Anita Blake, Vampire Hunter Jump by bazil40

Welcome to a world not to far removed from the one you came from. The cities are all there, the same governments, just a few extra laws and citizens. Here there vampires, animators, shapeshifters, and more. You can pay to hire a special kind of psychic to reanimate a celebrity, or go to a strip club featuring the paranormal. But there are also hunter's keeping all the beasties, ghouls, and bumps in the night from stepping too far out of line. They are a new breed of law enforcement, dealing with all the red tape that entails; more when you take into consideration the nature of the new citizens that they police. Try not to get on their bad side, and try even more so not to get on the bad side of the ones they hunt. But knowing who you are, here is a little tip to keep you from being splattered by some metaphysical hijinks to quickly.

+1000 CP

Pick a place to start.

Locations

Roll 1d8 to determine your starting location. You can pay 100 CP to choose your location and age, gender is up to you. You will enter a week before the start of the first novel.

1. **Animators INC.:** Home to one of the world's leading animator firms, Animators INC. is also the work place of the world's first and greatest necromancer in generations: Anita Blake. I'd recommend becoming friends quick, or at least coming up with an excuse for why you suddenly appeared in the waiting room because people who surprise or become enemies with The Executioner tend not to live long. If you have come to schedule a job, try not to ask Bert for a quote.
2. **Bloody Bones Bar & Grill:** A quaint town, Branson Missouri isn't particularly known for anything and is far enough away from most of the major events of the books that you could avoid them almost altogether. But there is little to see here, and what you do see you might not want to trust…especially in Bloody Bones.
3. **Circus of the Damned:** This is a place of change, of horror, of the paranormal and the preternatural. This is a place of…tourism. But don't let the gawking families or the oddly dressed vampires distract you from the fact that you just landed in a nest filled with dangers. And very few of these dangers would have any compunctions about hypnotizing the humans around you so that they can take care of an unexplained and unexpected visitor in the city's largest congregation of vampires.

4. **Dead Dave's:** One of the less dangerous locations to land in, Dead Dave's is burger and bar joint with a bartender in the know. So long as you appeared inside during operating hours (it runs all day and all night) you have a good chance of catching one of either Luther (the dayshift bartender) or Dave (the one who puts dead in Dead Dave); and if you play your cards right- or pay a little extra on your drink bills- you might just get some useful info.
5. **Guilty Pleasure:** One of St. Louis's premier Male Strip clubs, Guilty Pleasures is home to an assortment of preternaturally gifted dancers. If you choose to enter then remember, "No crosses, crucifixes or other holy items allowed inside". I'd recommend that you don't look anyone in the eyes while you're there; if you're into their acts I'm sure that won't be a problem.
6. **Las Vegas Strip:** I'm sure everyone's heard of the city of lights, but what you might not know are the hidden dangers. But don't worry, I won't spoil the surprise. I will give some free advice though, take it or leave it. If you are a shapeshifter I would recommend keeping a low profile and taking the next plane out. If you are a vampire hunter you should probably stay in well lit areas. If you are a vampire, I hope you have a locked coffin and a friend in the Coffin Rides Plane service. If you have no idea why I am mentioning this… well, have some fun while you're here. I hear some places are killer.
7. **Obsidian Butterfly:** You… are really unlucky. Drop-Ins are one of the few relatively well off if you've come to this club. Otherwise I hope you have some tricks up your sleeves because the people here have tricks that won't just scar, they'll leave you screaming for the rest of your years here.
8. **Free Choice**

Origins

Drop-In (Free): This background receives no memories, identification, or help with integrating into the world. As a bonus though this background can choose any one perk of every tier to receive discounts on, with any one 100 CP perk free. The Drop-In background receives no discounts on any items, and a limit of 400 CP in drawbacks. Gender can be freely chosen. Age is 18+1d8.

