



Darkness Revenge & Sinful Vampires

Story: In roughly 2020, Donald Patterson of the industrial group PatterCom was accused of various crimes such as conspiracy, money laundering, and tax evasion. Two FBI special agents, Jill (first title card) and Nathan, were mortally wounded in relation to this before they could testify to his guilt. Laura, a roughly 1,270-years-old vampire, would turn Jill so that she could get her revenge. Amanda, the sister of Laura and another roughly 1,270-years-old vampire, would eventually lead Jill to abandoning her revenge. Taking her own path, Jill goes on to become an active but relatively neutral force against evil.

Skipping forward to 2120, large businesses functionally control the government, and the police have been privatized. Valeria (second title card), perhaps the smartest bio engineer alive, is industry blacklisted and fired from Japos Tech because she destroyed dangerous schematics that she developed. Later interfering in what she believed was a girl cornered by a patrol robot, she is grievously injured. The girl she helped, having been Jill, Valeria is turned into a vampire. Valeria then wishes to achieve her own revenge, but before this can be accomplished in full, Jill goes missing. The newly turned vampire must now contend with the circumstances she finds herself in.

Despite the focus on vampires, this world is filled with various supernatural creatures. There's humans with what seem like in-born minor super powers, the entity that turned Laura into a vampire and which was eventually slain by her, dimensional beings i.e. the Player (“the Spectator”), various mutants that were created with bio engineering, ghosts, and the literally billions of intelligent species throughout the galaxy. On the surface this is just an ordinary cyberpunk-like world, but it's a lot more than that.

Intro: You’ll be spending 10 years in this world. The date is a day after Valeria wakes up from having been turned into a vampire. The year is 2120.

1,000CP (choice points): Choice points. Your purchasing power for below.

Origin: The most prominent archetypes. Any origin may receive no history as a Drop-In. Your age is 1d8+17. Vampires add their purchased age tier to their overall age. You may spend 100CP to change your gender, and age within the rollable 1-8.

Agent (Free)

> You're someone who knows how to be discreet. Whether you work for what's left of the government, the private police, a corporation, a gang, or are independent, you've been trained as a field operative.

Dark (Free)

> You're someone who thinks that the best the world can hope for is to stay as good or as bad as it already is. Your goal is to break even morally and ultimately do whatever you want.

Light (Free)

You’re someone who believes that fighting for a better tomorrow isn't pointless. Many people through either circumstance or oppression stop trying to improve the world, but you're not one of those.

Hunter (Free)

You're someone who has previously encountered the supernatural in this world. While this is most likely to have been a vampire, you learned from the experience and prepared for the future accordingly.

Race Section: By either happenstance or bio engineering, more than humans exist. You’ll be able to switch back and forth to your chosen race after the 10 years is up.

Human (Free) - The dominant species of the planet. They don't really function that differently from other common depictions, but some of them have purple eyes.

Mutant (Free / 100CP) - Bio engineering has resulted in a number of mutants which are mostly accepted in society. For free, you can be a second-generation mutant with superficial mutations, such as a Wolf mutant who's just a hairy person, or a Lizard mutant with a longer and discolored tongue.

For **100CP**, you can be a third-generation mutant with what can reasonably be described as superpowers, but they seem to have flaws associated with what was spliced into them. You could be a 13-foot tall Giant with increased durability and low-level super strength, or a Shapeshifter that can alter their humanoid appearance but it's likely slow, painful, and or exhausting.

The strongest of the third-generation mutants seem to be animal hybrids. The best example we have is a Lynx mutant who is stronger than most humans, is nearly as fast as decades-old vampires in combat, has senses that are ten times stronger than a human's, has heightened instincts, but has a 40 year lifespan.



Mutant (100CP) (Lynx)

Starting Location: The metropolis is surrounded by a swamp and desert. Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

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1. **Japos Tech -** An evil conglomerate that deals with everything from bio engineering to robots. It's run by an especially greedy man and his son who don't care for the public's safety.

2. **Convenience Store -** After Valeria was industry blacklisted, the only job she could find was working for a local hole in the wall. She no longer works here after her months-long absence.

3. **Bad Neighborhood -** When Valeria was running for her life, she stumbled upon one of the more troubled areas of the city and got shot for her trouble. While it's likely still patrolled, if not more so, Laura's hideout should be within running distance.

