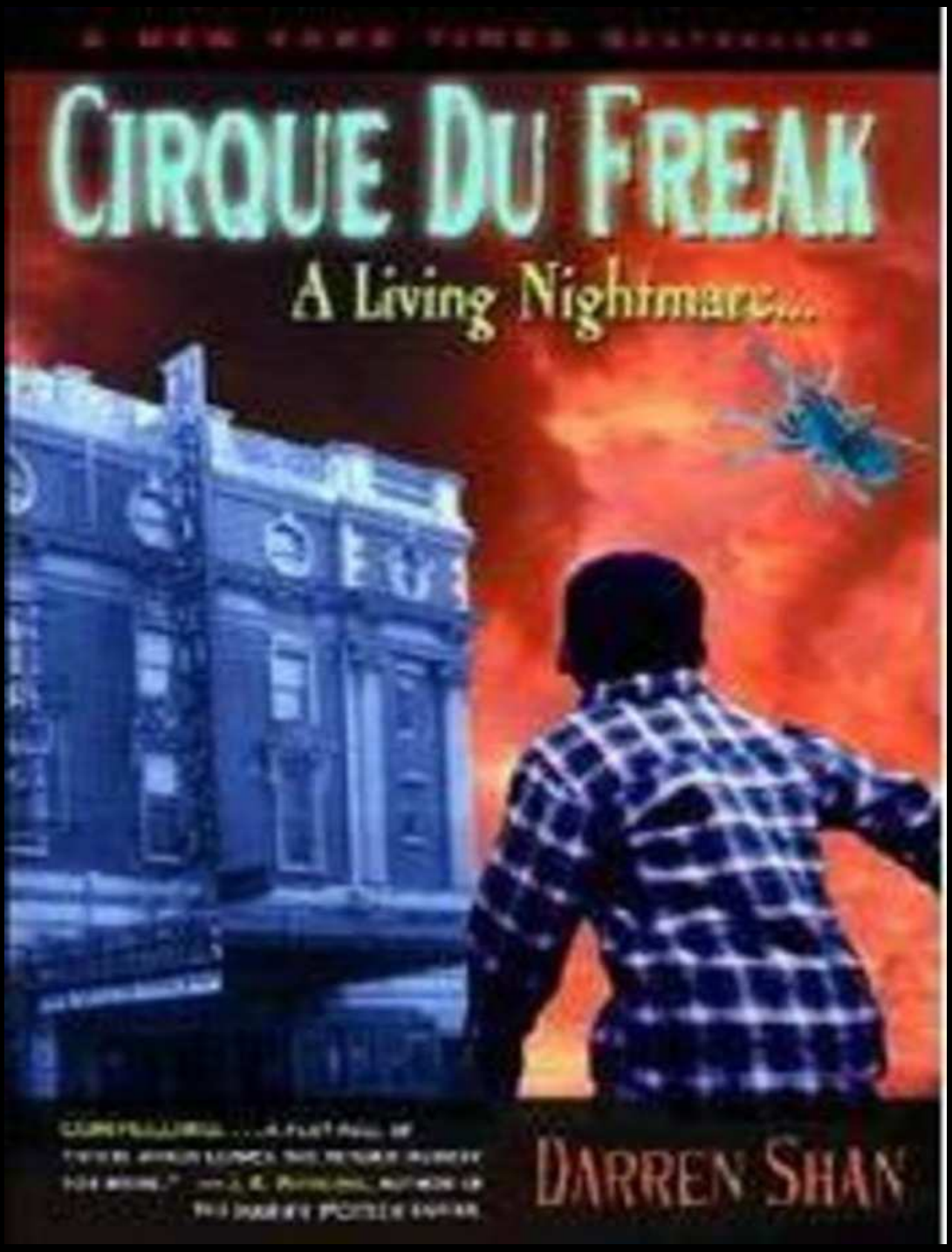


It started one night, when teenager Darren Shan and his friend Steven Leonard sneak out at night to see a hardcore frightening freakshow/circus their parents would definitely not approve of. Two things of great importance happen there: Steve recognizes one performer, Larten

Crepsley, as a vampire and asks him to be turned, being rejected after Mr. Crepsley samples his blood and finds him to be evil. Second, Darren steals Madam Octa, Crepsley's trained spider who responds to flute commands.