Vampire Hunter (Free): The Jumper enters into the world with memories of a person with a mostly normal childhood, but upon some event as a young adult- perhaps a family member was killed by a vampire or shapeshifter, or your awakened psychic/ magical talent set you on your course- you turned to hunting the preternatural to pay your bills. Although with the new laws coming into effect the details of your job are subject to rapid change. Whatever your position and opinions though, you gain a higher affinity to either a psychic or magical ability, or a profession with journeyman level training to utilize your talent, as well as access to a much larger collection of equipment to meet your challenges. Gender can be freely chosen. Age is 18+1d8.

Vampire (100 CP): The vampire background comes with memories of being turned and being subservient to a master vampire. It comes with increases to the physique, the ability to apply compulsion, years of experience, and an established position under a master vampire in the location rolled or chosen earlier. But, being a vampire also comes with a host of weaknesses: silver burns and slows healing, fire spreads quickly and can kill, the sun will burn you to dust, and destruction of the heart or head will kill you all the same. Gender can be freely chosen. Age is equal to 1d4 centuries, 1d6 decades and 1d8 years. In addition, the vampire background rolls their lineage which determines their likely and potential abilities that they can develop. You can pay an additional 100 CP to choose.

1. **Morte D'Amour:** Nicknamed the "lover of death", this vampire is a member of the vampire council and is known for his ability to cause his- and his descendents- bodies to decompose. This, other than being intimidating and disgusting, grants vampires with this form increased resistance, although not immunity, to silver, fire, the sun, as well as increased regeneration. Though while in this form they experience decreased speed and clarity of thought. This bloodline is one of the more common if secretive lineages due to their durability and feared abilities.
2. **Belle Morte:** The beautiful death's lineage is known for its beauty. Vampires of this line typically develop powers of the mental variety. The ardeur is the most well known and strongest of these powers in which one with the ardeur can spontaneously inspire incredible lust those around them which the vampire can then use to both sustain and strengthen themselves. Variations have mutated from this including the creation of love, aura manipulation, creating illusions both audibly and visually, and using their psychic power to fly. All vampires of this bloodline gain an innate boost to their physical beauty. This bloodline is the most publicly viewed and accepted lineage. The jumper automatically becomes one of the few recipients of the true versions of the ardeur if they can reach the Master Vampire level.
3. **Nighthags:** This lineage of vampires holds all of the same powers- without the boost to beauty- as the Belle Morte line. The only difference is that instead of using lust and love as the basis for their abilities, the Nighthag line innately inspires fear in everyone around them. This can be decreased but not turned off by the vampires of this line. As such, they have naturally become a reclusive line not often viewed or allowed to be seen by the public. The jumper will have the all of the abilities of this lineage if they are able to become Master Vampires.
4. **Master of Beasts:** This lineage is a relatively common if slightly limited clan. The master of beasts are innately more connected to shapeshifters, enabling them to have more animals to call, and the ability to cause the shapeshifters to become more subservient and in greater numbers. What limits this line of vampires is that they are dependent on their shapeshifters, most of their normal vampiric powers

aren't able to reach the same levels as the other bloodlines, leaving only their physical prowess untouched.

5. **Earthmover:** The earthmover line is an extremely scarce one. Very few vampires come from this line. This lineage has access to all of the common vampire abilities with no particular strengths either mentally or physically. Their one specialty that makes them feared is that in extremely rare cases this line can spawn a vampire with the ability to cause earthquakes, with their strength and intensity increasing alongside the vampires age and power level. If this line is chosen or rolled by the jumper then they will be one of the few with this ability.
6. **The Warrior Elite:** The smallest bloodline, there are only two remaining vampires of this lineage. If this option is rolled or chosen then you become the third. Members of this lineage have an unparalleled affinity for combat. They are faster and stronger than any vampire of comparable age or power level, and are able to train and improve their combat abilities faster and to heights unique to their line. This allows them to fight opponents who should, by age and power levels, be beyond their ability to fight. They also still have access to all of the common vampire abilities.
7. **The Traveler:** The traveler's bloodline is another hidden one, with very few members, and even fewer who are together. With access to all of the normal vampire abilities, this lineage is unique in its ability to travel between bodies. This is possible through the lines enhanced ability to roll people with their mind and then move their consciousness between their bodies. The vampires can still die if their original body is destroyed, but it is theorized that at higher levels of power it might be possible to escape the limits of the body altogether; although, none have achieved this yet…
8. **The Dragon:** The dragon is similar to the earthmover line in that the dragon's line has access to all the powers and abilities of other vampires with no strengths or weaknesses over the average vampire except in a few special cases. These cases come from the ability of a very small minority of this line to draw all the energy of other vampires from their bodies, permanently killing the vampire. This ability only works on other vampires, and has very few methods of protection against other than a clear separation of power between the vampires. Post-jump this ability works on everything else as well.