4. **Church of Sidd -** A new age church of a degenerate man pretending to be reformed. They're secretly a cult who medically extends their lives, and they wish to capture a vampire so that they can live forever. You shouldn't linger here.

5. **Isolated Warehouse -** Located in a relatively quiet part of town, there's plenty of space to burn evidence. Whether it's actually unused is unknown, but it will be empty to start. It's somewhere close to the Church of Sidd.

6. Queen's Castle - More of a grand basilica with many rooms. Several mentally dominated vampires also make this place home. The Queen is known for extreme punishments, and newly sired vampires can give her no right answer.

7. Abandoned Farmland - The outskirts of the city are populated by shady individuals, and the police generally consider it a lost cause. This place is just one of many areas that's a hotbed. At least one sadistic vampire calls this place home.

8. Free Choice - Through some mysterious force, you may choose to start anywhere that's depicted in the main story of Sinful Vampires. This includes the potentially trapped Old Prison where there's giant bugs, and even an alien or soon to be.



The Metropolis

General Perks: To be enhanced, or not to be enhanced. You'll be able to switch back and forth to your chosen general perk after the 10 years is up.

Vampire (500CP / 600CP / 800CP) [Restriction: Mutant: Vampire (500CP)] - The oldest vampires seem to have been created in the 740s somewhere near modern Belgium or Germany by an entity that was eventually slain. That makes the oldest vampires roughly 1,380 years old, but keep in mind that vampires don't count their human years. It's very possible Laura and Amanda may be the first and second vampires created, respectively. Laura's clan is explicitly the

strongest, but both her and Amanda have the potential to access all vampire powers with training. The sisters specialize in mentally dominating other people.

Vampires don't need to breathe, they can speak without breathing, they don't need to sleep, and they don't need to eat or drink, but they can breathe, sleep, eat or drink whenever they want. All vampires have a beating heart, but not all vampires have a warm body. When a vampire becomes emotionally detached, their body turns physically colder, and most vampires have cold bodies. Both of these states of being are still technically alive. Vampires do not age past the point they were turned, and they grow physically and mentally stronger over time, but they seemingly can't improve their physical abilities with just training.

It normally takes weeks, or three months if seriously wounded, for a human to transform into a vampire once their sire sires them, and during this time they are asleep. Many newly sired vampires have their hair turn pitch black during this time. Newly turned vampires who don't drink blood for years can become human again but risk going insane, and once a newly sired vampire is fed for a few months they no longer need to feed unless they use their powers. A vampire who goes without feeding for years will have the vampire inside of themself go dormant, and they will no longer be able to protrude their fangs.

Constant exposure to the sun will weaken, hurt, and then eventually kill a vampire, but enough clothes or cloud cover seems to negate this. The sun is not functionally an issue. Newly created vampires are only somewhat weakened and stung by the sun with enough exposure, but this increases after they’ve been a vampire for weeks. Heat and cold does not otherwise meaningfully affect vampires outside of fire and super freezing temperatures, and even then it's to a lesser extent than humans.

Vampires can only sire a new vampire once every 50 years, and to do so the sire must drink their living blood and expend the stored “vampire energy”. Those who drink a vampire’s blood without this connection will become a mindless Ghoul. It seems Ghouls need to be influenced with mental domination to be truly useful. The oldest vampires can create three Ghouls at once and program them accordingly if they have mental domination, without then needing to drink blood right away, but they will be weakened. Ghouls likely age slower due to the vampire blood they ingested.

Vampires are stronger, faster, more resilient, can regenerate, and are just generally better in every way than humans. Even becoming a vampire makes a

person more attractive. Physical injuries are healed and mental issues seem to be lessened upon becoming a vampire. Female vampires have their hymens restored, and they're effectively virgins every time. Luckily, vampires develop a sort of masochism since they heal fast and completely.

The only real ways to kill a vampire is to destroy their body, cut off or destroy their head, or deplete their stored blood so they can't regenerate. Vampires can briefly survive without their head, but they can't heal from it. They can otherwise completely regrow limbs in weeks to months. Despite this healing factor, vampires are only immune to drugs or alcohol when they want to be, but sufficiently drugged blood can put newly sired vampires asleep for years. Diseases can’t incubate in or take hold on a vampire’s body.