Later, Madam Octa bites Steve, fatally poisoning him. Darren goes to Crepsley, who withholds the antidote until Darren agrees to be turned into a half-vampire to serve as his assistant. The deal is struck, Steve is saved but vows revenge on his friend for taking everything he wanted, and Darren fakes his death to begin his new life as a vampire's assistant.

At first Darren greatly enjoys his new vampiric powers, but refuses to drink human blood, getting steadily weaker, until an activist friend frees the feral Wolfman and he has to get over his hangups to save his friends. Later, Mr. Crepsley takes him to an unnamed city, once his home, to stalk a serial killer, a 'Vampaneze' which is like a vampire that is hardcore into their honor code and prefers to stalk a victim for a month and drain them dry rather than jumping a jogger for a small sip every night or so.

After this, the two are summoned to a conclave at Vampire Mountain, and the coronation of a new Vampire Prince, one of the ruling quintumvirate of all Vampire kind, Kurda Smalt. To help them, a Mr. Desmond Tiny assigns them one of the Little People who work as roadies for the freakshow, Harkat, who saves Darren's life on the journey. There, Darren's status is called into question since he was kind of strong-armed into the whole 'Vampire' thing. To prove his worth and save his mentor, he agrees to participate in the Trials of Death, a deadly proving ground for Vampire warriors. He technically fails, but discovers the new Prince is planning to betray the clan and let the Vampaneze into their most secure stronghold. The fall of the Vampires was foretold by Mr. Tiny, aka Mr. Destiny, when the Vampaneze rallied around their Chosen leader, the Vampaneze Lord. The night of the Lord is at hand, so Kurda chose to save his people through submission. With Darren's warning, the Vampires are able to hold the Mountain, and war breaks out between the clans. To save Darren from his

execution, the Princes raise him above the law, making him a Prince in his own right.

We skip over a decade or so of shadow war, the War of the Scars, and Darren's learning his Princely duties and really marinating in that Vampire culture, to the point where Mr. Tiny pops up and says the Vampires have a few chances to escape their doom. A group of hunters; Darren, Crepsley, Harkat and previously unseen Prince Vancha Marsh. If they set out now they will encounter the Vampaneze Lord three times, each representing a chance to kill him and stop the war.

There's a couple books there, a near miss, then Harkat is dying so Darren has to go with him on a perilous quest through a kind of dark fantasy world to the Lake of Souls, to recover his true name. It turns out Harkat Mulds is really the Traitor Prince, Kurda Smalt, pulled from Mr. Tiny's personal limbo and offered a chance at redemption. Also, this dying world where a few human survivors cower and hide from dragons, ruled by the Lord of Shadows, is actually the distant future.

Anyways, back with the Hunters, they go back to Crepsley's hometown where Darren gets picked up by truancy officers and sent to school, where his girlfriend from over a decade ago is now a teacher, awkward. They meet vampire hunter Steve Leonard, who is on their side now, but it's a trick and a trap. Steven Leonard, who insists on being called Steve Leopard, is himself the Vampaneze Lord and kills Mr. Crepsley for spurning him years ago. Then gets the Hunters arrested by the cops.

It seems Mr. Tiny planned this long ago, to the point of both boys being his sons. They are fated to meet, and one shall kill the other and become the Lord of Shadows, gaining mastery over dragons and killing both clans and humanity before being left alone with his hatred and rage for the rest of his unnaturally extended life.