Shapeshifter (100 CP): The shapeshifter background comes with memories of a normal average person who, prior to becoming infected with lycanthrope, held a job in a position of the jumper's choice. The jumper can opt to keep the job with the caveat that they keep their lycanthropy a secret. Lycanthropes are all stronger and faster than humans, at times matching or even exceeding the physicality of vampires, and- depending on their strength- heal extremely quickly. But, lycanthropes have to deal with the dangers and poison of silver, the monthly forced transformations and aggression caused by the full moon, and the fear and racism from the vast

majority of the human population. Gender can be freely chosen. Age is 18+1d8. Shapeshifters roll 1d8 for their strain of lycanthrope. As a special note, if tiger is rolled the jumper chooses between either black, white, blue, or red tiger strains; the jumper can choose the golden/ yellow strain if they take the Hunted Drawback for no points.

1. **Werewolf**
2. **Were-leopard**
3. **Were-rat**
4. **Were-lion**
5. **Were-hyena**
6. **Were-bear**
7. **Were-tiger**
8. **Free Choice**

Perks

General

Above Average (Free): Everyone within this jump seems to have at least above average looks and bodies. As a new resident here you should receive the same benefits, as such you now have at least above average looks, a toned body, nice skin, and hair that always seems to be in perfect condition. If you are a Drop-In or Vampire Hunter then you get an extra bonus to your skin, a better luster and a tendency for scars to heal more appealingly. Vampires gain hair that always seems to easily style and eyes that have their colors slightly shifted into more appealing shades. Shifters gain better body toning and proportions. If you already have something to improve your looks then this will work to improve them even further.

Training (100 CP Each): A surprising number of people within this world have at least some training in some martial art or systemized form of combat. With each purchase of this perk you gain expert levels of training and combat experience in a combat system of your choosing. This perk can be purchased as many times as you want.

Vampire Hunter

Natural Hunter (100 CP): Every hunter has to start somewhere. You, though, get to start a little higher. You start with slightly above average combat training- including unarmed, melee, and guns- and have an innate instinct to warn you of danger. With training your talent for violence will blossom more quickly than others in your profession, and someday you might even surpass Death; although, be warned, if Death learns of your talents he very well might want to test your metal.

Innate Power (200 CP): You have a gift, something that puts you just on the wrong side of normal. It can be any psychic power from telepathy, to psychometry, to being an animator, or

being an above average sorcerer (if you aren't afraid of having your soul devoured by demons). Choose one psychic power now and gain some beginning training or skill in using your power. Whatever it is, your power is slightly above average for your specialty and comes with heightened sensitivity to the paranormal workings going on around you, although you can't compete with the real heavy weights of the supernatural world.

To Resist (400 CP): You like to think of yourself as strong willed, others might call you exceedingly stubborn or even bull headed. Whatever the case is, your will and determination is bolstered to incredible heights. It would take something truly incredible to change your course after you've made a decision. As a side effect, your mind is now your bastion, it is free from any psychic or magical influence from all but the most powerful of beings. Even then, given enough time, a moment of inattention, or a bit of interference from some friends, you can always manage to break free from their influence. Although, the stronger the enemies you face, the longer this could take.

