strength, and toughness, enough to bounce back from multiple gunshots, casually break steel chains, and leap across streets. Even better than that, though, you have massively enhanced healing abilities; basically, as long as it's not enough to dust you, you'll eventually heal back. Healing a major injury may make you really thirsty, though, probably for either blood or your serum.

The Way They Move: 200 CP, Vampire Discount

Something about the way you move, the way you speak, and the way you smell just naturally attracts people. You're an obviously inhuman monster, sure, but people find that fascinating rather than repulsive. Seducing women never goes better than just after you've chowed down on some unsuspecting thrall, their blood still covering your ruggedly-handsome jawline. And don't worry about that creepy baldness, it gets all the groupies. The same goes for those lady vamps; it's probably how the fangs set off your lipstick.

King of Cattle: 400 CP, Vampire Discount

With your many years of practice and natural skills, you've become a master manipulator on a major scale. Your societal control goes so deep you can consider large corporations and public agencies nothing more than playthings, tools to be used for whatever you desire. Gaining familiars in powerful places, balancing the twin desires of power and secrecy, and convincing the media to hop to your tune, these are your favorite games.

Life Is A War: 100, Daywalker Free

And you're prepared to fight it. And survive. You are a master of sword and gun, trained in the skills needed to rapidly acquire and destroy superhumanly quick enemies despite the precise targeting needed and to win in melee with creatures far stronger and faster than a normal man. Though you'd think the firearms training would be most important, people here seem strangely willing to accept swords as the pinnacle of martial technology; maybe it's the unaging vampire thing?

The True Daywalker: 200, Daywalker Free

Who cares about a little sun? You sure don't. You're immune to all the things that typically keep a vampire down, from garlic and silver to the light of the sun itself. (Well, getting stabbed with a silver sword still hurts… but just as much as a normal sword.) Further, you've picked up an amazing resistance to all the other environmental dangers you might run into in a hunting gig, from survivability in fires to reduced problems with radiation.

Pull The Trigger: 400, Daywalker Discount

When fighting vampires, sometimes you need to get a little weird. U.V. beam blades? Razorwire as a melee weapon? Bladed pistols? Even injectors? These are just some of the tools you know how to use to best effect in a fight. No matter whether it makes sense, no matter whether it's balanced, even if it's downright crazy… if can be used to kill somebody, you'll figure out the method. And you're ruthless enough to hit people in the face with their buddy's torn-out windpipe, too.

He's Got These Things, Man: 200 CP

I'm not sure how you trained for this, but you have the nigh-supernatural ability to walk around with a shitload of weapons and not have it interfere with your movements. You can be carrying things attached to every limb, strapped to your back, in holsters under both arms, and in even more

uncomfortable places, and still be able to perform acrobatics and fight. Basically, if you can find some way to carry it, it won't slow you down.

Struck By Lightning: 200 CP

Sometimes, no matter how many guns and swords you have, the fight will get down to fists, teeth, and claws. Fortunately for you, years of training and natural talent with martial arts have left you well-equipped even without equipment. With your badass skills in hand-to-hand combat, you can take on a vampire as a normal human and survive with style. And if you're already a vampire or daywalker, the fight will be over in the blink of an eye.

Items:

Crazy kung-fu skills are useful, but sometimes you want to stay out of arms reach. What do you have to keep the foe at bay?

Blood Cocaine: 50 CP

It's like cocaine, but with blood. This red powder is the recreational substance of choice for the vampire world, with all the highs of normal cocaine and the health benefits of human blood. Not only do you have a large supply of the pure stuff, you know the right mixture to end up with something usable and not just a blobby mess.

Garlic Mace: 50 CP

Liquid Essence of Garlic, but loaded into the kind of spray container that you'd normally use for Mace or another self-defense spray. This is the little can that could, keeping spraying farther and stronger than you'd expect and much more accurately. If you need to blind some vampires from 15 feet away, this is your tool. Even better, garlic is harmless for humans, so if you make a mistake all you'll do is annoy people.

Pistol: 50 CP

A heavily modified MAC-11, this packs the fire rate of a military-grade SMG into an even more compact and concealable body. Firing 9mm rounds at a cyclic rate of over 1200 a minute, you can blow through a full 32-round clip in just 1.5 seconds. Normally, trying to do so accurately would be insane, but the lengthened barrel on this somehow lets you keep up your precision even when blazing away full-auto and one-handed.