Darren cheats Mr. Destiny of his only two options, achieving a mutual kill. Later his soul is retrieved from the Lake of Souls by Tiny's daughter, placed in a Little Person and sent back to the night it began, scaring off past Darren and Steve. Knowing Mr. Tiny will try again, he spends his dying… minutes? To write this all up and mail it to his past self, in hope his teenage dreams of becoming a writer come true and he can publish this and sound an alarm bell for everyone who knows what's really going on.

… These books got a little weird near the end, is what I'm saying. Well, now you can experience both horror and strangeness for yourself, with 1000 choice points to help you survive what's coming.

AGE & GENDER

Doesn't matter to me any. Keep it or change it as you like.

LOCATION

Feel free to start wherever you like. The story could take place anywhere.



ORIGINS

Half-Vampire (free) You're the half-turned assistant to a vampire or vampaneze, or beholden to none, got the scars on one hand only. You're not as fast, or as strong, or as tough or long-lived, nor do you have a lot of

exotic powers. On the other hand, you can sustain yourself on a fraction of the blood and go out in the daylight.

Vampire (-100 cp) You're a Vampire. No you don't get fangs, that's stupid and you're stupid for thinking it. What about the human body plan makes you think running around attacking people with your mouth is ever going to be effective? You age really slow and have a variety of supernatural abilities. You mostly get left alone by your fellows except in crises or if you go looking for trouble.

Vampaneze (-100 cp) Biologically identical to Vampires, the two clans long ago split over ideological differences. First, the Vampaneze take the whole honor code far more seriously. A Vampaneze never lies or breaks his word, full stop. Second, the attitude towards humanity. To a Vampaneze, humans exist to be blood donors and the day they are chosen to feed their betters is the greatest honor of their lives. Really, it would be immoral *not* to make the most of it and drain the human dry, because their lives afterwards could only be a letdown anyways. Also to craft their own weapons, wear the furs of their own kills, sleep on the ground, never drink alcohol and have nothing to do with humanity except to feed on them.

Little Person (-100 cp) You're a Little Person. Not just short, though you are that, but a Frankenstein's monster of cobbled together parts hosting a soul snatched from Destiny's Lake of Souls to serve as a servant.



PERKS

The Human Option (free) pffff… yeah right, normal humans don't matter in this series after book three or so, and that's being charitable. Seriously, that's adorable and all, but we're gonna have less humans here than a VtM campaign.

Half-Vampire Physiology (Free and exclusive to Half-Vamp) You have none of the more exotic powers of a Vampire, but also no problems with the sun, so bonus! You're a lot stronger, tougher and faster than any human, but not so much a bear isn't still a serious danger. You have to drink the tiniest amount of blood, a mouthful every other night or so, to keep going at full strength. No fangs though, your teeth are tougher but that's it. You bleed people with your claw-like nails. You age at one-fifth the normal rate, and heal thrice as quick. On one hand you have a small scar on each fingertip, the place you were bled and turned.

Friendly (-100 cp, free Half-Vamp) You make friends very easily, which is good. In this world, you will assuredly need them. You can disappear from your friends' lives for thirty years, and they will be perfectly happy to pick up where you left off, or do you a favor in the name of your old tie.

Sons of Destiny (-200 cp, discount Half-Vamp) All Vampires are sterile, yes including the Vampaneze, but Mr. Destiny nevertheless had two children, allegedly for their benefit, a boy and a girl who could reproduce with vampires. As with them, whether or not your *partner* is biologically capable of reproduction is never an issue, as long as *you* want a child. Conversely, if you don't desire one, it won't happen.

No Fate (-400 cp, discount Half-Vamp) You're not a part of Desmond Tiny's plan. Fate and prophecy hold no sway over you, and protections they lend your enemies least of all. No 'no man of woman born' shall shield your foes from you.

