

Jumpchain CYOA

Version 1.0

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Introduction

Welcome to Transylvania, 1442 AD. This is a world seemingly same as the one you started from, as it was in this time. Blue planet, Christian kingdoms, new up and comer Muslim Empire, so on and so forth.

However, don't be fooled, because dangers and nightmares that beggar belief lurk beneath the surface. This is the Universal Movies' Dark Universe, a world with mummies and reanimated corpses, werewolves and Invisible Men and more. But the part that is relevant to you right now, is that this is a world of Vampires.

At the throne of Transylvania when you arrive is a young, charismatic prince called Vlad III Tepes, called also the Son of the Dragon.

Yeah. That guy.

This is the story of a prince and a father, who, in order to save his child and his people, embraced a foul and ancient power, and rose to become something beyond.

This is the story of Dracula… Untold.

Having earned a much-deserved reputation as the 'Lord Impaler', Vlad has returned to rule the land. He has a family, he has the respect of his people. And, he has the troubles of a Prince.

In just a few days after your arrival, a group of emissaries will be arriving from the Ottoman Sultan Mehmed II, asking for not just the tribute he is owed, but also a thousand young boys, to be trained into the Ottomans' slave soldiers, the Janissaries. It was a fate Vlad underwent, and one he really doesn't want any child in his lands to suffer, least of all his own son.

And so, when he meets an ancient being who shouldn't be alive in a cave that shouldn't exist on a mountain he never should have gone up, he agrees to a bargain. And that sets off the whole story.

Anyway, that should be enough warning.

Before you go, take **1000 CP** with you.

Time and Place

You arrive in the village near the Prince's palace, in 1442. The exact time is about a week before Mehmed's people arrive.

Age and Gender

Roll 1d20+20 to decide your age, or choose for 50 CP. Your gender remains the same, or you may pay 50 CP to change it.

Origin

Drop-in: Not much to say, really. You arrive as you are, just waking up somewhere close to the village.

Transylvanian: You are a Romanian, a noble in the Prince's court, or maybe even related to him. Vlad's will is your will, but if he transforms himself into a monster… do bonds of loyalty still hold?

Turk: The world is yours for the taking. You are a noble or a senior commander in the Ottoman Empire, the titan set to crush Christian Europe any day now. But strange rumors are spreading about that mountain in Transylvania… the future may be more turbulent than you think.

Monk: Far from the political games and wars of the world, you are engrossed deep in asceticism, in studying and healing. You are a monk, a learned and wise man beyond most material concerns of the world. But if things out of nightmares start stalking the daylight, can you really refrain from acting?

Perks

Every origin gets their 100 CP perk for free, and the rest at a discount.

Drop-in

100 CP Tenacious in Torment: Pain is something the world likes to inflict on a lot of people. It is only the rare few who can come out of it intact, and thankfully for you, you are one of them now.

No matter how much pain you suffer, what the nature of the torment is, if you can survive it at all, you will be able to do so with your sanity and will intact.

200 CP Skills of the Time: A basic set of skills is more a necessity than an option where you're going. You have a skill set of a man or woman of this time, just *better*, being an exemplary rider, swordsman, lancer and hunter, as well as being fluent in any three languages of your choosing.

Or the equivalent skills of a woman, such as being able to command a household, economics etc.

400 CP Bridging Divides: Wars are so wasteful and unnecessary. Why must they persist? You have a gift at getting disparate, enemy factions to come together to the table, and to get them to air their grievances and at least begin to work through them.

Simply put, you're an excellent negotiator, easily able to gain the respect of several sides and work out understandings that make everyone as little displeased as possible.

600 CP Quick Learning: When thrown in an entirely new situation, with strange powers and abilities, damaging and painful limits and problems, most would be lost. Not you, though. You can surprisingly always land at your feet in such situations, and more, you are always able to figure out the details of any and all powers and abilities you have at a truly unbelievable pace.

The speed at which you learn to control them, to find new and powerful uses for existing things, or to recombine them in incredible ways is easily an order of magnitude faster than anyone else, if not more.

Transylvanian

100 CP Lord Impaler: Killing a few with extreme brutality today to spare ten thousand tomorrow, it is not an easy choice to make. Hardening one's heart is easier said than done, but not necessarily so for you.

