

Humanist Vampire Seeking Consenting Suicidal Person

(Vampire humaniste cherche suicidaire consentant)

v1.0
Jumpdoc by AxstromVinoven
Based on the film by Ariane Louis-Seize

Welcome to Montreal, more or less in the present day. Vampires live here in ordinary houses, hold jobs they can work at night, and raise families over decades and centuries. When the household needs fresh blood, someone has to go out and get it, and most of them manage that the way vampires always have.

Sasha does not. She was twenty-five years old, still a child for her kind, when her family ate the clown they had hired for her birthday party, and the experience left her so shaken that her fangs never came in afterward. Her parents have been feeding her out of baggies her whole life, and have decided it's time for her to grow up and learn to hunt.

This jump isn't about saving the world, but it might be about saving one person's world. Or perhaps you'll just spend the next ten years hunting whoever you consider the most loathsome people society has to offer. The choice is yours.

Have **1000 CP** to spend, plus **5 Background Tokens** in lieu of discounts. **Background Tokens** may only be spent when specifically allowed.

Starting Out

Age and Gender

Humans may choose an age between 16 and 65. Vampires choose two ages: the age you appear to be, between 6 and 65, and the age you actually are, which should be between three and five times that. You are free to choose your own gender as you enter this world.

Location

Everyone begins in a family home in a suburban part of Montreal. Perhaps you live there, perhaps you were hired as an entertainer, or perhaps you're hunting the residents.

Origins

Human (Free)

You are an ordinary person, which comes with all the highs and lows of mortal life. You can stand in the sun, you can eat a cookie, and you could live your whole life without ever realizing that you are food for monsters that stalk the night.

Vampire (100 CP or 2 Background Tokens)

You are one of them. This buys you the vampire form described below, which you will wear for the whole of this jump and may keep as an alternate form after. It comes with its own pros and cons.

The Vampire Form

You have:

- Slow aging. You age at roughly a quarter of the human rate, and even slower once you're old. Your maximum lifespan depends on several factors.
- Night vision. You can see well in low light, but not in absolute darkness.
- Recovery. You can recover from most injuries, even ones that would kill a human, given time and enough blood.
- Fangs. While they're out, you are faster and stronger than any human, and nearby electric lights flicker and buzz. You can't extend them at will; they come out in response to hunger or strong emotion.

- Turning. You can turn a human into a vampire by biting them without killing them. This is easier to do by accident than you might like.

You need:

- Blood. Three pints a day keeps you healthy, and you can survive on one pint a day, though you'll be miserable. It doesn't have to be fresh, but it does have to be human, and it can't be rotted or processed.

You cannot tolerate:

- Sunlight. If exposed, you shrivel and die within seconds.
- Human food. One mouthful is lethal. It is a known means of suicide among your kind.
- Anything driven through the heart, whether a wooden stake or a simple ballpoint pen.
- Crosses, churches, and other religious paraphernalia. This is like an allergy: not instantly lethal, but unpleasant, and fatal with sufficient and intense exposure.

Perks

Quebecois (Free)
You are fluent in the French dialect spoken in Montreal.

Moviestar Looks (Free for this jump or 50 CP to keep permanently)
You are attractive, though not necessarily in a conventional way. You still look good when you're pale, tired, or showing a mouth full of fangs. You also have a good sense of style, and can put together a flattering outfit without much thought. Everyone else here benefits as well, and you'll have trouble finding an ugly person in this world.

Clowning (50 CP or 1 Background Token)
The art of clowning is vast. You can dance, and you can do stage magic, including simple card tricks and escapes from handcuffs and locked trunks. You could keep a room full of six-year-olds entertained for forty-five minutes. You're not necessarily funny, but you could develop that skill on your own with some effort.

Rec Sports (50 CP or 1 Background Token)
You have a knack for badminton, bowling, and other casual recreational sports. You're not good enough to go pro, but you could join a local league without embarrassing yourself, or shine in a friendly pick-up game. Maybe even win a few bucks if you can sucker someone into betting with you. You also know the etiquette, rules, and jargon for these sports.

Give Freely (50 CP or 1 Background Token, Human only)
Your blood replenishes quickly. You can safely give a pint a week, where anyone else would need two months between donations, and you'll feel back to normal within a few hours. You recover just as quickly from involuntary blood loss.

Awkward Aura (50 CP or 1 Background Token)
You can make people feel awkward around you at will. If you say something strange, they will be tongue-tied or likely to respond in kind, even if they are normally smooth. You can even project this with your body language and mannerisms. May be toggled off at will.

Modeling (50 CP or 1 Background Token)
You look even better in photographs and on film than you do in person. You know how to pose, how to walk a runway, and how to take direction from a photographer. You can find your best angles and lighting, and hold an expression for as long as the shot needs.