Fortuna (-600 cp, discount Half-Vamp) You are one lucky son-of-a-gun, someone must be watching out for you. As in, you could go for a stroll and overhear a treasonous plot, or stumble onto a serial killer's lair. You make friends right before you desperately need someone to watch your back, and they have just the skills or contacts you need. You could be sentenced to die and do such a good turn for your judges they decide to make you royalty just so they don't have to kill you. Mat Cauthon and Touya Mochizuki have nothing on you.

Vampire Physiology (free and exclusive to Vampires, Vampaneze) You're a (biological) Vampire. Strong enough to shatter stone and punch a person hard enough to send them flying for yards, fast enough to run down an automobile on city streets. You age at one-tenth the rate of humans, are virtually immune to disease and heal quickly enough a broken neck would only cost you a day of unconscious recovery. You can gnaw through steel, and slash through stone with your claw-like nails.

You can release in your breath a harmless sleeping gas to quickly disable humans, and your saliva can quickly mend minor wounds. By getting a good running start with a concrete destination in mind you can enter a sort

of hyperspeed called Flitting, where you can run anywhere in the world in a few hours, including running on water and dodging obstacles automatically. You can speak telepathically to vampires many miles away, mesmerize mortals with your superior mental force, and if someone trusts you enough to allow a deep scan, you can sense their mental waves and find them anywhere in the world.

You pay for this, naturally, by needing to supplement your diet with human blood, and in vulnerability to the scorching rays of the sun. You also appear unhealthily pale, and have small scars on each fingertip.

Even in Death (-100 cp, free Vampire) The vampire salute, a JoJo pose where you spread your hand over your face, middle finger on your forehead, the ones to either side resting gently on your eyelids and say “Even in death may you/I be triumphant!”

You rise to the challenge and fear only makes you sharper, never causing you hesitation nor pause, nor overthrowing your reason.

Hunters of the Dusk (-200 cp, discount Vampire) Vampires are opportunistic predators. When they need blood, they jump some jogger with their chloroform breath attack, scratch them someplace inconspicuous to lap up a tiny bit of blood, then race off and let them think what they like.

You’re very good at improvising, and equally lucky in getting exactly what you need at the right time, if you’ll only recognize the opportunity.

Vampire General (-400 cp, discount Vampire) You have trained long and hard to become one of the officer corps of Vampire warriors. You are a supremely skilled fighter with every weapon common to the clans, and other warriors automatically respect you.

The Vampire Prince (-600 cp, discount Vampire) You are as royalty among the undead, a leader universally respected and acclaimed. You are further above the law, a quality you retain after this Jump, though you shall only be so revered by vampires and the undead. You are a skilled administrator and lawmaker, knowing when to take the reins and when to let your subordinates have their head, as well as at least a vague sense of what each petitioner and diplomat really wants from you.

Vampire Physiology (free and exclusive to Vampires, Vampaneze) You're a (biological) Vampire. Strong enough to shatter stone and punch a person hard enough to send them flying for yards, fast enough to run down an automobile on city streets. You age at one-tenth the rate of humans, are virtually immune to disease and heal quickly enough a broken neck would only cost you a day of unconscious recovery. You can gnaw through steel, and slash through stone with your claw-like nails.

You can release in your breath a harmless sleeping gas to quickly disable humans, and your saliva can quickly mend minor wounds. By getting a good running start with a concrete destination in mind you can enter a sort of hyperspeed called Flitting, where you can run anywhere in the world in a few hours, including running on water and dodging obstacles automatically. You can speak telepathically to vampires many miles away, mesmerize mortals with your superior mental force, and if someone trusts you enough to allow a deep scan, you can sense their mental waves and find them anywhere in the world.

You pay for this, naturally, by needing to supplement your diet with human blood, and in vulnerability to the scorching rays of the sun. You have small scars on each fingertip.

As a Vampaneze, a lifetime of gorging on blood has altered your appearance. Your skin taking on a purplish hue, veins sticking out, your eyes perpetually bloodshot and your teeth and nails perpetually stained the

deep red of dried blood. You may choose to not gain this look, but if you do expect your clan-brothers to mutter suspiciously of your Vampire-like appearance, or think you very young indeed.

