

Sex & Blood - Vampires
Jumpchain by Cthulhu Fartagn

The Story Thus Far

About a decade ago, a strange virus swept through the world. The people that were infected by it were… better. Stronger, faster, no longer needing food and sleep. No longer aging. There was only one little itty bitty flaw with all these enhancements - they were fueled by blood, and the infected needed to consume it in excess. In short, they had become vampires. And of course, when a portion of the world becomes better than the others, they become arrogant. At first the infected hid in the shadows, but soon they made a bid for power and a war broke out, between the infected and the uninfected. Between the vampires and the humans. Between the rightful rulers of the world and the livestock. Science pushed forward in leaps in bounds, with those who wished to remain human trading out parts of their body for the certainty of steel. They say that necessity is the mother of invention, and humanity had a mighty need for a way to level the playing field. Between genetic manipulation and implanted technology, humanity fought back. Unfortunately, it was not enough.

Humans are now a second class citizen to the vampires, with the mightiest of their number serving as the CEOs of corporations and spending money simply to have something to do and indulging in a messy blend of sex and violence to put a spark back into their immortal lives. By comparison, most humans struggle to scrape together a living, underneath the boots of their corporate overlords. Of course, as humanity was crushed, they became rarer and rarer. These days even a vampire might be nothing more than a stripper or a whore in order to gain access to the blood they need to live.

Shortly after the infected made their bid for power, a particularly resilient human got her hands on some weapons and was lucky enough to take down a vampire of some renown, and earned quite a bit of cash in the process. Unfortunately, this caused her to become noticed by those with real power, and they sent a team to squash her like the bug she was. The hunter, our heroine, escaped from the vampires, but those she had been living with weren't so lucky, with her best friend being captured and taken to be experimented on.

Ever since then, our hunter has been making a name for herself, fighting and fucking her way to infamy. More weapons, more dead vampires, more holes to stick her cock into. Yes she has one of those. She isn't quite public enemy number one, but any vampire who is important knows her face. Despite this, she enjoys quite a bit of success in her hunts. And recently, a job took her back to her hometown from years ago, where she lost her friend. She now searches for her missing friend, hoping in vain that Kaira still lives. She likely won't be pleased by what she finds. But you? Who knows what you'll find. Who even knows why you came here. But you'll be here for ten years, and you'll want these. Good luck.

+1000 cp

Age and Gender

Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 50 cp.

Discounts

100 cp perks and items are free to their respective origins.
All others half off as appropriate.

Races
Choose One

+100 cp - Human
You are the masters of the old world and the slaves of today. You are human. You are also stubborn beyond comparison, for even in a world where you are without a doubt a commodity to be used up and thrown away, you are determined to have your way with things. Sure, every vampire may look down upon you, but they're also looking down the barrel of a gun if you have anything to say about it.

100 cp - Vampire
The infected, the unclean, the eternal and unchanging, and the new masters of the world. You are a vampire. Blood is your nectar and ambrosia, and the only thing you need in this whole wide world in order to prosper. Time can't touch you, food and sleep mean nothing to you, and your sheer strength means few humans can even hope to match you. Though, as a warning, while you do lack a reflection, most myths about vampires are just that - myths. You aren't weak to running water or garlic and don't need permission to enter houses, but you can also be killed through 'ordinary' means, such as decapitation.

Origins
Choose One

Mercenary
It's been said that as long as there are three people left alive on this Earth, one of them will be willing to pay the second to kill the third. That's a bit of an extreme example, but there's truth to it. You're what's known as a deniable asset - you either do the job you were hired for, or they deny you your pay and that they ever met you. Considering how many corporate assholes out there are obsessed with breaking everyone else's toys, you'll always have lots of work.

Lowlife
Some people are born with the opportunity to become one of the greats. They're just somehow better than the rest of humanity. Some will say all are created equal, but they've never met someone like that. Neither have you for that matter, because you aren't one of them. If anything you're the opposite, born worse, with less opportunity to make something of yourself. You might be a drug addicted fool, a petty thief, or a career criminal who just enjoys hurting people, but you have no place in polite society.

Corporate
The world is drowning in a mire of smog, filth, and blood. Rules that once existed to defend the world and the common man are being disregarded in the name of saiting one's lust and making a profit. And atop all of that, shining towers of industry poke through the gloom, housing the precious few who control that filth, among whom you count yourself.. The view from the top is excellent after all, so who cares how many people are crushed underfoot as long as you can properly enjoy yourself?