Doctorate (100 CP or 2 Background Tokens)
Whether through time or genius, you've finished school. You hold a real doctorate in dentistry, geology, medicine, or psychology, along with a specialty of your choice. You have a license to practice and a work history that will hold up to a background check. You're competent rather than brilliant, but that's a good foundation to build from.

Hunting Skills (100 CP or 2 Background Tokens)
You can look at a crowd and pick out the people who are unlikely to be missed, and you know how to lure them somewhere quiet without raising suspicion. You can set effective traps for humanoid prey, and you know how to dispose of an exsanguinated body without attracting attention.

Musical Talent (100 CP or 2 Background Tokens)
You can pick up an instrument you have never touched and play it competently within ten minutes. Keyboards are your specialty, and you play those well enough to busk for rent money or to hold the attention of a room that didn't come to see you. With a few years of practice, you could become a virtuoso.

Mercy (100 CP)
You can tell when someone's suffering isn't going to end any other way, whether they are an animal, a terminal patient, or a person with truly nothing to live for. You know how to end that suffering quickly and cleanly, and if you choose to act, you won't hesitate or botch it. Unfortunately, anyone who sees you do it will be convinced that you're dangerous, and may testify to that effect.

Ruthlessness (100 CP)
Once you've decided that something needs to be done, you can flip a mental switch to set aside whatever would normally hold you back: guilt, squeamishness, laziness, or concern for the people around you. When you flip it back, your conscience returns, along with everything you would have felt at the time.

A Knack For Spotting 'Em (100 CP)
You can tell when something has something else hidden inside it, such as a plain rock with a geode inside, a floorboard with a hidden compartment under it, or a person who is secretly supernatural. You can't be sure of the specifics at a glance, but you'll know there's something to look into.

Protective Instinct (200 CP)
When somebody you care about is in immediate danger, you move before you have had time to think about it. Whatever might normally stop you - squeamishness, fear, indecision - does not. For as long as the threat lasts, you move faster and are more clear-headed than you would otherwise be.

Dying Wish (200 CP)
You are good at getting people to tell you what they really want. If they don't already know themselves, you know how to guide them to it. Once they do know, all you have to do is ask, and even normally reserved people will open up to you. They will even set aside their skepticism and begin making plans to accomplish that goal if you prompt them.

Items

Note: Currency is in 2023 Canadian dollars (CAD) and adjusts to local equivalents where appropriate. Any item other than the Harassment Kit may be taken more than once.

Harassment Kit (Free)
A fistful of permanent markers, a garden hose with nozzle, and a dead bat in a shoebox. They are always close at hand when you need them, and never turn up where someone else might find them.

Record Player and Vinyl (50 CP or 1 Background Token)
A quality turntable and several crates of records, mostly classical along with country and pop from the late fifties and early sixties. The collection changes over time: every week, a record you haven't heard before appears, and another one vanishes.

Electric Keyboard (50 CP or 1 Background Token)
A portable synthesizer with weighted keys and a tone good enough to pass for a real piano. It's light enough to carry around, sturdy enough to survive being knocked over, and its battery never runs down. Includes a carrying case with a portable stand and stool.

Rock Collection (50 CP or 1 Background Token)
Shelves of rocks and minerals, mostly geodes, and all of them nice to look at. Any single piece makes a surprisingly good gift with a personal touch. In a pinch, you can pawn the whole collection for $1000. Anything you give away or pawn finds its way back onto the shelf within a month.

Support Group (50 CP or 1 Background Token)
This small card has directions to a support group that meets weekly in an out-of-the-way location. Whatever is troubling you when you go, you'll find support and understanding for your predicament there.

Vampire's Wardrobe (50 CP or 1 Background Token)
A closet of dark, well-fitting clothes accumulated over decades and kept in good condition. These aren't costumes, but they do reflect a personal style with a slight gothic or Victorian bent. The wardrobe updates itself to suit the place and era you're in, and always includes something appropriate for a funeral.

Old Money (100 CP or 2 Background Tokens)
Your family has been accumulating wealth for centuries. You receive about five thousand dollars a month from a heavily obfuscated trust, tax free. This can be paid out in cash (off the books) or credited to an account in your name.

Blood Bags (100 CP)
A small cooler with a replenishing supply of human blood in sealed plastic pouches. The cooler restocks up to three pints per day: enough to keep one vampire healthy or two vampires unhappy. If you drink this because you're uncomfortable killing, you should know that somewhere, a human died to fill these bags.