Hardy Breed (-100 cp, free Vampaneze) Sleep on the ground, clothe yourself only in the skins and fur of your kills, drink nothing but blood, milk and water. These are just a few of the old codes abandoned by progressive Vampires. You are experienced in living like an animal in the woods or abandoned buildings, and it has given you sharp senses, plus the skills for actually camping, hunting and fishing.

Killers of the Dawn (-200 cp, discount Vampaneze) Vampaneze are calculating killers. By draining a person entirely, they gain a month in which to select the perfect victim, stalk them, learn their routine and otherwise plan out the feeding in meticulous detail.

You are extremely good at research and planning, and will usually have contingencies for even moderately unlikely scenarios.

Honorable (-400 cp, discount Vampaneze) The honor and honesty of the Vampaneze is beyond question, which is why it's so consistently surprising when they employ deceit and treachery, however reluctantly, at the command of their Lord. Like the Vampaneze, you enjoy such a reputation that the first few times you get caught in a lie or behaving shamefully, people will assume you were mistaken or it's a misunderstanding. Only ironclad proof of willful deception or multiple betrayals will convince people to stop trusting you.

Fight With Honor (-600 cp, discount Vampaneze) As long as you fight honorably, as you understand it, your opponent(s) will feel compelled to do the same and not cheat. Honor can many mean things to many people of course, but usually with some shade of fairness. You cannot simply decide your personal code of honor dictates "Jumper wins" and have that stick. But

“fights without help” or “doesn’t rules-lawyer” are fine. Further you must keep to the same set of rules. Still, just being able to decide how you and your opponent are allowed to attack each other is a tremendous advantage. Please fanwank responsibly.

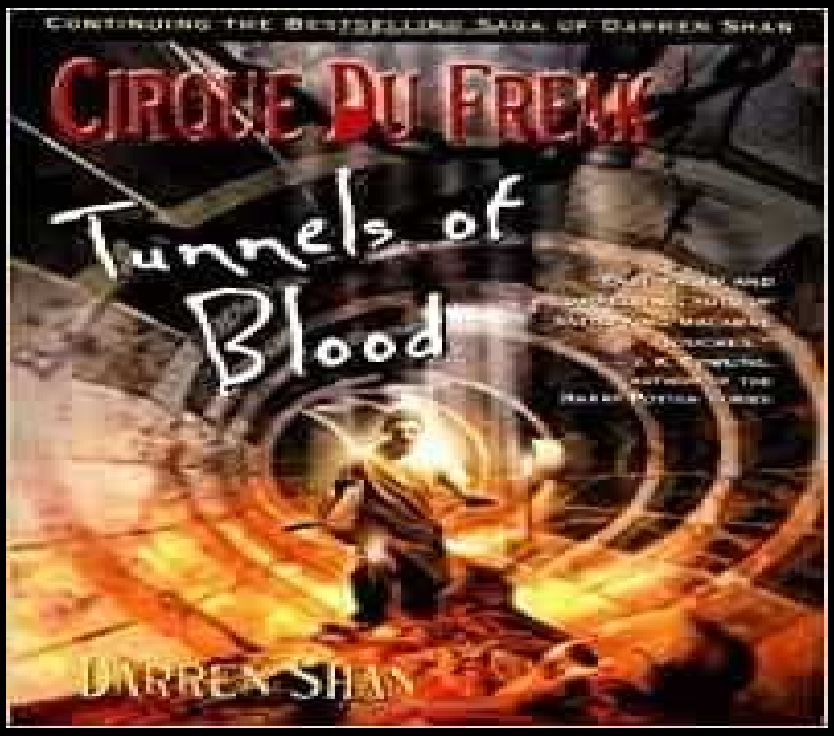
Little Person Physiology (Free and Exclusive to Little Person) You might be small, but you’re actually at least a bit stronger than a Vampire, and virtually tireless. You have enormous eyes that see well in the dark, and needle-like teeth marking you an obligate carnivore. Your obviously inhuman appearance can be unsettling. Usually, a Little Person cannot breathe without the aid of special masks, but you lack this weakness unless you add it.