True Necromancy (600 CP): Beyond the minor powers of the psychics and magically inclined that live today exists beings spoken of only in legends and myths: the necromancer. A gift that one can only be born into, you have received one of the most feared and coveted abilities among the paranormal world. Your dominion stretches to control not just zombies, but spirits and vampires, any dead and undead is yours to control. But your power doesn't have just this limit, your psychic sensitivity and talent are the best in the world- barring another necromancer- and your abilities and power will only grow as you are exposed to more abilities of the paranormal. You will begin to gain the powers and abilities of those you come into contact with, enhancing your powers; although, whether you retain the abilities permanently depends on your affinity for, degree of exposure to, and use of the ability. The abilities you gain in this fashion are limited by your personal power and will not be at the same power level as those you gain them from, and you cannot gain abilities that are entirely unique and dependent on race or species- though you could still learn to mimic similar effects potentially.

Vampire

A Vampire's Gift (100 CP): All vampires have a few iconic powers which were what truly inspired fear amongst the relatively helpless humans. This comes with the standard increase to strength, speed, and healing; but the most terrifying of these enhancements is the ability to influence and control the minds of others. With this perk the jumper gains an enhanced version of this ability with which the jumper can hypnotize groups of people, implant lasting compulsions, and read through the minds of those that the jumper "rolls". If you have the vampire background this also enhances the efficacy and range of all your mental influencing abilities, making them no longer being limited to eye contact (although eye contact still gives you the most bang for your buck).

Powerful Mind (200 CP): You have likely lived through ages by this point. As a matter of course, your mind has changed with the passing of the years. Time no longer has any affect on your memories or state of mind. In addition, your gifts of compulsion, illusion, and "rolling", have become truly powerful, allowing you to affect all but the most resistant. You have even begun to treat other supernatural beings of lesser power than you as nothing more than other humans, ripe for the picking, open to your suggestions as if they were any other human.

Master Vampire (400 CP): You are one of the vampire minorities. You have moved past the limits of the normal vampires and are one of the few vampires with the inherent potential to grow stronger than normal vampires. With this growth come some abilities beyond those of normal vampires. You gain an animal to call, the specialty of your bloodline becomes available at this level of power, you gain the potential to become a master of a city, you slowly begin to improve your resistance against your weaknesses, you can rise earlier, and you can create human servants. With this perk you also get one of the following abilities: draw blood from a distance, drain power from vampires you sire, call or enshroud an area with shadows, pyrokinesis, the ability to read minds from a distance, or the ability to temporarily possess those bonded to you like an animal to call, a servant, or your spawn.

Sourdre de Sang (600 CP): The Sourdre de Sang is a vampire who has transcended past the abilities and limits of their bloodline and as such some ability of theirs has begun to grow past its former limits and gained its own special characteristics. This also means that the vampire can now support the creation and mutation of abilities that can then be inherited by vampires you sire. The more vampires you sire the more power you will slowly siphon to reinforce your own abilities and more quickly improve the strength, range and development of more and stronger abilities and attributes. For example, a vampire with the earthmover bloodline who also has the inherited ability, upon reaching the Sourdre de Sang level, might have their earthquake ability advance to being able to create intense vibrations in localized areas like in a body that they touch.

Shapeshifter

The Beast's Power (100 CP): The lycanthrope's biggest advantage is not its speed or strength, or even their ability to shift forms. Their greatest power comes from their ability to heal. This perk supercharges this ability giving you the ability to heal with a speed comparable to the strongest of the alphas. You are immune to disease, and almost completely immune to poisons- with the exception of silver. If you already are an alpha (or of comparable rank from another origin) then you have moved even further past this, able to heal from almost any injury. Even regrowing lost limbs is no longer the laboring process of weeks of pain and effort it once was, you can now regrow entire limbs in less than a day so long as you have enough energy, although getting it back to what it once was will take considerably longer without outside interference.

True Born (200 CP): Instead of being infected by a strain of the lycanthrope, you were born from parents who either both had the virus or were themselves born from those who already had the disease. In either case, due to being born to the disease rather than contracting it, you gain increased natural abilities including: above average strength, speed, healing, and the ability to shift more fluidly, as well as the knowledge of how to sire purebred offspring of your own without the mother miscarrying due to having to change for the full moon. This stacks with other perks as well, for example an alpha with this would stand at the peak of ability for alpha level lycanthropes of their species. If you are not a lycanthrope this instead puts you at peak condition and physical ability for your species with a moderate increase to any of your abilities.