Professional Bloodletting Kit (100 CP or 2 Background Tokens)
A clinical case of needles, tubing, cuffs, and collection bags that replenishes, cleans, and sterilizes itself between uses. Blood drawn with it keeps for a day at room temperature or a month chilled. A healthy adult can safely give a pint every two months, or about ten pints if you drain them completely. The kit does not help you find donors or victims.

Utility Vehicle (200 CP)
A light truck with room in the back for a cadaver and a couple of shovels. Has a light bar on top and quality off-road capable tires. Never needs fuel or maintenance. Your choice of pick-up or SUV model.

Lair (200 CP)
A 100 square meter (1076 square feet) garage-like space with hooks, a floor drain, and tools like saws and shovels on hand. Running water and electricity are included. It's not particularly nice unless you make it that way on your own, and you'll want to keep it clean so it doesn't start to stink. At the start of each jump, you may decide whether it connects to your warehouse, embeds in one of your other properties, or becomes a freestanding structure near your starting location.

Suburban Home (200 CP)
A three-bedroom house on a quiet street, paid off, with a garage and a yard. Every window can be made light-tight in seconds, the basement stays cold, and the neighbors assume you work nights and don't ask questions. At the start of each jump, you may decide whether it connects to your warehouse or appears in the jump world near your starting location.

Bowling Alley (300 CP)
A 20-lane bowling alley, with two lanes always reserved for you and your friends. You can bowl for free, plus get free lagers and nachos. At the start of each jump, you may decide if you want this to attach to your warehouse or manifest in the jump world near your starting

location. Unfortunately, the staff are lazy and prone to hanging out on the roof when they should be working, and are a bit rude even to you. Strangely, that doesn't deter the customer base, and the local youth love this place anyway.

Companions

You may import, create, or recruit up to eight companions during this jump in any combination. Companions and followers you do not pay for may visit this world, but will not benefit from any of their powers or items that do not fit the context here.

Import or Create (50 CP for one, or 150 CP for four)
Bring existing companions along, or build new ones from scratch. Each receives **600 CP** and **2 Background Tokens** of their own to spend in this document. A companion who takes the Vampire origin wears the form for the whole jump and keeps it as an alternate form afterward, the same as you would.

Recruit (Free for humans, 50 CP each for vampires)
You may invite anyone you meet here to join your chain, and you'll get a fair chance to make the offer, but whether they accept is up to them. A recruit keeps their memories and receives **2 Background Tokens** to cover the life they already had here. None of their other abilities from this world will be fiat-backed unless you pay to import them instead. Vampires cost 50 CP because the vampire form comes with them.



"Young" Vampiress (50 CP)
She's sixty-eight years old, which makes her a teenager by vampire standards. Her fangs won't come out, so her parents still feed her from baggies, and they've recently given her an ultimatum about it. She is too compassionate to kill, which worries her family, and she has a passion for music.

She comes with the **Vampire** form, **Dying Wish**, **Protective Instinct**, **Musical Talent**, **Moviestar Looks** kept permanently, an **Electric Keyboard**, a **Vampire's Wardrobe**, and her **Record Player and Vinyl**. Her drawbacks are **Trouble Feeding** and **Pacifist**.



Consenting Young Man (50 CP)
A bullied teenager who doesn't see much reason to keep living, and would like his death to at least do someone some good. He's gentle, he collects geodes, and he steps up when no one else will. He arrives human, but can be turned by a vampire.

He comes with **Protective Instinct**, **A Knack For Spotting 'Em**, **Mercy**, **Give Freely**, **Rec Sports**, a **Suburban Home**, a **Rock Collection**, and a **Support Group** card. His drawbacks are **Nacho Man** and **Milquetoast**.



Independent Vampiress (50 CP)
She is what her family thinks a vampire should be. She hunts efficiently, buries the bodies without complaint, and has no patience for anyone's squeamishness. Unfortunately, she's also stuck looking after a useless relative.

She comes with the **Vampire** form, a **Lair**, a **Utility Vehicle**, **Hunting Skills**, **Ruthlessness**, **Moviestar Looks** kept permanently, and a **Vampire's Wardrobe**. Her drawbacks are **Familial Obligation** and **Family Traditions**.



Hospice Nurse (50 CP)
She has spent her career caring for people at the end of their lives, and she's better at that than she is at talking to her own son. She knows which patients have nobody coming to visit them and how to ask them what they really want, and she has keys to the ward.

She comes with **Dying Wish**, a **Suburban Home**, a **Doctorate** in medicine, a **Professional Bloodletting Kit**, **Mercy**, and **Hunting Skills**. Her drawbacks are **Pacifist**, a **Soft Spot** for someone other than you or one of your companions, and an **Unhealthy Look** from working nights.

Drawbacks

You may take up to 500 CP of drawbacks. If you choose to take more drawbacks, you will suffer the consequences but gain no additional CP. Companions may not gain CP from drawbacks.