In any given situation, you can not only see the most effective and pragmatic solution, you can also steel yourself and do it, without affecting your overall morality or mindset.

200 CP One Against a Thousand: It is not easy seeing friends and family die in battle, especially when you have the power to prevent it. It is not something you need to fear, however.

Simply by stepping onto the battlefield, you have the ability to draw the enemy's attention, so that they focus on you and you alone. They will ignore any and all of your fellow fighters, and focus all of their attacks, strategies and moves on you alone.

This effect works only if the people you're protecting don't act, though. It's broken as soon as they attack the enemy, and needs several minutes to resume.

400 CP Family: Family is the most precious thing a man can have. People can die for their families with a smile on their faces… which really becomes a problem when the family doesn't reflect those feelings.

Good thing that isn't something you need to be concerned about. As long as they aren't mistreated or abused, no one you share blood with will ever turn on you or each other, come what may.

While this doesn't mean they won't have grievances or jockey for power or a thousand other things families do, none of them will side against a family member with an enemy unless left no choice.

600 CP Wise Prince: You are the standard all rulers should aspire to. Simply put, you have the skills and abilities of a truly exemplary ruler, being fair and just, wise and ruthless. People love you for what you do and fear you for what you *could* do.

You can get a sense of whoever is in the right or wrong in any dispute, have an unmatched head for economics and policy, and can spin cloak-and-dagger schemes with the best of them.

Also, you just exude an almost palpable aura of authority and power, making even your worst enemies treat you with the respect you deserve.

Turk

100 CP Deceiver: It's funny, just how stupid people are. They actually believe you when you say things like 'I'll stop enslaving your children to fight my wars'. Anyway, you are an absolute master of the art of the Lie.

You can say anything you want, without even the slightest hint or expression of it showing up on your face, or for that matter anywhere else in your body language. It doesn't matter how ridiculous it is, you can say it with absolute sincerity. Also gives you an inviolable Poker Face.

200 CP Janissary Training: You can share your strength, speed, endurance and other physical abilities with others, letting them be faster and tougher and stronger. How much a person is boosted depends on how much power you invest and how many people it's split in, but no matter how much it is no one suffers any negative effects. Also, the amount attenuates over distance, so don't go trying to boost someone in Istanbul from Transylvania.

400 CP Charisma: When it comes to leading men, basic charisma matters quite a lot, wouldn't you say? You have it, thankfully. You positively *ooze* charisma and energy, being a vibrant, vigorous figure, the kind any army would die for.

You know how to talk to the lowly soldiers and how to inspire respect from grizzled old generals. You could get your people to follow even the stupidest sounding plans, and treachery or betrayal from your subordinates is pretty much a non-concern, they love you so much.

600 CP Warlord: All else being equal, the skill and ability of generals plays an immense role in deciding how a war turns out. You need to take care of the logistics, find paths, set up formations, and a thousand and one other things each of one could turn out to be crucial at exactly the wrong time.

You have the required skills, now. You are a military genius, being able to think up daring and outrageous plans that nonetheless have shockingly high chances of success. Whether infantry, or cavalry or even naval combat, you have a slew of both short terms tactics and long term strategies, being fully able to turn just about any war around.

Monk

100 CP A Monk's Patience: Monkhood isn't the most exciting of jobs, unless, of course, the local princeling becomes a demon in human form. But that only happens rarely. You have the patience of a real monk now.

You could read through dusty old scriptures for some new insights even when you didn't get any the last thousand times. You could patiently deal with childish or stupid people retaining your calm.

200 CP Just a Monk: All these lords and generals tend to be rather full of themselves. Certainly, they don't often bother with harmless monks. You have the ability to completely avoid the attention of those higher up the food chain from you.

As long as someone is more powerful than you in any way, you can just operate under their noses, and unless you directly act against them, they simply keep passing you by.

400 CP Mob Mastery: While the movers and shakers look down on you, monks like you mean quite a lot to ordinary peasants. You're able to channel this faith to your own purposes. You have a talent towards dealing with crowds and mobs, mostly towards the uneducated kind.