Alpha (400 CP): You are no longer the average lycanthrope. You now have the potential to be one of the few shapeshifters not beholden to a higher ranked shifter; all you have to do is fight. And for you this is no longer a challenge, it's a natural talent. You are stronger, faster, better at healing, and have a natural talent for making those around you listen to you through the sheer force of your personality. As an added bonus an Alpha gains two of the following abilities: you can call the animals from within lycanthropes to force them to shift or force them down to stop them from shifting, you can call the munin (the spirits of deceased lycanthropes from your pack) to heal and guide you or those in your pack, you can do partial transformations to shift individual limbs (like switchblades if you use your hand), you can switch forms like flowing water with far less energy loss allowing you to heal from near fatal injuries by transforming when needed, or you can temporarily share any powers you have with shifters under your command by allowing them to feed on some of your blood. These abilities work for all other origins as well- the shapeshifting related abilities instead allowing the jumper to use their alt-forms from other jumps at any time, instantly, post-jump.

Panwere (600 CP): Lycanthropes consider the existence of the Panwere to be nothing but a myth. You are here to prove them wrong. The Panwere possesses the capability to take in all strains of the lycanthrope virus and integrate it seamlessly into their body, allowing every strain they come into contact with to coexist within one body. This provides the Panwere with some special characteristics. The Panwere's attributes increase with the number of strains they assimilate, meaning their strength, speed, healing ability, and their ability to shift between forms will all increase with the number of strains of the lycanthrope virus they can gain. This does not mean that they automatically gain the virus strains just by being exposed to the virus, they face the same chance of infection from every source of the virus as any other human would. Automatically choose any one other lycanthrope strain for free in addition to the original strain; if you do not have the shapeshifter origin then Drop-Ins, Vampire Hunters, and Vampires take your first strain of the virus for free (the golden tiger strain still keeps its mandatory drawback). The vampires lose the ability to shift and instead gain animals to call with every strain gained.

Gear

Gear is discounted by 50% for their origins. 100 CP options are free for their origins. Vampire Hunters receive both 50 CP options free. All gear purchased here will reappear in the warehouse, completely undamaged, at the beginning of every week if lost, stolen, or broken unless stated otherwise.

Vampire Hunter

Main Course (50 CP): The bread and butter of the modern vampire hunter. This package comes with the Browning High Power, the Firestarter 9mm, Browning BDM, and a .357 Magnum. The guns will never jam nor have their sights be anything but perfectly adjusted for the jumper. In addition, the guns will never work for anyone but the jumper and those they give the weapons to, but will never fire or have bullets ricochet to hit the jumper or their allies. Hope you can afford plenty of ammunition.

Dessert (50 CP): An assortment of bladed weapons from properly balanced throwing knives, to fixed blade knives, to quick draw knives, to a machete, to a concealable knives, daggers, and swords of every size. They are all high quality and made to draw as little attention as possible. As a bonus all of the blades are made with extremely high silver contents- much higher than should be usable while still maintaining maximum strength and quality- and will naturally blend in with the jumpers outfits and holsters to make it them almost undetectable, even by metal detectors. It would take a dedicated hands-on search by professionals to even come close to finding them and even then most of them are likely to be missed.

Custom Holsters/ Sheaths (100 CP): This is a chest filled with holsters and sheaths for every weapon the jumper comes into possession of. These holsters automatically adjust to perfectly fit the jumper without any discomfort. The chest will automatically have the holsters you need (even if you don't know you need it) for the occasion. As a bonus, these holsters help conceal the weapons sheathed in them and make any weapons they hold nearly weightless when put in them. In addition, the holsters never cause any bulges or impede movement or cause any giveaways to reveal the weapons presence so long as they are concealed and you intend them to stay that way. This will only slightly impede being actively searched. The chest refills if any holster is harmed or destroyed with new ones to replace it.