> Humans and Mercenaries may swap their gender to futanari for free. Vampires, Lowlifes, and Corporate may swap their gender to female for free

Racial Perks

Human

100 cp - Biological Upgrades

Most people these days who call themselves ‘Human’ don’t actually have all that much in common with the version of humanity that existed before the vampire virus came into being. Too many alterations were made for the sake of power and progress. Too much metal inside your bones. You - or rather, your parents - were subjected to a number of genetic alterations in the hopes of upgrading you. You are stronger, faster, and have more endurance than a ‘normal’ human. You are also prettier, with luscious hair, larger breasts, a massive cock, and exceptional sexual stamina. It’s not exactly a perfect package of upgrades for a vampire hunter, but it’s something.

200 cp - Futa On Female

As Amelia works her way through the gangs of the nameless town that was once her home, she battles and seduces strippers, gangers, spies, and corporate lords in equal measure to achieve her goal. All of them were vampires, and all of them were women, and beautiful as well. Supposedly, this is simply business as usual for her. And now business as usual for you as well. As you move through life, you’ll find that you’ll end up encountering ‘important’ people who are of your preferred type more often than not. Naturally when you go to a strip club the workers there will be female, but as you investigate a gang or break into corporate headquarters you’d expect there to be some guys. For you however, you can be assured that any chance the universe can take to have you interact with someone of your preferred gender, be that male, female, futanari, or something stranger, it will take that opportunity.

400 cp - Maximizing Your Character

Guns and blades, at a base level, are fairly simple. Put the pointy end towards the other guy. But that alone is nowhere near enough, let alone if you’re human fighting against a superior vampire. You’ll need more than that. You’ll need to be the best version of you possible. And thankfully, I can help you with that. Within your mind's eye is a list of traits that describe you. Your accuracy, your ability to dodge or block, your skill with guns and blades, and a number of other things as well. Some of them may be zero if you’re untrained. But from now on, after every fight, you will gain a small amount of energy that can be used to feed into those traits, enhancing them. You may literally be able to become more healthy after beating a stripper, or increase your aim with a gun by crushing some low life thug. There are limits to how much you can increase each of these, usually no more than five or six times, but you may define as many traits as you want.

600 cp - Take A Break From The Story

Well this is interesting. I’m not sure if you just went so far around the bend that you had a break from reality, or if you just have some of the worst nightmares I’ve ever heard of. Either way, when you slow down, when you have a moment of peace and quiet, when you allow yourself to zone out… You’ll find yourself face to face with faces from your past and only the most basic of equipment to fight them with. Every foe you slay here will reward you in some small manner, be it a weapon, a piece of cyberware, or an upgrade of some kind, and the more foes in each session you slay the better they’ll get. When you inevitably fall, you’ll find yourself having earned some nebulous form of reward that you can then use to enhance yourself in a manner that is similar but distinct from Maximizing Your Character. As a small bonus, every ten fights, you may choose to leave early, and when you do you can take your ‘build’, your earned implants and weapons, with you. They’ll disappear the next time you enter this place, but until then? Free guns.

Vampire

100 cp - Eternity Served Slowly

The absolute worst thing about being a vampire is that most of them have internalized their own hype about being immortal and are thus incredibly bored 90% of the time, to the point where they'll do some very stupid things in order to be entertained. Why, I bet that if you went to your favorite strip club to collect 'protection money' and saw the world's best vampire hunter there, you'd pretend you had no idea who she was and flirt with her solely to see if she was as good in bed as she was at slaying vampires. These actions are very stupid, because most vampires can be killed in almost exactly the same way as a human. You are now a master at finding such indulgences to ease your boredom, be it fucking with the little people to, actually getting laid, or just outright antagonizing the most dangerous person you know to see how they react. Surviving such a thing, however, is up to you.

200 cp - Experimental Model

The mutagenic virus that created vampires, if it was natural, would have had to have been an act of god. And if it was manmade… that's terrifying. In any event, someone somewhere looked at all the blessings being a vampire came with and decided that wasn't enough. You've been experimented on at some point, enhancing your powers, reducing the amount of blood you need, perhaps granting you a more blatantly magical effect such as telekinesis, and causing you to grow a pair of horns. At this point, you feel more like a demon than a vampire, and isn't that all the better for your ego? You also know how to induce changes similar to yours in other vampires. And yes, you killed quite a few of them to learn how to do that. The ones that survive will likely forgive you thanks to their worship of power. If they don't, you may have issues. Summon no more demons than you can put down, after all.