You know the words to speak to whip them into a frenzy, or to calm an angry, superstitious mob with just a few words. Gathering a witch hunt to bring down even beloved figures by convincing the people that he/she has gone evil would be easy.

600 CP Library Dweller: Ancient scrolls and books are your bread and butter. You have tremendous skill when it comes to ferreting out ancient information, or even information that was deliberately hidden. You are a top-notch researcher, eminently capable of digging up even the most obscure lore or stories.

Whenever faced with something you don't know, you get a sort of instinct as to where you should look, and these pay off just about every time. Not only can you look up the details of even the most obscure, rare monsters, you can also dig up details of how to fight them, or contain them so they become harmless.

Finally, you can also extend this research to any and all kinds of information. You're an expert investigator, and you could find long-lost magical or scientific knowledge that others have been looking for centuries in days.

General

800 CP Vampire: The name says it all, really. You are a Lord of the Night, a Vampire. You were fed the blood of a true vampire, underwent a horrifically painful process, and woke up with a whole slew of powers.

You are immortal and ageless, supernaturally strong, fast and durable. Simply trying to push yourself up against a rock would see the rock break, you can bend steel like plastic, and you can run so fast that all anyone sees is a blur. Your senses are similarly boosted, so much so that you could hear the individual sounds of a spider spitting out web from across a forest as clearly as someone ringing a bell with all their strength right next to your ear.

You can see the entire electromagnetic spectrum, and see across extremely long distances, measured in the miles if not more, just as clearly as what is right in front of you.

You can control rats, bats and similar vermin in the tens of thousands, and make them do things they really wouldn't normally. You can also see what they see, whether singular animals or simultaneously through each animal you control. You can turn into the same, being able to take a form entirely comprised of them.

You can control the weather to an extreme degree, being able to bring about a full-fledged thunderstorm over an area measured in the dozens of miles at a moment's notice with no real strain, and dismiss such a storm with a thought.

Your body heals extremely fast, recovering from third degree burns or equivalent injuries in moments.

Of course, it isn't just powers. Silver burns you like acid, and stepping into sunlight is like jumping onto a pyre.

Oh, and one last thing. You can pass all of this, good and bad, to others through feeding them your blood and then letting them feed on others. Doing just the former gives them this for three days, at which point they lose it. If they seal the deal with human blood, they get it forever.

While for you the downsides of this perk fall off after the jump, it's up to you to do the same for those you turn.

Items

Every origin gets their 100 CP item for free, and the rest at a discount.
Wherever relevant, you may import existing items at no additional cost.

Drop-in

100 CP Jumper Untold: A movie of your very own! Choose your adventures in any one jump you've been to. It will be made into a high-budget, excellent movie with great casting and dialogues. They will be so good they could serve as the foundations of an entirely new cinematic universe!

You get one more every jump, and you can stockpile them to use however you want later. Maybe a series depicting one long stay?

200 CP (Free Vampire) Storm: A thunderstorm follows you around now. The skies turn cloudy, lightning strikes in multiple places rapidly, and you cut an absolutely terrifying figure walking in it's centre.

While it's good for denying them visibility, this thunderstorm is of surprisingly little benefit when it comes to doing actual damage to your enemies. You can't even direct the lighting. Well, unless you're a Vampire. Or have other powers that would let you do it. Can be switched off.

400 CP Creepy Mountain: You're the proud master of a cave home on a really, really creepy mountain. It's a good place if you want to be left alone, as only the most daring will be willing to climb it.

At which point they should encounter real horror. Because see, the thing about this place is that while you're in it, all your powers are enhanced to a massive degree. Your strength, speed, magical powers... all are increased by over an order of magnitude, while you remain on this mountain.

600 CP Chunk of Skull: A dirty, grimy looking chunk of a human skull. Looks like trash, but don't throw it! It's actually an intensely useful little thing! Simply by bleeding into it, you can impart any one of your Alt-forms, powers or abilities to someone else, to be gained simply by drinking your blood from it.

The receiver gets the base form of whatever power you choose to impart, although they have, unless you decide otherwise, potential equal to yours. It will take a lot of time and effort to be realized, though, under normal circumstances.