Discrete (-100 cp, free Little Person) A little person is small, silent and can hold still for very long periods. This makes you quite stealthy, when you want to be.

Tough Cookie (-200 cp, discount Little Person) Strictly speaking a lot of a Little Person’s vital organs… aren’t. Vital, that is. You can survive having your heart ripped out, for a while anyways, and disemboweling is an inconvenience, as is someone hacking chucks off you.

My Name is… (-400 cp, discount Little Person) Unlike most of Desmond Tiny’s minions, you never forgot your name, and now you never will. Your memory is immune to alteration and tampering, your will cannot be subverted or undermined. And most importantly, you will never forget who you are at your core, who you wish to be. No matter how many miles or moral dilemmas come between you and your past self.

Freedom From the Lake (-600 cp, discount Little Person) You’ve been dead before, and it wasn’t fun. You also overcame death once, albeit with help. The Lake’s grasp on your soul isn’t as tight as it should be, and once per decade or Jump, you can come back despite dying.



ITEMS

The Saga of Darren Shan (-100 cp, free Half-Vamp) The complete book series, the manga, the prequels and even the terrible movie. Educate yourself on what you're getting into.

Papers (-200 cp, discount Half-Vamp) Increasingly important in a modern world, you have a set of identity papers to help you avoid suspicion and/or getting shanghaied to public school. Updates in each locale to whatever will best help you blend in.

Cirque Du Freak (-400 cp, discount Half-Vamp) A traveling circus and/or freakshow of your very own. The perfect cover for strange characters and events. Comes with followers who are universally helpful and friendly. People may come, and people may go, but the Cirque Du Freak remains a home for all the outcasts of the world.

Drug (-100 cp, free Vampire) Mr. Crepsley once said he's spent more time in coffins than many of the dead. This wonderful paralytic, taken in shot or pill form, will create a semblance of death good enough to fool even a detailed autopsy, assuming you could survive such. Lasts a little over three days, long enough to get the funeral arrangements over with. Ah, and these days it might be wise to have a will stating your desire to **not** be cremated. Drug refills after use.

Hall of Princes (-200 cp, discount Vampire) A domed room, totally airtight, large enough to fit hundreds of people and supplies for months. It's walls are totally indestructible, and the doors only open at the command of one of the at most nine people attuned to it.

Stone of Blood (-400 cp, discount Vampire) A headsized crimson gemstone. By holding your hand over it, you can see the world, covered with red stars marking the position of each and every vampire in the world in this and future Jumps. Besides letting you find all Vampires, this was once a dragon's brain and with considerable practice you can learn to use this to first influence, then dominate dragons.

Weapon (-100 cp, free Vampaneze) A real warrior forges his own weapon. Gain one melee weapon suitable to you. Having made it over long hours, you know it's precise dimensions, and what it can take. It fits your hand and fighting style perfectly.

Arena (-200 cp, discount Vampaneze) Either a Warehouse attachment or a physical location, you have a fine proving ground for warriors, with hazards you can enable like spike pits or jets of flame. Unless you intentionally disable this feature, all wounds and even death within the arena will cause no more than a few minutes pain, a lesson to trainees.

Coffin of Flames (-400 cp, discount Vampaneze) The sole treasure Mr. Destiny gave the Vampaneze, when closed the coffin incinerates who or

whatever is inside, unless they happen to be the Chosen One, the Vampaneze Lord who will lead them to victory. Or unless the resident is you. In future Jumps, this will serve for creating a legend and/or confirming you as a figure of prophecy, with the Coffin coming with an equivalent Sword in the Stone position in local religion or culture.