Vampires have overdeveloped senses, but they're only five or six times greater than a human’s. They can do things like see in the dark, smell a vampire's age and emotional signatures, and feel a person’s pulse without touching them if they're close enough. The universal mental power of vampires is their instinct, which takes no blood to use and that can be made more powerful with training. Vampires can sense the presence of people nearby, and if they're emotionally close to someone they can even be alerted if they're safe or in danger. Their instinct can even make them aware of toxins and whether they'll survive them.

A vampire’s abilities are genetic, but some aspects of it are harder to explain. Vampires have a sort of mental self-defense and regulator inside of them. It can limit their exposure to trauma, or help force their perspective to the future rather than dwelling on the past. This is basically two personalities of themselves, the human side and the vampire side. The vampire side is usually awake and influencing, but not active.

It is possible to gain partial control over the vampire inside, but it takes training. The vampire inside drives vampires to be more horny, to fight because vampires undergo micro-mutations that improve themselves, and to feed both because it feels almost like an orgasm to the vampire and because they get stronger from it. An active and influencing vampire inside will change the eyes and fang shape of the vampire, and sometimes makes their eyes glow red. A vampire that is losing themselves to the vampire inside will have their pupils change from an active orange to a blood-filled red. It is possible and extremely rare for a vampire to transform into a sort of combined state of personalities, gaining greater physical abilities at no cost and potentially other boons, and doing so temporarily changes their appearance significantly.

Vampires as a species possess a wide range of mental powers that usually but not always require blood or “vampire energy” in the cases previously mentioned, but usually just blood. If a vampire pulls too deeply on their blood to use a power they don't have enough for, they can actually still use that power by calling on Dark Energy. What Dark Energy is isn't specified, but it does accumulate when it's used, and while it does require a vampire to drink blood afterwards and it inclines them to actually drain their prey completely, it isn't immediately compelling. It is implied that if a vampire does this too much they will go insane. They can presumably bleed this Dark Energy off somehow, perhaps with time, so that they can continue to use it more in the future.

No vampire is created with powers, only varying levels of potential, but those of Laura and Amanda's lines have mental domination practically in-born, and every vampire power is easier for them to learn. Mental domination’s effectiveness depends on the mental strength of the target, but people who actively want to be controlled by others or very weak minds can be controlled indefinitely at no cost in blood, and they can never break free once initially controlled. It otherwise takes varying levels of blood for stronger minds, and only lasts for days to hours. Hundreds-of-years-old vampires can maintain dozens of these with no trouble. This ability is telepathic in nature, and can be used to give commands at a roughly line-of-sight distance and remove memories temporarily or permanently. When touching someone's head, it's also possible for a vampire with this same power to give someone weeks worth of memories at a time with some effort.

Vampires can also learn to read minds, turn invisible, manifest physical illusions, see through clothes, enhance their senses, and more. One vampire is capable of singing so well without expending blood that she can stop and disperse armed men, making them forget their negativity, who they are or what they were doing. It's said that she could even walk around killing people unmolested so long as she sings while doing it. Most vampires don't seem to have a power outside of their instinct, and if they do it likely took them decades or more to learn it. Half of vampires die within their first year.

As of roughly 2020, there were just over a thousand vampires in a region, and to help put that into perspective a fairly large vampire community in 2120 is considered to be about a hundred vampires per metropolis. Every such city is ruled by a king or queen, but the majority of vampires appear to be women. In terms of integration, the majority of vampires, again as of roughly 2020, had never used a mobile phone. Whether so many are still so backwards, there's exceptions in each century.

For **500CP**, you're a newly sired third-generation vampire of either Laura or Amanda's line, and you have consumed blood. Third and fourth-generation vampires are roughly when the blood starts to weaken. Laura is a practical woman who fundamentally doesn't believe the world can be meaningfully improved. Amanda is an idealist that wants to use vampire DNA in medical treatments to help people. Laura wishes to kill Amanda for this because it risks exposing vampires.