Transylvanian

100 CP Title of Nobility: A simple piece of parchment, this proclaims that you are a member of the nobility of Transylvania, a Count to be precise. It gets you a chunk of land, and a good sized castle, nothing special.

In future world, this Title makes it so you can any one faction out of the ones around, and you become either a high ranking member of the local nobility, or even one of the royals, though you won't be the monarch nor his/her direct heir.

200 CP Signet Ring: This is a simple gold ring carrying an insignia of your choice. This mark is recognizable unerringly as your own personal or official mark, and no one can fail to recognize it. You can seal letters with it, or mark it on a token, or even a tattoo, to identify someone as your representative.
Anything that bears this mark can always be recognized as yours or under your protection, and anyone aware of you will automatically know who they're dealing with the instant they see it.

400 CP Castle Dracula: Your very own castle! This is a huge castle in the European style, with mighty bulwarks, tall and thick walls and a host of other fortifications. It's protected exquisitely well, and really, really durable. The inside has huge, luxurious rooms, banquet halls, and everything a medieval prince may need or want. It generates NPC servants to fulfil whatever roles need to be filled, though you can dismiss them if you have your own.

The best thing about this castle is that not only is it protected, it also adapts and grows according to whatever settings you take it to, always remaining just as hard to penetrate or destroy, if not harder. That is, it never adapts downwards, always growing greater. Of course, it retains any upgrades you make to it.

600 CP Dragon Armor: This is full-body plate armor, decorated with a dragon on the front. The default is black and the dragon in red, but you can change that. This is, quite simply, the finest set or armor in the world for you.

What this does is that it's always, without fail, at least an order of magnitude more durable than your skin. Not only does it grow in physical durability, it flawlessly adapts any resistances or immunities you may have, and amplifies them to an equal degree upon itself. Not only this, but it can adapt to any and all forms you take. As long as you remain in one piece, and not, say, a cloud of bats, it protects you just as well.

And yeah, no matter what you may look like, this armor always looks the epitome of badass and cool.

Turk

100 CP Tribute: A huge trunk full of silver coins, let's call it 10,000. Enough to spend a long time in absolute luxury. You get the same every year.

200 CP Mighty Weapon: This is a sword/spear or any other weapon of your choosing. It looks simple, but that's just for now. The specialty of this sword is that it grows with you, always growing just as strong as you are. It's extraordinarily good at channeling whatever powers or abilities you have, or may acquire in the future.

400 CP Ottoman Legions: 100,000 soldiers that will follow your will. These are extremely well-trained equipped soldiers, and led by excellent NPC generals. They're absolutely loyal to you, to death and beyond. While they're not companions, new soldiers you get always seem to be as good, if not better than the last batch ended up in terms of experience. They also retain any improvements you make to them.

600 CP Anathema Bag: On the surface this is a simple silk bag. But of course, there's more to it than that! This bag is always the best place for you to find something to use against any supernatural enemies you face, no matter how powerful.

The contents of this bag change to whatever the weakness of the enemy you designate to it is, and while it will almost never be enough to straightaway kill them, if you manage to hit them with the contents they will be significantly weakened, requiring drastically lesser effort to finish off than otherwise.

They will also suffer horrible pain and get angry, so take care.

Monk

100 CP Monastic Robes: A set of plain, brown robes. When wearing them you exude an aura of calmness and serenity, and it makes people hesitant to attack you, seeing how calm and gentle you are.

200 CP Medicine Kit: This is a small bag full of herbs and rags, enough to provide basic medical care to about two dozen people. It will not be enough to save the life of anyone injured drastically, not unless you're that good, but it adapts to new worlds to improve in quality to the local standards, and you always have enough for 20-25 people.

400 CP Mountaintop Monastery: A distant, little-known monastery of your very own. While NPC cleaners and staff take care of it for you, the monks who used to live here found it too boring and left.

It's absolutely remote and hard to reach, but it has its own advantages. Firstly, while here you find yourself is absolute peace of mind, no matter what surprises or shocks may spring up. All your troubles fall off outside it's walls, and your mind enjoys utter serenity and calmness.

Furthermore, any form of learning you may be engaging in that requires a calm mind and quiet contemplation over things is boosted massively, proceeding about four times as fast as it normally would. Your mind is clear, open and ready, and you work proportionately better all around.

