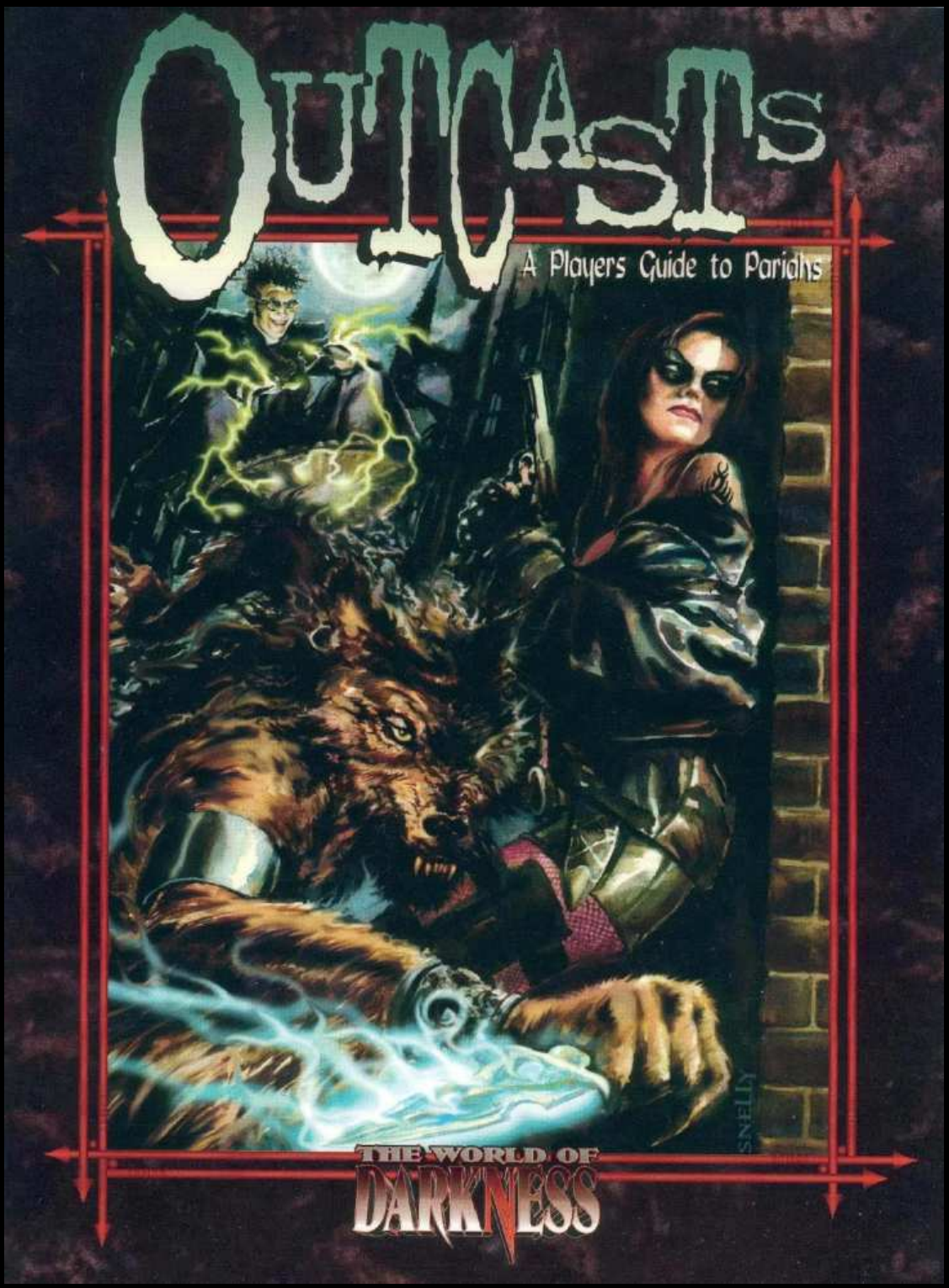


Vampire The Masquerade: Outcasts Jump

V0.9 By u/Only-Cellist2989

Welcome to the World of Darkness you poor soul. Your double fucked good luck. You receive **1000 cp** to help you survive this Jump.

Origins: Pick only one. Gender and age are up to you, just make it make sense.