You're stronger than any human, able to effortlessly lift a man above your head with one hand, punch through a human's rib cage and out the back, and rip someone limb from limb. You can move fast enough that in a space with places to hide, you'll be functionally invisible. Falling forty or fifty feet in an awkward position will barely hurt you, and you can heal from being riddled by a minigun or shot in the head with a pistol. Your body will become literally perfect, 10/10, in appearance, and you'll smell and taste like flowers and or fruit. However, you have no starting access to mental powers outside of your instinct, and it will take you decades to learn anything other than the basics of mental domination.

A newly sired **Mutant (100CP) (Animal Hybrid)** will be roughly the equivalent of a 500-year-old vampire in terms of just their physical abilities. Other types of mutants can become vampires, but there's no example of it.

For **600CP**, you're a hundred-year-old second-generation vampire, and your strength, speed, and resilience are Improved even further. You can rip apart and move faster than most types of robots in this world. Your resilience is likewise improved and you heal faster, but there's no examples to list by how much. Your mental powers are now solidly developed, and you can pick any three of the mental powers mentioned above to know besides singing, which counts as all three picks if you take it.

For **800CP**, you're a roughly 1,370-year-old first-generation vampire just like Laura and Amanda. You were directly created by the same entity that made them, and you may be a third sibling to them if you wish. Your physical abilities are Improved even further, and the only comparison that can be made is to a hundreds-years-old vampire who in short bursts can move so fast they seem to teleport, and you will be handily faster than them. The very best robots in this world shouldn't have the ability to react as fast as you, but it's literally a plot point that they have the potential to significantly improve. All seven of the mentioned mental powers may be used by you, and to a greater effect than described.

Anything useful that you know because of your extreme age is likely outdated by over a century, but you still know a lot of accurate-for-the-time information.

For an additional **100CP** at any tier, you may be a born vampire. Vampires cannot naturally have children without complicated bio engineering that hasn't been perfected in this timeline, but when a woman is turned while pregnant there is an infinitesimally small chance the vampire mother can carry the child to term over years. Once born, the vampire reaches full maturity in 10 years, and this heightened metabolism improves all aspects of their physical and mental abilities. Born vampires are roughly half a foot taller than average, handily stronger and faster than vampires of their same tier, and instead of protruding their fangs when the vampire inside of them is active, their entire mouth turns into a maw of razor-sharp teeth. Taking this gives you the option to become a futanari like the born vampire Queen of the city you start in.

A **Mutant** can theoretically be a born vampire, but there's no example of it.

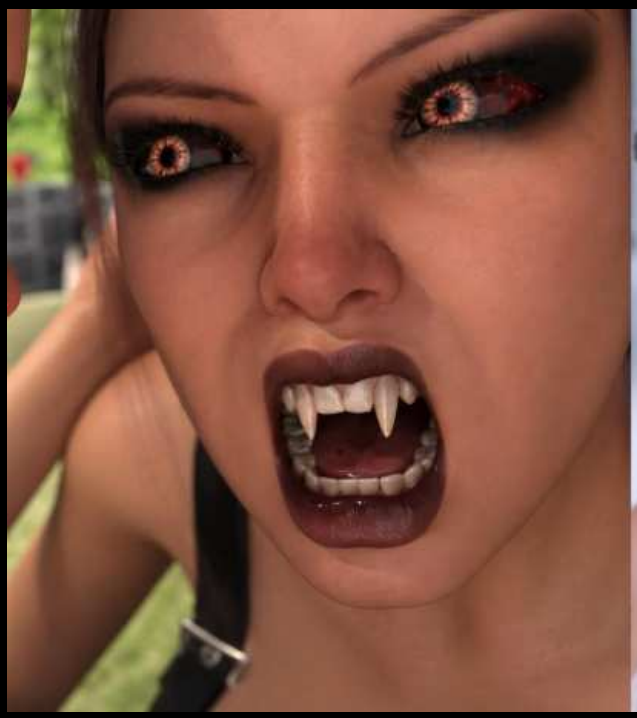
Symbiont (100CP) - A million strong, there's only one known alien species on Earth, and that's the Symbionts. The last planet to welcome them was LHS 1140 b, roughly 40 light-years from Earth, and there's tens of quadrillions of them in the galaxy. They left their previous planet because of ecosystem collapse, and have been traveling for millions of years. A symbiontic worm-like species, they crawl into the ear of a willing host and merge consciousnesses into a single person. This is presumably permanent. The life on the planet they came from was nearly devoid of emotions, and so this generation, so to speak, of Symbionts is emotionally immature and seems prone to obsession.