Death's Delights (200 CP): This is a medium sized ammo crate with an endless supply of Death's homemade special ammo made to kill anything. They come in every caliber and will always be ready to be loaded into your weapons. These bullets have true holy water, silver nitrate, are blessed, and explode on impact with a body. The bullets will never jam any gun and gain extra effectiveness in killing any supernatural being, able to pierce and hit enemies far more often than they should. In addition none of these bullets will ever be traceable to the jumper or the weapons they are fired from. Be careful not to hit any friendly or innocent people. Post-jump these bullets will shift to work for any firearm and will become extra effective against anything

they are shot at, although they don't help against things that are incorporeal, immortal, or invulnerable.

Party Favors (400 CP): These are all of Death's favorite toys: a flamethrower (with infinite fuel), a bandolier with an infinite supply of phosphorus grenades (that somehow never affect you or your allies), a sawed-off shotgun (that appears in your hand if you are separated from your other weapons, comes with a replenishing belt of ammo), and a mini-uzi (that never needs to be reloaded and never overheats). All of these will somehow never be acknowledged as illegal and no one will ever question your using them to defend you or your allies. Killing people unprovoked will make this advantage disappear.

Vampire

The Wardrobe (100 CP): A closet sized chest filled with clothing for every occasion. All the pieces are of the highest quality and will always perfectly fit you and whoever else you are getting together an outfit for. Clothes from the chest somehow never becomes dirtied, tears or rips always appears artful to enhance ones appearance, and the wearer can choose to draw or disperse public attention towards the ones wearing the outfits.

The Blood Bank (200 CP): I hear that one of the things that vampires miss most about their humanity is their ability to eat. While this doesn't allow you to eat it is the next best thing. This is a mini-fridge stocked full of blood bags. Every bag will be at the exact right temperature for consumption, as fresh as if you were getting it straight from the source, and best of all comes in whatever flavor you want. Open up a bag while imagining cookie dough ice cream and that is what you will taste. You could taste steaks, vegetables, bugs, and any other thing you could imagine. The only thing it doesn't replicate is the process of having to chew any of these things or the texture.

The Sleep Safe (400 CP): This is the one item that every vampire would dream of, if they could dream. This is the safest sleeping quarters a vampire could ever hope for. It comes as a coffin that will appear wherever you choose, or are forced to sleep. The coffin will appear for the jumper whenever they need it, it is completely impenetrable and seamless after closing, and for extended stays it will provide for any needs the jumper has- if you need blood, you get blood, if you need water you get water, air, a clock, a small screen to watch TV or go on the internet. It even has Wi-Fi if you get bored or are locked in. And don't worry, it is also lined with the comfiest padding you will ever lay on. Be careful not to stay inside for too long.

Shapeshifter

Collar and Leash (100 CP): Sometimes having the police or a random concerned citizen see a giant, likely carnivorous, animal near populated areas can arouse some panic. This helps with that. You receive a collar that always fits you no matter what form and size you take (leash comes optional). It has two functions: the first is that so long as you do nothing to directly harm

someone while being watched people will simply consider you a stray pet (the leash and a trusted friend might help in keeping the dog, or cat, catchers away), and secondly it will store any clothes you were in before having to transform. The clothes magically disappear and reappear between your changes so that you don't have to keep replacing shredded outfits.

Wolfsbane (200 CP): This is a special concoction that works for every lycanthrope strain bound to the schedule of the full moon. It comes in pill and injection forms. When taken before the full moon rises lycanthropes become able to stop their transformation, while lowering the heightened aggression that comes with the full moon. The jumper receives enough doses to last five people through the full moon with the doses replenishing every month. The doses can be stored and accumulated if a dose isn't used in that month. The medicine cannot be replicated, but it will also never expire.

The Vaccine (400 CP): This, contrary to the name, does not help prevent disease. Instead, this is a set of the shapeshifter vaccine that was known to have a chance to infect recipients with lycanthrope. But instead of the traditional strains, this set carries a syringe for every communicable form of lycanthrope that has ever existed. These syringes come with a straight fifty-fifty shot of infecting those who are injected with the contents of them. These do not replenish though, and you only get one of each.