Purse of Silver: 50 CP

A large coin purse that contains a seemingly-impossible number of real silver dollars. In addition to giving you a source of money in a pinch, these are great for reforging into ammunition, blades, stakes, or any of your other vamp-slaying needs. They also make super-classy (and distinctive) coin shot. Or you can just put them on the eyes of any familiars you kill, as some kind of message. Up to you, it's your money.

Apple Brand Ipod: 100 Drop-In Discount

This is the best music player that ever has been or will be invented. Look at those clean lines, and that wonderfully intuitive UI! You know you want to use it all the time. While that's… probably not a good idea, at least if you do want to fill it up with tunes you'll not run out of space. So long as you're just storing music to enjoy, you'll find it's impossible to fill. To give you a bit of a head start, there's a full selection of the tunes you may have enjoyed from this world's media.

Abandoned Warehouse Hideout: 100 Hunter Free

Don't ask me how you bought it (Stolen watches can't really be worth that much, can they?) but you've got a secret hideout to call home. With enough space for a full garage, lots of useful lockers, and even some extra ground to train your martial arts in, this place is convenient for all your needs.

What, a bed? Nah, sleep is for the weak. Should your current hideout get rumbled, you'll remember another nearby that nobody's found yet.

Leather Outfit and Bike Helmet: 100, Vampire Free

This full outfit (with a heavy leather jacket, pants, gloves, and a darkened bike helmet) are really good for keeping you from getting a permanent sunburn. In fact, they block U.V. rays so completely even a pureblood vampire could walk around outside on a nice day. Though the traditional choice would be black, they can come in any color scheme you'd like, and actually stop so much radiation they could probably serve as a hazmat suit, even though it's not really sealed.

Cool Sword: 100, Daywalker Free

A custom-forged weapon, balanced to your fighting style and with the perfect length for your height. With a blade formed of a unique alloy of titanium and silver, this weapon holds a lethal edge far better than any silver weapon but retains its unique ability to permanently wound and kill vampires. It even has a clockwork device in the handle that will quickly disarm (well, de-hand) any opponents who try to steal it from you.

Electronic Pistols: 100 CP

This matched set of pistols are unique in a number of ways. First, they use an electrical impulse rather than a traditional striker to prime and fire their rounds, allowing increased precision and a variable trigger pull. Their ammunition is also unusual, designed to consist of Sun Dog explosive rounds that detonate after impact in a burst of U.V. light. Finally, they include a battle-hardened camera system allowing you to record everything you shoot at for later review or bragging rights.

Glaives: 100 CP

No, not the polearm. This is a box of specially-designed throwing weapons serving as an advancement of the boomerang. With silver blades surrounding a solid gripping surface, they can be tossed like a discus and cut through vampires like a buzzsaw. The way they're balanced, they're even able to return to you if you throw them right. Just in case you miss, though, these ones never seem to harm you, no matter how much you bobble the catch.

Car/Van: 100 CP

A vehicle of your choice (though a ’68 Dodge Charger painted black is traditional) rebuilt and tuned for vampire hunting. In addition to the standard reinforcements (bulletproof glass, toughened frame, etc.) and boosted engine (with nitrous and an aggressive assault profile) this car’s all set up to be lethal to vampires on its own, with a set of high-beams filtered to produce U.V. light. It also seems to fade into the background with surprising ease, serving as the perfect vehicle for long stakeouts.

Shades: 100 CP

These sunglasses look cool. Real cool, man. Somehow, despite appearing to be totally ordinary black sunglasses in any style you’d like, they seem to shift transparency to fit your mood or the situation. Want to give a soulful look or use your real eyes to glare at somebody? They’re almost transparent. Want that blank eyeless face? They’re completely opaque. They even get so reflective they could be used as a mirror. Also, they’re basically indestructible.

Shotgun/Stake Launcher: 100 CP

A combination weapon ideally designed for taking out both vampires and their human thralls, this Benelli shotgun seems to accept more exotic ammunition even more easily and readily than your standard shotgun. If you need to keep switching between slugs, buckshot, and garlic/silver shells, you can do that with ease and without worrying about a misfire. Just in case you do screw up, the two pneumatic launchers under the barrel can fire silver stakes to take care of all your troubles.

Trench Coat: 100 CP

A cool black leather trenchcoat. This coat is waterproof, breathes easy, is light, and always looks badass. It’s really tough, but if it does manage to get damaged somehow, the rips will only make it look better. As-is, it has a conveniently placed hole for your sword’s handle to stick through (you do

have a sword of some kind, I'm sure) and is very useful in a fight as a distraction, almost as though it was also designed as a bullfighter's coat.