If you pick this, you just occupy your chosen race’s body as you already do but with the benefits of being a Symbiont. The host of a Symbiont gains greater-than-average strength and endurance, and an unspecified level of regeneration. Based on context clues, their healing is probably less advanced than a vampire’s, which is to say they likely can't survive being shot in the head, and that it would almost certainly take them many more months to regrow limbs, if they can at all. They have a number of unnamed benefits that are almost certainly a result of their regenerative ability, but there is also reason to believe they are unable to be mentally dominated by vampires. There's only one other active Symbiont, and the rest are waiting to see if this planet is compatible.

Cyborg (Free / 100CP / 200CP) [Restriction: Vampire, Symbiont] - There are various implants that humans and mutants can get which dramatically improve their strength and speed. These may look like obvious mechanical replacement parts to being completely inconspicuous, but all implants show up under a body scan. Whether they're powered through an external means or bio energy of some sort is unknown, but any you take with this option will have an indefinite charge. For free, you may have superficial implants that change your appearance but not mass however you wish. You could look like a model or be shiny and chrome.

For **100CP**, your implants make you comparable to some of the strongest and fastest mutants. The parts themselves are not anymore durable than whatever metals or composites they'd normally be made of. These materials probably cannot survive the common small arms in this world.

For **200CP**, your implants make you comparable to a decades-old vampire in terms of strength and speed. You could literally rip through a person and some robots, and are functionally invisible in quick bursts between objects. The parts themselves are as durable as the greatest military-grade implants, and if you replace enough of yourself you can fall from forty or fifty feet unharmed, survive small arms fire, and the materials could handle even more.



Vampire (Active)



Vampire (Transformed)

Origin Perks: There's many talented and strange beings. Discounts are always 50%.

Agent

Special Investigator (100CP) (Free: Agent) - Whether the FBI still exists as it did, you've received the equivalent of FBI Special Agent training. This includes being skilled in investigating a crime scene, surveillance, working undercover, high-risk vehicle pursuits, hand-to-hand combat, and firearms training. You're especially good at detecting if someone has a hidden weapon even if they don't have any obvious tells.

I Am Jumper (200CP) (Discounted: Agent) - Having centuries-old or older vampire grudges and loyalties thrust upon oneself is less than ideal. This is however the reality most newly sired vampires have to deal with. You have instead decided to go your own way, and so long as you remain neutral towards other people and organizations, you will be generally left alone yourself.

Open Masquerade (400CP) (Discounted: Agent) - There's various crimes that are committed between the two games. It could be rape, murder, human trafficking, or otherwise, and the criminals seem to get away with minimal to no effort. You have a much lower chance to be exposed from things like cameras, bodily fluids you leave behind, draining people of their blood, or even saying 'I'm a vampire'.

Ambrosial Chemist (600CP) (Discounted: Agent) - As older vampires become more anhedonic, they often seek taboo experiences like drugs to achieve satisfaction. Vampires can go pretty deep into narcotics since they're normally immune to the negative effects, and one vampire scientist created a drug that allows even a thousand-year-old vampire to feel bliss for twenty minutes at a time. You are now a peer of the centuries-old vampire chemist who invented it, and you know more than anyone else about chemistry.

Dark

Obergruppenführer (100CP) (Free: Dark) - The oldest vampires have done almost everything, and included in that are many things which aren't very nice. You have trained for tens of thousands of hours in martial arts, are at least familiar with every form of hand-to-hand known to man, and have experienced over a

thousand hours in various forms of warfare. Your experience in combat and military tactics allows you to fight way above your actual ability level.

Bloody Dancer (200CP) (Discounted: Dark) - Having hobbies helps to emotionally ground vampires and the vampire inside of vampires, but some things are more effective than others. You're now one of the greatest dancers to ever live, and if you're a vampire this mastery of dancing allows you to suppress or make active the vampire inside of you. In practical terms, this means you can control your arousal and bloodlust, and are skilled enough to fight effectively while dancing.