400 cp - Living On Top Of The World

The average vampire's inherent superiority complex is, on a personal level, somewhat problematic. Not all of them are such assholes about it though. There aren't enough companies for every vampire to be a rich asshole CEO, so there is in fact a vampire underclass. Still above humans though. In any event, you are likely not part of that underclass, and if you are, then you won't be for long. You see, you're phenomenally lucky when it comes to personal betterment. Even if you're just a stripper, you'd very quickly grow to be the best one in the club. And then perhaps somehow end up as the manager of the club. And then perhaps end up joining the gang that you pay protection money to, and get promoted and get promoted and get promoted. Given enough time, and assuming you have the skills needed to back it up, you could very well reach the point you wipe your ass with Benjamin's within a few years.

600 cp - Rumor Has It

Nobody knows where vampires came from, not really. The virus that created them just showed up one day, seemingly from a thousand mutations, and then spread from person to person as the vampires both drank their fill and converted anyone they found worthy. Nobody knows who the Queen is either. Tall, short, fat, thin, female, futa, male, kind, sadistic, old, young, not a single person can agree on what they're like. They do agree they're probably not a man though. Otherwise they'd be the King. One of the more persistent rumors is that, as she is the patient zero of the virus that created them in the first place, if the Queen dies, all vampires go with her. …This is blatantly wrong, but it is something fun. To that end, you may now choose to have vampires be a major world faction in future jumps, with you as their leader. In addition, every vampire sired by you, or sired by those you sired and so forth, will be unfailingly loyal to you. Currently, that is few to none, but later could be quite a large number. The downside is, of course, that if you die, so will they. And no, coming back to life won't bring them back.

Origin Perks

Mercenary

100 cp - Enhance/d/ Interrogation

Vampires all but worship power and strength. Their queen is the strongest of them, no questions asked about how or why. As long as she is the most powerful, they'll even be mostly loyal. This tendancy is something you enjoy abusing the fuck out of - see, after defeating a vampire in a fight, they'll treat you as an equal for a brief period of time. Time that you can use to interrogate them, fuck them, or just properly put them into the ground if they have no more use for you. Of course, as you burn through whatever goodwill kicking their ass just earned, you'll inevitably go back to being prey in their eyes. Or just a pain in the ass. At which point you'll have to do it all over again if you want anything useful out of them. And, as a more general thing, people you defeat will become slightly more attracted to you from here on out.

200 cp - Quirky Technique Entrapment

Combat against vampires can be quite unusual at times. They often rely on their superior bodies to pull off flashy techniques, or sacrifice quite a lot of that power to look cool. Combine this with literal magic on occasion and things can get very strange. Luckily for you, you have your own special techniques. Every few exchanges of blows you'll find a number of odd occurrences - floating circles with odd symbols, a colored bar with a dot bouncing from end to end, red hexagons covering parts of your vision, or even a twenty sided die appearing. The first two, if you can figure out the meaning of the symbols and take the described action quickly enough, or when the dot is in the middle of the bar, will allow you to block incoming attacks. The hexagons will cause any attack you launch during that time to be stronger than normal, and the die will cause your attack to be either completely ineffective if you roll a 1, normally effective for anything else, or twice as effective if you roll a 20.

400 cp - Buy An Upgrade

The guns you have and the cyberware you use are the limits of your strength. If a vampire can dodge faster than you can shoot, you might as well not have a weapon in the first place. To that end, you're insanely lucky when it comes to being able to find upgrades. There always seems to be a store selling new guns or a new shipment of cyberware at the doc when you really need one. Mind you, you will need to pay a fair price for whatever it is you're asking for, but finding them is never an issue. In addition, anyone willing to sell you a gun is also now competent at the upgrading of that gun and will also stock accessories and attachments - in other news, for even more money, you can turn even a common hand pistol into something to be reckoned with. This also applies to melee weapons, though those tend to be a bit stranger to work with.

600 cp - Complete Badass

You've spent years of your life hunting down vampires, a supposedly impossible proposition for a measly human. And yet, here you are. Much like a certain futanari mercenary currently searching for traces of her former lover, you are exceptionally well known to your enemies - something that doesn't hinder you in the slightest. If anything, their attempts to lead you on as though you actually had a chance and they didn't know exactly who you are constantly work in your favor, with them revealing more than they meant to and giving you not only enough rope to hang yourself, but them as well. And, of course, a few years of combat experience as a mercenary means that even the slightest weakness is something you can ruthlessly exploit. You can easily land blows on superior physical targets with your weapons, be they guns or blades, and have a tactical mind for what implants might be useful.

Lowlife

100 cp - Fight, Fight, Fight!

The nameless town that our heroine, Amelia, is currently fighting her way through is a shadow of its former self. Random psychos roam the streets, law and order only enforces what it gets paid to enforce, and the Hellblood gang does more to defend the average citizen than the megacorporation that treats the city like it's personal playground. After all, they can't tax them for protection if they're dead. To that end, unlike most vampires who would go for style over substance and use their raw strength to compensate, you are actually good in a fight. Whether you use an oversized katana, a baseball bat and spiked boots, or ninja stars that you've squirrelled away all over your body, you hit far harder than you should on account of actually knowing how to use your weapon properly.