Cop: Serve and protect then die I guess. You were a police officer born and raised in Seattle. You have living connotations in the police department that will help and hinder you in equal measure.

Criminal: You cheeky dick waffle you stole my sandwich didn't you! A life of crime and connections to the city's underworld. Useful for getting less than legal things, but makes it very hard to walk into a police station unmolested.

Coroner: Smart or wealthy either way all that college paid off until you; you know died. You have a medical background and the paperwork to prove it. Walking around a medical facility will be super easy unless someone checks your pulse or something.

Former Ghoul: Finally freed from slavery only to die. Starting with knowledge of how this whole world of darkness works will give you a leg up. Now if only you could find a way to deal with all the fucked up memories that will come along with that lore.

Drop-In: A otherworldly monster with zero new memories or connections in this world.

Location:

Seattle: We are going with Seattle that was initially developed by Hardsuit Labs and Brian Mitsoda's vision. Fuck the Chinese room and paradox for killing all my hope for VTMB2 back in 2019. Anyways you enter the night as one of several humans inexplicably attacked in a Mass Embrace.



Curses: Pick only one.

Caitiff [Free]: You exhibit no discernible lineage, no clan bane, and no clan compulsion making you hated by all the clans. At least you're not a thin-blood right. If you don't know how kindred works just google it. Sunlight, fire, blood, blah blah blah you will figure it out. Post Jump this becomes an alt-form.

Thin-blooded [Free]: You're neither entirely vampire nor mortal. Think Kindred but watered down in vampire weakness, power, and no beast. Sunlight hurts like hell, but at least you're not lighting on fire in an instant. Post Jump this becomes an alt-form.

Perks:

Blood Bond [100 Free Caitiff]: Anyone foolish enough to consume your blood directly from you will find themselves enthralled to your will. After accepting blood from you on three different nights, the fool is under the supernatural influence, unable to harm you directly. If the fool is mortal they will become a ghoul, a semi-immortal servant.

In-Clan [200 Discount Caitiff]: Worst part about being clanless is that the Discipline cost is so high. So what do you say we fix that? Any Discipline you have at least one dot in now count's as an in-clan Discipline for further growth.

Clanless-Merits [400 Discount Caitiff]: I bet you didn't know that Caitiff got a whole lot of merits all to themselves. Why not take them all for just some CP? *Favored Blood, Mark of Caine, Mockingbird, Sun-Scarred*, as there aren't that many Caitiff merits I am throwing in *Unbondable* and *Bloodhound* merits also.

Jack Of All Blood [600 Discount Caitiff]: What a really good start? Why not start with one dot in every single Discipline that showed up in the 20th anniversary edition. Yep that means even rare Disciplines like **Bardo, Temporis, Visceratika, Thanatosis**, **Mortis, Mytherceria**, and even **Nihilistics**. This should make this easier at first right?

Almost Mortal [100 Free Thin-blooded]: Lucky bastard! You still have a heartbeat, can eat food without vomiting, actually enjoy sex, cry tears, sweat normally, auto-blink, and poop if you want. Being only half dead can make your unlife worth living. You won't gain any nutrients or decrease your undead hunger from eating, but at least it tastes like something other than blood. Now go forth and eat that pizza.

Exploration [200 Discount Thin-blooded]: On the bright side of being a thin-blood you get stuff like **Nebulation**, **Chiropteran**, and **Mentalism** Disciplines all at two dots.

Thin-Merits [400 Discount Thin-blooded]: Thin-bloods have a few cool merits in V5 so why not take them all, ok not all but most. Your getting *Day Drinker, Catenating Blood, Vampiric Resilience, Abhorrent Blood, Faith-Proof, Low Appetite, Lucid Dreamer, Mortality's Mien*, and *Swift Feeder* so yeah fuck character creation.

Artificer [600 Discount Thin-blooded]: Alchemy is not the limit of your Dustborn powers, but the start it turns out. Let's start with importing your potion making skills into other once mundane crafting skills. Want to make faith proof armor or Discipline infused weapons with your Thin-Blood Blacksmithing? Want to make a leather coat that makes any Kindred wearing it sunproof with your Thin-Blood Leathercrafting? Want to use your Thin-Blood Whittling to make a wood buttplug Sunlight grenade? Yeah with some time, effort, crafting skills, blood, and a weird imagination you can make some crazy stuff.