Wristblades: 100 CP

A pair of blades designed to strap to the back of your wrists, these weapons are far more lethal than their short edges would suggest. They contain an automated injector system that administers any liquid you've got stored in their reservoirs as you strike an opponent, allowing you to easily poison your targets as you punch them. These come filled with an unlimited supply of a super-anticoagulant known as EDTA that will cause any injected suckheads to explode violently, and cause humans to bleed out very quickly.

Portable Armory: 200 CP

You've basically got a whole arsenal, a whole shipping container totally full of mostly-conventional guns, ammunition, blades, explosives, and a lot of bulletproof vests. In addition to your standard stuff, there are some weird bits; a surprising amount of silver bullets, some of the guns have blades stuck on them, and the bulletproof vests often have sword sheaths. This is enough to keep your lone crusade running for years without resupply (which will occur every time you move to a new world), and even better, you can easily haul the whole thing on a standard semi-trailer.

Drawbacks:

If you feel the need to make your time here tougher, you may select up to two drawbacks to gain additional points. Just remember that Drawbacks override Perks!

Product Placement: +100 CP

You have the irresistible urge to show off your Apple brand Macintosh off to everyone, and show them how it's solving your current problem. Extolling the virtues of your Ford Transit van while

driving people around in it? Also impossible to resist. It's just so amazing how they fit that all that power in that convenient a package! And if you make your own tech, you'll feel the need to put a fancy logo on it and again, brag whenever possible.

Some Motherfuckers Keep Trying to Skate Uphill: +100 CP

And you're one of them. You just keep trying to do awesome, cool, and imposing things, but somehow they never quite pan out. Expect to spend days planning the perfect way to do an entrance, and be overshadowed by an ally who just walks through the door at the right time. You'll waste a lot of time and effort, and while you might achieve results, they're never as badass as you'd hope.

All Of Their Weaknesses: +200 CP, Required Vampire (No CP Granted)

Fortunately for the survival of humankind, the vampire genome has developed some severe allergies that make them vulnerable. Garlic and silver can cause severe allergic reactions, to the point that exposure can cause internal explosions, and sunlight or other sources of U.V. radiation will cause damaging burns. These are all even more dangerous when applied to the heart or the head. All of these weaknesses apply to you, and getting too badly hurt by any of these sources could quickly end up with your corpse turning to dust. Fortunately, crosses don't do shit.

Arming Up: +200 CP

You feel an overwhelming obligation to keep using crazier and crazier weapons to fight your battles. You may start out with normal guns, but within a few years you'll be spending days practicing with idiotic U.V. Arc Lasers that are probably more dangerous to you than to your enemies. You can't stick with anything that works, either, even if it was cool; after each fight you'll have to come up with a whole new arsenal; you turn any weapon into a one-use trick.

Down With The Beat: +200 CP

I hope you really like techno dance music, because you're going to be spending a lot of time in turn-of-the-millennium nightclubs. For the next ten years, it seems like you're in or near one at least 10 hours a day. Favorite restaurant? In the back of a nightclub. Enemy's hidden lair? Underneath a nightclub. Informant? Hanging out in a nightclub. Go back home to get some sleep? You know, that new club just opened up next door…

Boom: +300 CP

You've pissed off the wrong person. You messed up somewhere, and now have a bomb planted in the back of your head. It's packed with enough explosives and other materials to be lethal, and it's certainly no dud. Whoever holds the detonator isn't an enemy, yet, but they're certainly no friend; do your best not to anger them, or you'll find yourself dead. I wouldn't try to take them out, either, or you might find they didn't have the only detonator…

Hi, I'm Stephanie Meyer: +300 CP

You've brought forth a whole new wave of popularity for the vampire race. Unfortunately, this is in the form of childish, brightly colored novelties, memorabilia, and sex toys (as well as some books and films) that seemed specifically designed to provoke the ire of any right-thinking vampire. Basically everyone knows about it, and so you've got a dude named Drake who just broke out of a Mesopotamian tomb on his way to kill you. He's the progenitor of the Vampire race, so he's got all of their benefits, plus a few of his own (shapeshifting, a massively powerful form) and immunity to all their weaknesses. At least you get royalties!

Tabloid Target: +300 CP

Somehow, you've become a public figure; unfortunately, it's as Public Enemy #1. Maybe you killed a cop, or your constantly improving investments have raised the ire of the all-knowing IRS. Either way,

you're now being chased by basically every armed federal agency, and they're so angry they'll violate other nations borders to chase you down. If you make too much trouble avoiding this, the vampire nation may come after you for violating their secrecy, as well.

Notes: Getting turned into the avatar of La Magra or turned into a Reaper will count as death, and will therefore result in you being sent home.