Companions

Import Companions (100 CP): You can bring up to eight with you, each with the Drop-In background and 200 CP to spend.

Build your Bear (300 CP): I guess it doesn't have to be a bear, but now you can design a companion from any of the backgrounds for free with an additional 600 CP and all of the backgrounds freebies.

Drawbacks

(You can take as many drawbacks as you wish; just be aware of the risks that taking too many can entail, and don't say I didn't warn you.)

Waxed (100 CP): Although you may not remember it, at some point you must have been either tortured or had really poor baby sitters because half of the skin on your body has been essentially melted, like wax. While this doesn't restrict your mobility, you will be shunned and you will feel shame over your appearance. It might still be possible to find someone to appreciate your appearance, but it might take a few decades.

Relationships (100 CP): There is just something about you. You always seem to end up in relationships with people who have so much baggage that it seems to be the only thing you end up dealing with. If something important is going on you can deal with it, but as

soon as it is over you will be neck deep in relationship drama, and you will always find someone to be in a relationship with. This even just happens with friends.

Hunted (200 CP): Whether you offended a Master of the City or the Alpha of a Pack, you are now being chased by a very angry and powerful group. You can choose which one, but they will be sending people out to capture or kill you, depending on their preference for torture. Getting caught won't immediately end your chain, but you will probably want to escape before they run out of things to cut off. If you are a yellow/gold tiger they will try to capture and brainwash you into being controlled, which could also end your jump.

The Bodyguard (200 CP): At some point in the jump you will be made aware of a job opening to be either Jean-Claude's or Anita's bodyguard. You will apply and you will be hired and put in positions where you will come under either heavy fire or danger from other supernatural forces. This will happen between six months to a year after the jump begins, so you should do your best to prepare.

Bottom of the Chain (400 CP): No matter what perks you have; you become the person at the bottom of the chain. If you are a Drop-In then you will invariably join some group as the person at the bottom of the totem pole and that's where you will stay. If you are a vampire then you will never be a master, and will instead always by the gopher for whoever your master is. If you are a shapeshifter then you will be the least dominant of the pack and probably the weakest. If you are a vampire hunter then you will be constantly called in as backup for jobs to take down some big baddy who just can't help but to target and toy with you. This optionally comes with the free enjoyment of bondage and masochism which you can take with you in further jumps.

Olaf (400 CP): Your race, gender, and looks do not matter, but Olaf has taken a liking to you. Not the talking, singing snowman, Olaf is a serial killer with a penchant for torture and stalking his prey. You will never be able to kill him or capture him, and he has set his sights on you. He is an extremely skilled hunter, capable with guns, knives, infiltration, assassination, and interrogation. He will make time to come after you at least once every two years, more if you are unlucky, between his kills in other parts of the world. Don't try to drive him off with the same thing twice, because he will always come up with a plan to get around it the next time he shows up.

Control Issues (600 CP): Your about to have some fun. For the duration of your time here you will be under the mental domination of a Master Vampire as either their human servant, animal to call, or simply a bonded slave. You will be unable to deny them anything they tell you to do, and they will be sadistic in their orders, their punishments more so. Furthermore, your life has become bound to theirs. If they die so do you. If they feel pain, so do you.

+200 CP: If you want a little extra than your master will make the choice at some point in your time here to either do something that gets a bounty placed on their head that will draw in the Executioner after you, or they will decide to vie for power with Jean-Claude over rights to being Master of the City.

Jumper, The Jumper (600 CP): Instead of having the Executioner be there to bring down some of the most sadistic, powerful, and potentially mayhem inducing baddies in the world, you will take her place. You will be doing it without the same backup from her various relationships, supernatural groups, or various talents. But all of the big baddies will still be coming to test your mettle over the course of your stay, getting progressively more dangerous and devious as time goes on. So you better get working on your skills, and I hope you have something to help keep you from getting possessed, because that's a thing to worry about now.

So you made it to the End, huh?

Time to go home…

Time to go back home, and take everything you've gained till now with you.

I really kinda like it here…

Stay if you want.

Onwards and up…

It's time, so pack up your things and get moving.