Basic Training [100 Free Cop]: The law is something any fan of Judge Dread will take to heart and your level of knowledge of the law would make them proud. You are trained in enforcing that law with more hands-on skills disarming suspects, safely handcuffing perpetrators, taking (non)lethal shots at criminals and all that a cop would need you to have. Sorry no protection from blood donuts or fanged pig jokes.

Lawful Order [200 Discount Cop]: Funny thing about rights most people actually don't know what they are or what the limits for them are. A police officer can give you an order to leave an area and you not doing that is breaking a law. Want a Discipline to help with that? Two dots of **Dominate** and the abilities *Cloud Memory, Compel, Mesmerize*, and *Domitor's Favor* unlocked.

Constable [400 Discount Cop]: Most people walking the beat wear a kevlar vest just to stay alive. You don't have to worry about that as A you're already dead and B you have Fortitude. Three dots worth and more abilities then the limit. *Fluent Endurance, Resilience, Unswayable Mind, Earth's Perseverance, Toughness, Defy Bane, Fortify the Inner Façade*, and *Seal the Beast's Maw* will help keep you safe out there.

Brutality [600 Discount Cop]: Yeah I am not going to touch the thin blue line or I can't breathe just nope. Potence Discipline five dots and more abilities past the limit *Fluent Strength, Lethal Body, Soaring Leap, Prowess, Relentless Grasp, Brutal Feed, Uncanny Grip, Wrecker, Draught of Might, Crash Down, Earth Shock, Fist of Caine*, and *Subtle Hammer.*

Honest Work [100 Free Criminal]: Being an honest business owner takes a broad set of skills like lockpicking, pickpocketing, and safecracking. With some luck you can turn these skills into some hard earned cash.

Tightrope [200 Discount Criminal]: Being able to balance on a tightrope probably will not be coming up much, but not falling off a roof on the other hand. You're going to need some **Celerity**, but with the limit of a make of one ability per dot makes that kinda hard. So with a perk we can get around that. You only officially have two dots, but you get *Cat's Grace, Fluent Swiftness, Rapid Reflexes, Fleetness*, and *Rush Job* so that's nice.

Keen Eyes [400 Discount Criminal]: Every good heist needs a good lookout. I can help you out with that, **Auspex** giving you a few abilities with only counting a three dots. *Heightened Senses, Ancestors' Vigilance, An Ear for Lies, Aura Perception, Sense Vibrations, Reveal Temperament, Artist's Intent, The Spirit's Touch, Share the Senses,* and *Spirit Ties* are all yours.

Pickaboo [600 Discount Criminal]: What's the number one thing every criminal wants? Not getting caught of course. What's the best Discipline for that **Obfuscate** at five dots and a few more abilities then the normal limits. *Cloak of Shadows, Ensconce, Silence of Death, Cache, Unseen Passage, Ghost in the Machine, Mask of a Thousand Faces, Vanish, Cloak the Gathering*, and *Impostor's Guise* are going to keep you out of a cell, but maybe not out of another Kindreds crosshairs.

Doctorate [100 Free Coroner]: Yes you have a medical degree and all knowledge you need to cut someone open, fix what's wrong with them, and sew them back up. Being able to handle injuries and diagnosing/treating diseases are great for helping mortals, but not totally useless for Kindred as it's primary skill for **Vicissitude** Discipline.

Boob Job [200 Discount Coroner]: Oh look at that use for your medical skills outside of helping people. The **Vicissitude** Discipline at two dots gaining *Malleable Visage* and *Fleshcraft* with extra bonus you can choose if the ability causes mortal pain or not.

Path of the Healer [400 Discount Coroner]: Normal healing not cutting it for you? Then it's time for five dots of **Obeah** will all the abilities you would want. *Panacea, Sense Vitality, Anesthetic Touch, Auguring the Sickness, Neutral Guard, Corpore Sano, Peacemaker, Mens Sana, Shepherd's Watch, King David's Blessing, Ending the Watch,* and *Unburdening the Bestial Soul* will give all the vampire healing you could ever want.

Tory [600 Discount Coroner]: Fuck the whole saving people it's time to be a real monster. The diabolic Discipline **Daimonion** practiced by the Baali a.k.a. Vampire devil worshipers. Yes just like the others it's at five dots as there aren't any options just the linear path I don't have to list anything.