Robes (-100 cp, free Little Person) The uniform of the Little People, at least as they work as roustabouts for the Cirque, these robes will always fit and are wonderful at concealing oddities and deformities. People will still notice an unusual height, but otherwise wouldn't know a lizard-person if you sat and had dinner with them.

Dragon Egg (-200 cp, discount Little Person) A large stone that will one day hatch and let loose a baby dragon. It will take a few years to get up to "destroying cities" sizes, but with care and love, it will.

Lake of Souls (-400 cp, discount Little Person) An eerie lake with ghostly figures endlessly circling in a dreamlike fugue. A personal limbo where your allies end up for resurrection, though they will be Little People unless you possess a means of giving them bodies, and your enemies wind up that you might torment them or turn them into supernatural batteries.

COMPANIONS

Hunters of the Dusk (free/-200 cp) Import up to eight Companions for free, each getting 500 cp to spend. Or spend 200 cp to bring in any number of Companions with 900 cp to spend.

A Home For Outcasts (-100 cp) Take any number of canon characters, or heck, innocent bystanders from this world off on your adventures, provided they're willing to come.



DRAWBACKS

Version (+0) If you'd rather deal with the canon of the manga adaptation or even worse, the Twi-lite '*the Vampire's Assistant*' movie, well, I can't say much for your taste, but knock yourself out. I'll just be over here, silently judging you.

Birth of a Killer (+0) If you'd rather not deal with the War of the Scars or Lord of the Shadows business but just want to spend time exploring this world of Vampires, there is a prequel series. You start in 1803, a few weeks before a young Larten Crepsley would be blooded and turned.

Challenge (+100/200 cp) Alternatively, a person could avoid the prospective apocalypse by doing nothing and leaving a couple of years into the War. But where would the fun in that be? You're in for the long haul, until the world is saved. Or alternatively, until you and the Lord of the Shadows are the last previously-human beings left.

Take an extra +100 cp if taken with Birth of a Killer, compensation for your now 200+ year stay.

Respect (+100 cp) Whenever you use a contraction, like don't or can't, or y'all or any other form of excessively informal or incorrect speech, an invisible force will tear out one of your nostril hairs. You will always grow new hairs.

Freak (+100 cp) You might have scales, or be covered in hair, or even have a tail. Your skin might be purple or blue or red. Either way, you stand out in a crowd, people stare when they notice your peculiarities and there will always be someone willing to give you grief over it.

Breathe (+100 cp) Little People cannot breathe normal air for more than a few hours without dying, normally wearing chemically treated surgical masks. You now have the same problem and though you have a supply of masks, they can be lost or taken. Plus, masks can get uncomfortable after a while.

Tyranny of the Sun (+200 cp) A full blooded Vampire cannot long endure direct sunlight, developing minor burns within a minute or two of exposure. If you are not a Vampire or Vampaneze, you now share in this affliction. If you are, swap out 'minute' for 'second' and they'll be extra-painful and take more than a few minutes to heal.

Honor (+200 cp) The warriors code of the Vampires, and Vampaneze, holds as shameful any ranged weapon not driven by muscle power, as well as armor. So throwing knives and javelins, even an atlatl, are fine. A bow or a gun is not. You too are appalled by the cowardice of those who fight with such weapons or defenses, where the strength of the user is irrelevant, and will never willingly touch or use one.

Ick (+200 cp) Human blood grosses you out. You'll drink it because you have to, but you'll never enjoy it and any vampiric powers will be greatly weakened most of the time.

Set Ways (+300 cp) There is a reason the clans are so slow to change. It's hard to get any respect if you're less than two hundred years old, and some live to seven hundred, reinforcing tradition all the while. Like the clans, you have become set and stuck, unable and unwilling to learn and grow from your experiences here.

Vampaneze Honor (+300 cp) Vampaneze never lie or break their word, not until the Vampaneze Lord started commanding it. You will never willingly do either of these things, no matter how untenable your situation.