Status Quo (400CP) (Discounted: Dark) - Vampires are not immortal superheroes whose job it is to dedicate themselves to combating the evils of humanity. It is humanity's failings that make the world what it is, and vampires just happen to be along for the ride. Whatever negative actions you take from now on, such as preying on the scum of humanity who might actually just be down on their luck, will result in significantly less detrimental effects for society than they should.

Nano Researcher (600CP) (Discounted: Dark) - Despite the advancement having taken place over a hundred years ago, nanotechnology appears to have remained a secret, and this could be because it's possibly controlled by Laura's clan of vampires. In any case, the technology primarily seems useful for the manufacturing of functionally indestructible materials that can be used in weapons or armor, but also other things as well. You now have a slightly greater understanding of nanotechnology than what existed in the 21st century, and current century technological understanding should improve this further.

Light

Warm Body (100CP) (Free: Light) - One of the few advantages that a newly sired vampire has over an older one is their physical warmth, because older vampires become colder as they emotionally detach from the world. Even if you are a vampire, you will no longer suffer from any significant ennui or memory loss over time. You're also just more pleasant to cuddle or have sex with than you were.

Fashion Artist (200CP) (Discounted: Light) - An advantage of being a socialite is that many people know who you are, and you can use that influence to get things. Whenever you go out of your way to spread your name, such as working in the public eye, you will quickly become renowned for whatever you're doing. Even many people who normally wouldn't have heard of you will.

Better Tomorrow (400CP) (Discounted: Light) - You believe that it's better to try and fail to do good than let evil persist. To this end, you're always able to recruit henchmen and at least a few highly skilled, loyal workers with little effort. While the henchmen are not always the most reliable and generally unscrupulous, the skilled workers will be experts in their field and loyal to the death.

Bio Engineer (600CP) (Discounted: Light) - Genetic engineering even in the 2020s had reached a point that with access to vampire DNA, the mortality rate of all cancer types could be reduced by 20%, and vampire-derived non-vampire immortality was thought to be developable in the near future. Even genetically engineering vampires so they could get pregnant and give birth to stronger vampires was not out of the question, but they could only reduce the gestation time to two years. That timeline did not come to pass.

Instead, various mutants and bio chips that increase robot reaction times were developed. One especially isolated vampire engineered both animal-based and two plant-based tentacle organisms, one of which is partially synthetic, and that she can control with biochemical signatures in her body. You now know how to do all of this and more, and could advance bio engineering in this world by at least a decade.

Hunter

Vampire Slayer (100CP) (Free: Hunter) - A human successfully killing anything but a newly sired vampire in combat is unreasonable, but it happens. Your aim with guns is now infallible at a short distance, and you're so skilled in melee that you can target specific tendons. If you're a **Mutant (100CP) (Animal Hybrid)** and or at least a **Cyborg (100CP)**, you can reliably kill third-generation vampires that are a hundred-years-old so long as they don't have powers.

Blessed Timing (200CP) (Discounted: Hunter) - Hunting isn't just about whatever prey you hunt, it's about making sure others are safe from that thing. Various events will now have a greater chance of lining up with your hunts to better allow you to save others. Just make sure that when you're clearing a room you don't accidentally shoot someone you're trying to save.

Cryptid Decrypter (400CP) (Discounted: Hunter) - When the monsters look like people, it can be difficult to discover them before it's too late, but not in your experience. You were born with the superpower to detect lies and when someone

is keeping a secret, but this power doesn't work when you're afraid, and your own biases can lead you astray if you don't know something. You will keep this ability even if you become a supernatural creature later on.

Supernatural Magnet (600CP) (Discounted: Hunter) - The amount of things that go bump in the night is certainly greater than what's known, but the average person will never have a supernatural encounter. That makes it all the stranger that you can consistently find these things when you go looking for them, and can have dozens of such encounters in less than a year. Any time that you go looking for something supernatural, if it exists, you will find it by either circumstance or luck.



Dark Energy

Items: Things that will last. Similar items can be imported into like. You will find a similar property that's also yours in every Jump you go to from now on. Non-property items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

Agent

New Papers (100CP) (Free: Agent) - Being effectively murdered and then resurrected by a vampire can leave you with a fair few legal issues, but it would seem that it's the job of a sire to take care of these things. You now have all the legal papers

you would need to prove yourself as one fake identity of your choice, and this includes a credit card attached to a bank containing a few thousand dollars. This item can be updated every Jump.