Elysium Regular [100 Free Former Ghoul]: Years of working with a bunch of immortal assholes gives you a great understanding who the movers and shakers are. With all this knowledge and social skills to blend in with this nest of vipers.

Friend of the Nos [200 Discount Former Ghoul]: Even before dying you already know your way around the Seattle subterranean passages, sub-basements, and tunnels. At the start the Nosferatu are not inclined to kill you on sight, but still not a fan of you doing anything stupid in their territory. In future Jump the first city visit you will get a general knowledge about the city's sewers, tunnels, ducts, subway, and underground.

I See Dead People [400 Discount Former Ghoul]: Yep it's time **Necromancy** you're getting *Sepulchre Path, Bone Path*, and *Ash Path* all at three dots.

Thaumaturgy [600 Discount Former Ghoul]: Not sure where or how you got this knowledge as it's a guarded secret of the Banu Haqim and Tremere clans. Either way nowadays it's called **Blood Sorcery** for some reason and you will be getting five dots but this time you will need to pick the abilities working with the normal limits. Why is this perk different because you get all the first, second, and third level **Rituals**.

Sexy Eye's [100 Free Drop-In]: The only two sexy eye powers that vampires can get, *The Eyes of the Serpent* and *Enchanting Gaze*. Oh yeah two dots **Serpentis** so we are following the rules no limit break for only 100 CP.

Meowpire [200 Discount Drop-In]: I don't think it fair that I can't turn my pet into a blood sucking monster just like me. Let us just remove that little weakness. You can turn any living thing into an undead pet. Vampire cat, vampire duck, vampire dog, and so on. Ok I lied. Personally, as much as I want my pet to live forever I don't think this is the best way. You could also use this to override the normal Fera resistance to being turned or he'll turn a Elohim (angel) into a new kind of demon if you have the balls.

Spirit Shift [400 Discount Drop-In]: You can at will shift from a corporeal form to a spiritual form. In other words you can become a Wraith with all the powers and weaknesses that comes with that. You can turn back and forth at will. Any small item and clothing you have on you shifts with you.

Experiment [600 Discount Drop-In]: You are Project Lycaon unique idea in creating a new Mockery Breed. Mixing the stolen DNA of a Garou and the "donated" DNA of a Troll (Kith) to make a new fake Fera. Sadly the new crime against Gaia has a very short lifespan, think days. Some mad bastard thought, can we just make it undead then? You are the end result of this research, an abomination of an abomination. Giving you access to two forms Homid (Vampire) and Crinos (war-form) alongside the ability fuel your new powers with blood instead of rage. I should mention that your Crinos form looks like an eldritch horror, the body of a werewolf's corpse, skinless face, bone horns, and an undead flesh that heals ridiculously fast. Your new form will inflict Delirium on any Fera that looks at it instead of humans. The side effect of your artificial form is that

even Banes are terrified of you and two new weaknesses when transformed, silver and cold iron.



Items:

Dead Guys Place [Free]: This place didn't keep its last owner safe from the Scourge. As a haven it's not great as it's not in your name and only paid up for the month. At least it has some nice furniture and even some clues to who is behind the mass embrace.

Starting Kit [Free or 100]: Cops get a uniform, badge, 9mm Pistol, and squad car. Criminals get a balaclava, bolt cutters, lock pick set, and motorcycle. Coroner gets a lab coat, Rolex watch, bags of blood, and an over-priced sports car. Former Ghouls get a shovel, rubber gloves, AK-47, and a nondescript white van, Drop Ins only get a little red book with photos of all the city's local blood dolls with notes on the backs of where they normally hang out at night. You can purchase this multiple times letting you pick other Origins items each time.

Very Basic Haven [100]: Cheap, a little dirty, and light-tight, just like you want it. This basement apartment has no windows and probably was either very illegally built or was built before the fire code was a thing. It may not seem like much and it's not, but it's home. Comes with IKEA furniture and is prepaid for the next 10 years.

Lifetime McDonald's Card [100]: It’s not just McDonald’s but any 3 places you pick at the beginning of each jump as long as it’s fast food. The card lets you buy an unlimited supply of food to fill your almost alive stomach. You are a thin-blood, you may as well enjoy the upsides.