Trials of Death (+400 cp) Your anomalous nature has been noticed, and either the Vampires or Vampaneze will force you to complete the Trials of Initiation or die. These harrowing challenges are done by those desiring status with their clan, five of thirty trials, randomly chosen.

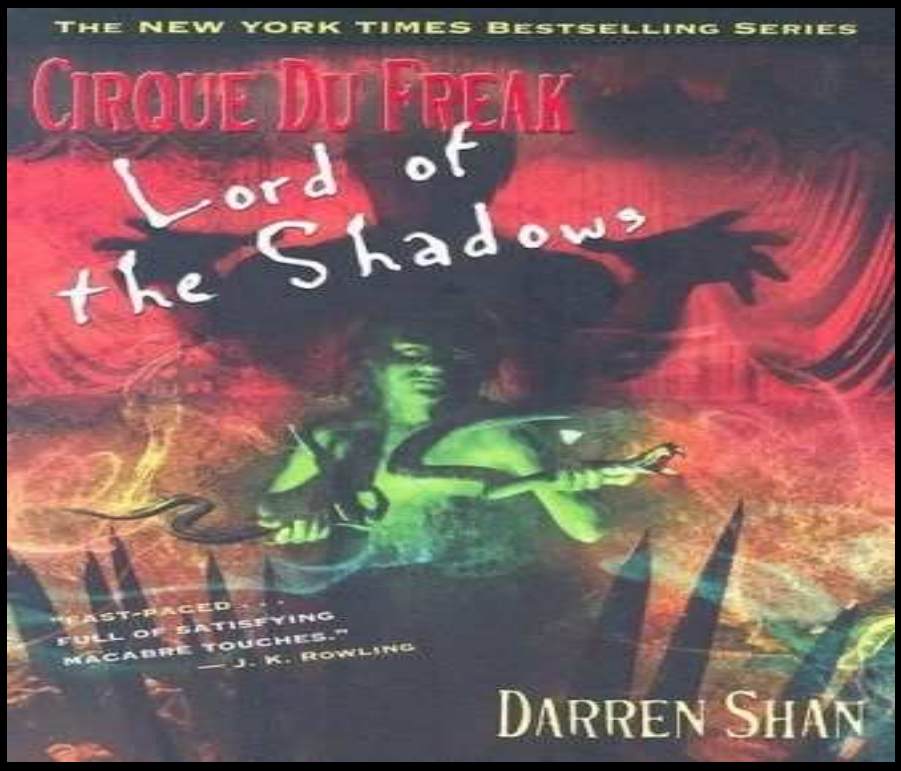
Canon examples include gladiatorial combat with multiple boars, fighting your way out of a snake pit, crossing broken ground in a cavern where the least sound will drop half a dozen stalactites on your head, spending an hour locked in a sweltering hot chamber dodging random jets of fire from the floor, and being chained to a rock half again your weight and expected to find your way out of a labyrinth before it fills with water. You may request a day after drawing your next challenge to prepare, and a day after to recover. Have Fun!

Allies of the Night (+400/600 cp) You didn't think you could just burst in and upset everything with your esoteric powers did you? Well, you can, but not if you take this. Your powers are denied you for the duration of this Jump, and for an extra 200 cp, so too is your Warehouse and collected items of power.

Lord of the Shadows (+1000 cp) What have you done!? Instead of the normal setting, you wind up on the dying Earth, stalked by your future self, who has lost themselves to unending rage, mastered the thousands of

dragons, and is usually accompanied by a tidal wave of boiling blood they telekinetically control. Naturally, they possess all your knowledge, skills and powers, if not the companions they long ago murdered.

Were you really so desperate for points?



END

Remain: The Lake of Souls calls, and there are mysteries yet unsolved.

Go Home: This has been harrowing enough, time to rest and not in a coffin for once.

Move On: Well this has definitely been… a thing. Wonder what else the Chain can throw you?



Jump Written by Aehriman, special thanks to Xexilf and LinedOffice.