Ambrotryptanine Powder (200CP) (Discount: Agent) - Over a hundred years ago, one of Laura's clan by the name of Ambrosia created a drug that can heighten pleasure, alter perception, and open up new sensory channels in the brain. It was disallowed by Laura due to her being worried about what it was actually doing despite the drug not being addictive or lethal in any way, and she might not have been wrong because when the drug is taken, it allows others to see into a higher dimension where they are watched by a male figure. You get a small baggie of this cocaine-like drug that should be enough for three hours of pure bliss, and you get a new one every week.

Crashed Spaceship (400CP) (Discounted: Agent) - This half-buried miles-in-size spaceship is devoid of any life, and you found it about a day’s drive away from the metropolis. Its engines are inoperable, and it would otherwise take the spaceship thousands of years to travel anywhere in the light-year range. What's most noteworthy is anything you can pull from its computers, its life-sustaining stasis technology, and the portable energy bombs or paralyzing gas that suspend targets into the air while draining their energy.

Private House (600CP) (Discounted: Agent) - A few miles outside of the city, in a desolate field with clouds overhead, is this fully furnished two-story house and occupied two-car garage. Despite the lack of a police presence in the area, the normally present criminals completely avoid this place due to a palpable sense of dread. In future Jumps, the property will be in an isolated location, have similar accoutrements, and even retain the aura that keeps it safe.

Dark

Nano Equipment (100CP) (Free: Dark) - Developed in secret during the 2020s, this nanotechnology-forged Protective Suit and two melee weapons were decades more advanced than anything at the time, and they're still exceptional in 2120. The two melee weapons of your choice will be functionally indestructible, and they likely have an atom-sharp edge if they're bladed. The Protective Suit can be worn as clothes or under clothes, and it's only equivalent to military-grade armor.

War Robot (200CP) (Discounted: Dark) - One of the things that has changed given technological advancement, is that militaries can now use piloted mechs. They're relatively unwieldy, being as tall as a Giant and just as dexterous, but they make up for it by having two gun arms that fire large high-caliber explosive rounds. Any expended ammo for it is replaced after a week.

Tentacle Suite (400CP) (Discounted: Dark) - Isolation can lead a vampire's mind to strange places, and this luxury accommodation is one of them. A fully furnished one-story house with a hot tub and small pool, there's various types of tentacles throughout the property. There's octopus-like tentacles in the hot tub, there's plant-like tentacles surrounding the property for home defense, and there's a plastic-like tentacle that lives under the bed, but all of them act as you command.

Arctic Research Center (600CP) (Discounted: Dark) - Most structures at the North Pole are temporary because of ice drift and resource constraints, but certain water-based structures manage to persist. You now have a similarly persistent nanotechnology development center in the Arctic, and it's staffed by various discreet professionals who are functionally mind controlled. It manufactures various benign materials specifically for resale at an extreme profit.

Light

Astra LX9 (100CP) (Free: Light) - This futuristic pistol is equipped with a silencer, a laser sight, and a red dot sight. It's a relatively low-recoil hand cannon that can leave fist-sized holes in things without causing them to blow up from the impact. Any expended ammo for it is replaced after a week.

Jet Bike (200CP) (Discounted: Light) - Capable of hovering and flying through the air, this jet bike is a remnant of a timeline that didn't come to pass. It is a hundred years more advanced than anything similar, and its range of operation seems pretty ridiculous. Whatever fuel it uses, it refuels itself after a week.

Jumper's Den (400CP) (Discounted: Light) - You now have a private club that attracts the rich to partake in its various indentured girls, and in the process of this you can bribe or blackmail the clients to advance your goals. While the madam who runs it is exploitative and cruel, she is slavishly loyal. It makes millions of dollars a year, more than enough to pay its girls, but it doesn't by default.

Pharmaceutical Group (600CP) (Discounted: Light) - In the 2020s, a group of three individuals owned 99% of the entire pharmaceutical industry, and in a timeline that didn't come to pass, these individuals were made into Ghouls by Amanda. Time has otherwise allowed some control to be wrestled from these individuals, and you now own 24% of all legal drug manufacturing. This item takes the form of a corporation, and includes lesser-known aspects like vaccine development.