Secret Haven [200]: A door labeled “maintenance” in a multi story car park is in fact a very well hidden emergency Haven. The crawl space with a door you call a Haven only has a light bulb on a chain, military cot, and mini-refrigerator.

City Contacts [200]: This one will change depending on your origin. Group around about a dozen mortals that you have a deep connection with. Cops get other police officers, Judges, and snitches. Criminals get fences, bank robbers, and drug dealers. Coroner gets autopsy assistants, pharmacists, and doctors. Former Ghoul gets all ghouls that work for all the local kindred in the city. Drop-Ins as they don’t have any connections in this world only get a little black book full of blackmail material on the city's current politicians. You can purchase this multiple times increasing the number of contacts or book size as the case may be.

Companions:

Normal rules apply to max 8 companions.

Elif Parmak [100]: A Tremere and the right hand of Viktor Goga the head of The Newcomers. Thanks to you paying CP when she meets you for the first time it will be in the best possible circumstance. Having her liking you from the start is better than having her just seeing you as another pawn on the board.

Damsel [100]: Yep she survived the first game. Another passionate Brujah, she is here on some kinda secret mission. She isn’t working with The Baron Faction so no help there. If you take **Continuity** drawback and **Drop-in** Origin she will be very happy or pissed to see you. Before you ask if you killed her then don’t take **Continuity** stupid.

Dale Talley [100]: An information broker and hermit who prefers Netflix and blood bags over ever leaving his place. Why pay CP for him outside of the fact he is chill? As a friend he will shoot you a warning about shit hitting the fan with making you pay for it upfront.

Samuel [100]: The Nosferatu representative of The Unseen. He is stuck in the 80s mind set so if you're into that he can be pretty cool. Again as you are paying CP when he meets you for the first time it will be in the best possible circumstance. He has more access to more information then Dale, but will not be giving you any freebies, just a discount.

Shovelhead [100]: Did you really think you were the only survivor of the mass embrace? Your new OC friend gains a free origin, 300 CP to spend as they like, and they may take drawbacks.

Drawbacks:

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

Continuity [+0]: Maybe you have been to the World of Darkness before and want to keep your old save game data, but play with a new game plus?

Supplement Mode [+0]: World of Darkness plus another world. Just keep the CP separate and you mix this nightmare into whatever you want.

Caitiff-Flaws [+100]: Oh boy here we go *Befouling Vitae, Clan Curse, Debt Peon, Liquidator, Muddled Blood, Walking Omen*, and *Word-Scarred* all in full force.

Thin-Flaws [+200]: It's time for the suck train as your getting *Bestial Temper, Clan Curse, Vitae Dependency, Dead Flesh, Baby Teeth, Mortal Frailty, Heliophobia, and Sun-Faded* for only 200 CP



New Classic [+300]: Gain all the classic vampire weaknesses; garlic, crucifix, silver, counting grain, require invitation, holy ground, and now some new weaknesses like repelled by the smell of play-doh, UV lights, essential oils, and rocket launchers.

Wesley Snipes [+400]: Some motherfuckers are always trying to ice-skate uphill….? Jumpchan must be drunk or something because Blade from Marvel comics with all his powers, anti-vampire tech (yes they somehow work on you), and fucking Mjölnir! Why does he have and how is he worthy? Doesn't matter, fools start running!

Choice Wheel [+500]: Oops it looks like the Chinese room has written all of your dialogue for this Jump. Everytime you speak with anyone your mind is drawn out of your body into an out of time space and presented with a dialogue wheel with only 4 "options" that maybe vaguely represent what you will actually say. After speaking you will be kicked out of the time freeze back into your body.

Phyre [+600]: This shit nonsense character was made by people without talent. For ~~better~~ or worse you will have to deal with this walking bad joke as it has full plot armor and wants to replace you as the "protagonist".

Ending:

Good job what's next?

Stay: Staying in this trash fire of a world?

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- Waiting on the wife for spell checking as my English needs help.
- City Contacts self corrects to work in new Jumps. Yes again if you choose Drop-In your just getting a list of people would love to be your future blood dolls.
- A.K.A. Vampire The Masquerade Bloodlines 2: Brian Mitsoda Was Right Edition