Unhealthy Look (+50 CP)
You have pale skin, sunken eyes, and always look like you haven't slept properly in weeks. Strangers will ask if you're feeling all right. Acquaintances will assume you're sick, overworked, or on drugs, and they won't be shy about saying so.

Smells Like Shoes and Cheese (+50 CP)
You smell like the inside of a rental bowling shoe. You can't wash it off, air it out, or cover it up, and people don't get used to it. Though many will be too polite to mention it, someone will comment on your stink at least once per day.

Soft Spot (+50 CP)
There is one person here, not a companion, whom you can't bring yourself to disappoint. You can't say no to them or tell them a hard truth, and you'll rearrange your own plans to avoid letting them down. They don't have to know, and may or may not deserve your kindness.

Dust Mites (+100 CP, Human only)
You are allergic to dust mites, which live in every mattress, couch, and carpet you will ever encounter. You'll wake up congested whenever you sleep in an unfamiliar bed, and you'll be visibly unwell for the first hour of any day you spend somewhere that hasn't been aired out.

Always Awkward (+100 CP)
Every interaction you have leaves a slightly bad impression. Pleasant conversations drag on a little too long, kind gestures come across wrong, and people walk away from you feeling uncomfortable without knowing why. Being more careful doesn't help, and trying to be charming only makes it worse.

Nacho Man (+100 CP)
Regardless of your behavior or demonstrated competence and power, nobody outside your family will treat you with respect. You will be given stupid nicknames, and the less you like them, the faster they will catch on. Strangers will be rude to you and acquaintances will be downright cruel.

Growing Up (+100 CP)
Whatever your actual age, you are in the middle of adolescence and will be for the duration of the jump. You'll struggle with big feelings and other people's expectations, and nearly everyone you encounter will treat you like a kid. Your judgment is not necessarily impaired, but your composure certainly is.

Milquetoast (+100 CP)
You can't stick up for yourself. When somebody cuts in front of you in line, takes credit for your work, or talks over you, you will simply let it happen. You'll only think of what you should have said about an hour later. You can still stand up for other people without any difficulty.

The Long Game (+100 CP)
Rather than staying in this world for ten years, you must now stay for fifty. You may choose to start the jump any time between 1975 and the present.

Familial Obligation (+100 CP)
You are responsible for a relative who can't look after themselves and has no intention of learning. You have to feed them, clean up after them, and get them out of trouble, and they won't take your advice on any of it. Nobody else in the family is going to help, and nobody will thank you for it.

Family Traditions (+100 CP)
You have family here, and they have strict expectations for how you should live. They'll remind you of those expectations repeatedly, and if you don't meet them, they will escalate from guilt trips to ultimatums, then threats, and finally cutting you off altogether. They are not bluffing, and if you took **Old Money**, they may be able to interfere with it.

Expanded Vampire Banes (+100 CP, Vampire only)
The rest of the old vampire stories turn out to be true for you. You can't enter a private home unless someone who lives there invites you in, and they can revoke that invitation at any time. You can't cross running water. You must rest on the soil of your homeland. Garlic burns your throat, and just being near it irritates you. You have no reflection, so you'll need to be careful around mirrors, shop windows, and cameras.

Trouble Feeding (+100 CP, Vampire only)
Your fangs do not come out, no matter how hungry, frightened, or desperate you are. You can't feed yourself, so someone else has to do it for you, whether that's your family, a companion, or anyone else you can keep willing. You may not take this drawback if you or a companion takes the **Blood Bags** item.

Pacifist (+100 CP)
You cannot bring yourself to do violence to another person, except to defend your own life or the one person you love most.

Extreme Pacifist (+100 CP, requires Pacifist)
As **Pacifist**, but without the exceptions. You will not do violence to another person, even to save your own life or anyone else's. You can still run, shout, lie, and put yourself in harm's way.

Conclusion

Your time in this world comes to an end. Every drawback you took is lifted, and so are the drawbacks your named companions came with.

What happens next?

Stay Here - You've found your place in the multiverse, and you're going to put away your jumping shoes and stay here permanently.

Go Home - This was the last straw? Or perhaps the finishing touch? Either way, you've had enough of other worlds, and return to your origin world, with all your perks, items, and companions joining you there for the rest of your days.

Continue On - Off to the next world with you. Keep your knowledge, and any perks and items you've purchased with **CP**. If you took the **Vampire** origin, the vampire form becomes an alternate form you can use from here on.



Notes

This jump was made by AxstromVinoven and posted first with the Reddit jumpchain community. Created for Monthly Jump Challenge #48: Vampires (2026-10)

Changelog

- **2026-10-10**: v1.0 written