600 CP Library: What is a scholar without books? This is a huge library of your own, containing a vast variety of lore from across the world. It has ancient books on just about every subject under the sun, even books that delve into creatures of the night and magic.

In all future worlds, this library updates with extensive information about all of the world's supernatural creatures, their types and varieties, strengths and weaknesses, and all that. It even acquires specific weaknesses any such creatures may have, and explains them in lurid detail, enough to turn even random peasants into capable hunters.

Companions

You may take either of these options any number of times you want.

50 CP Import: Bring in one of your companions. They get 800 CP to spend.

100/300 CP Canon Companion: You may take one of the people from this world as a companion, except Caligula and Vlad. Pay 300 CP for either of them.

200 CP(Requires Vampire) Horde of Critters: Your very own horde of little creatures you control. About 10,000 of either mice/rats, or the same number in bats. Or you may have a mixture of them instead. They appear out of nowhere whenever you need them, and no matter how many die, they are always at full strength every time you summon them.

Drawbacks

You may take up to 1000 CP in drawbacks.

100 CP Accent: You have a strange accent you can never quite rid. Even if you were to completely immerse yourself in the language and the culture, you can never rid yourself of it. Strangest thing is, it persists across languages, only becoming a different type. You speak English like a Turk and Turkish like a Romanian.

100 CP Ugly: There's no point sugar-coating this. You're just ugly, jumper. You either have an unsightly scar on your face, or boils or whatnot, or maybe you just have that kind of face. Point is, you look really ugly.

200 CP Unbelievably Dickish: Or maybe it's your inside that's ugly. Simply put, you, Jumper, are a smug little asshole. You break your word and feel proud of it, you treat your friends, except companions, like shit, and are all around an unlikeable asshole.

200 CP Distressed: Somehow you keep getting in trouble. The enemy army designates you as a hostage, vampires decide to make you dinner, or maybe the village you live in rises up in revolt. You just have that kind of life, now.

300 CP Blindfolded Warfare: Sounds like a brilliant plan to you. You, jumper, are that exact combination of stupid, powerful and proud that gets entire armies slaughtered. Every time you make a military plan, it is always nothing short of pants-on-head retarded. And you keep making them.

300 CP Powerless: That one drawback that does this. All your perks, and powers except whatever you bought in this world are sealed away, and so is your warehouse.

400 CP Vampire?: Are you? No. Then why does everyone think you are one? Sunlight burns you, as does silver. Wherever you go, people murmur about you, and some of the more daring ones even try to kill you!

If you actually bought the Vampirism perk, it's sealed until the end of the jump.

400 CP Vlad's Redemption: Vlad III Tepes, Dracula, will fall and drink human blood before his time is up, dooming his soul and freeing Caligula. But he will find someone who tells him that there is still a way to recover everything he has lost, from his soul to his wife, and he will believe them. The way told to him is to find you, and drain you completely dry.

And so he comes for you. He will use all his powers, create entire armies of vampires, and never, ever stop. If you're caught, your chain ends here and now, needless to say.

600 CP Unspeakable Torment: You will fall in love while in this world, Jumper. You will have a partner the likes of which you have never quite had before. You will love them and they will love you to bits, completely and utterly. You will suffer hardships together, and be each other's perfect soulmates.

And then they will die in front of you, with you unable to do anything about it. You will try your best, give everything you can, and then fail. Was it worth the points?

600 CP Caligula's Freedom: Vlad will still fall, but this won't arrange for his sire's freedom. Instead, it turns out, he needs you. He needs you to come to his cave, and then drain you dry of your blood.

He will sire dozens of Vampires at Vlad's level, as many as he needs to in order to get to you. They will abduct your companions, threaten your friends, do whatever they need to, in order to get you to his cave.

If he gets you there and drains you, not only does he get his freedom and looks back, he also gains your status as your jumper, and any powers and perks you have accumulated so far.

Choices

Stay: You want to stick around? You can. Time starts up everywhere you've been to, and your affairs are settled for you back home.

Go Home: Or you may return to that land you left so long ago. Again, the time-stops end everywhere.

Continue: Yeah, we all know this is the one that matters. Onwards!