Hunter

Hunting Revolvers (100CP) (Free: Hunter) - When someone has enhanced reflexes, they can actually put quicker shots on a target by fanning a revolver than many automatic weapons can fire. These two large-frame six-shot revolvers with enhanced sights fire a specialized high-impact phosphorus-like chemical munition called VX-9 that's specifically designed to negate regeneration. They come with four speed-loader reloads, and any expended ammo for them is replaced after a week.

Tiltrotor Helicopter (200CP) (Discounted: Hunter) - The world is a lot bigger than just the metropolis you start in, and there can be plenty of scenarios where you might have to get around quickly. This is the best fully licensed, nonmilitary helicopter that money can buy, and it comes with two six-barrel miniguns that can be removed from the cabin. Any expended ammo for them is replaced after a week.

Haunted Cabin (400CP) (Discount: Hunter) - About a day’s drive away from the metropolis, this sparsely furnished studio cabin sits alone in a desolate field next to a graveyard. The three ghosts who haunt it appear to be a ragtag group, and you can choose whether they’re male or female upon purchasing this. Every one of them is down to fuck, but they will otherwise protect the cabin and their graves.

Church of Jumper (600CP) (Discounted: Hunter) - You fostered this community of a few thousand in a belief of your choice to bait your enemies into attacking you. The building itself can be any sort of religious structure you want, but the inner sanctum contains a force field capable of trapping even the physically strongest foes in this world by keying to their DNA. The building will otherwise contain constant noninvasive scanning technology that is capable of detecting monsters.



Jet Bike

Companions: The ghouls. Companions may not purchase others or take drawbacks.

Guard Dog (100CP) - One of your previously established collaborators. You may import or create a single companion with a purchase of this. They get an origin, whichever race they buy, their free perks, their free item, and 600CP to spend on whatever.

Blood Lover (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

Bitchy Slut (+100CP) - A number of people in 2120 have a specific way of speaking, being more cordial and catty than perhaps they should be. You do this now as well, and it basically makes it impossible for you to be respectful or serious at all.

Greedy Bitch (+100CP) - Greed has won out in this world, and its effects are plain to see. You too now have this sickness about you, and you're willing to occasionally compromise on your ideals if it means you can make a bigger profit.

Abandoned Child (+100CP) - Only the strongest of newly sired vampires are completely abandoned. Your outside perks and items are locked out for the duration of this Jump, and any companions you import are likewise restricted.

Cold Body (+200CP) - When vampires stop caring, their bodies turn physically cold. You get significantly less pleasure from most things, and your body is colder to the touch than it should be, but that won't cause you any problems biologically.

Soulless Human (+200CP) - All of the bio engineering that's been done to induce pregnancy in vampires has failed, and the only exception was born a human who had to drink a rare blood type to survive. You too must drink rare blood or die.

Industry Blacklisted (+200CP) - Whatever the reason, you've been banned from using the services of or working for any big corporation. Given that they now control almost everything, you'll have to find local businesses and jobs.

Red Moon (+300CP) - There are various unspoken rules that govern vampire society, and one of those is that vampires can only kill other vampires under a Red Moon. You are thought to have broken this, and you have been marked for death.

Sadistic Demeanor (+300CP) - It's not just vampires that can be needlessly cruel. You're someone who gains great pleasure from harming others, and the more you hurt people the harder it is for you to care if you hurt more later.

Literally Retarded (+300CP) - You now have a mild form of cognitive retardation. You're technically self-sufficient and mostly happy with the world, but you are less intelligent and somewhat socially unaware as well.



Born Vampire; Sadistic Demeanor

Endgame: 10 years have passed and you're still alive. What’s 10 years to vampires?

Stay With… (Stay) - There's worlds with less adventure to remain in. You stay.

Back To… (Go Home) - You're loyal to the ones who sired you. You go home.

Go On… (Move On) - The path you take is the path you make. You move on.



Go On…

Notes: Credit where credit is due. The game links, and a clarification on lore.

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1. This Jump is based on the games, Darkness Revenge and Sinful Vampires.

2. Reference to a Mother Goddess is made several times. Whether that is a new age movement or just an alternate-Earth sort of situation, it's hard to say.