200 cp - Blood Contracts

Trust is for people who want to be betrayed. It's far simpler and easier to just find something to hold over a person's head, to ensure they'll keep their word. Luckily for you, you have two things going for you. The first is a minor spark of magic that allows you to write contracts in blood that, if signed, they will have no choice but to obey. The second? The knowledge of how to make a very special concoction that can cause short term memory loss. It can even leave people in a suggestible state for a brief period, allowing you to ‘convince’ them that they’ve never once considered betraying you. Perfect for use on obstinate subordinates who have been spending a bit too much time with potential leaks.

400 cp - Final Boss > Tutorial Stripper > Everyone Else

So here's a funny story for you. One of the local strippers, Daisy, is better in a fight than the Hellblood gang, half of the freaks the Hellblood do business with, and their corporate bosses. Now strictly speaking this is just a game abstraction on account of Amelia not having bought any upgrades yet, but it's still hilarious. To that end, you are now far stronger and more skilled than you really have any right to be. This is aided by having a number of small but useful outright magical tricks, such as making copies of your weapon of choice from magical energy to drown your foes under. One ninja star isn't dangerous. A few dozen thrown all at once? That's basically a shotgun blast. As an additional thing, you're also an accomplished dancer and can mix up a mean cocktail amongst a few other things. You know, the kind of thing you might have learned from being a stripper for a few years.

600 cp - Professional Thuggery Done Dirt Cheap

Alright, let's move up in the world. You now have the qualifications needed to be the boss of your own gang, from cooking up your own products, negotiating with other assholes, managing your supply lines, and ensuring that your subordinates are actually loyal to you. Oh, and running circles around law enforcement or other do-gooders. Want to pretend to be a minor dealer while you're being interrogated? You can do that, and nobody will be able to call you out on things unless one of yours squeals. You're also the favorite errand girl of more morally corrupt members of society, so expect for some corpo to show up asking if you can kidnap a few hundred girls for them to experiment on now and again. Or maybe aim for weekly shipments, if you want a more stable relationship?

Corporate

100 cp - Not My Department

One of the worst parts about being rich is all the tiny little minnows and minions who think that they're important to you. No, just because you've been my secretary for three years don't mean I won't have you killed for backhandedly complimenting my shoes. This also comes into play whenever they get bored, because it inevitably causes a mess they don't want to clean up. Luckily for you, you're utterly amazing at shifting blame. Just because you caught the intruder doesn't mean you have to actually kill them. You fought, you fucked, you handed them off to someone in security, it's no longer your problem. What's that? Corporate policy was to kill them on sight? …Girl, did you see that ass? It would have been a shame to kill that, and you aren't really into necrophilia unless you're very drunk.

200 cp - Electronic Wizardry

Humanity turned to technology to bridge the gap between them and vampires. Unfortunately for them, that was a flawed idea to begin with, and an unsustainable one in the end. After all, who said vampires couldn't use technology as well? Now, admittedly, most don't, but there's no rule against it. To that end, you're quite accomplished with the use of technology. Not only are you a good programmer, but you can do almost anything you want to a computer and have it obey you. And if it doesn't want to, well, you're also a hacker. Or a netrunner, if you want to use that slang that humans like to use. Suffice to say that thanks to your own technological augmentations, using implants against you is a terrible idea. If you're feeling nice you'll just turn them off and let them flounder. If you're feeling mean, you'll drag them into cyberspace and genuinely mindfuck them however you want before draining them dry in the real world afterwards.

400 cp - Heads I Win, Tails You Lose

Vampires aren't impossible to kill, despite what the myths might tell you. Even when riddled full of bullets, that's mostly just irritating to the stronger ones. As for you, well, you're strong, yes, but you're also surprisingly good at playing possum. You'd be surprised at the number of hunters who think that just because they proved themselves and you fucked, that you've stopped wanting to kill them. Or that just because you collapsed, you were dying. Suffice to say that you're a very accomplished liar in almost every respect, be it the board room or the battlefield, and that turning things around after laying a trap is a speciality of yours. Oh, and if the person you're fighting is suffering from basically any kind of emotional damage, like, say, an ex-girlfriend who thought you were dead and you've just told her that you hate her? It's actually nigh impossible for you to lose, they're going to give you so many openings.

600 cp - Ultimate Vampiric Lifeform

A long time ago you used to be human. Weak, pathetic. But then you were kidnapped. Experimented on, tortured, and eventually turned into a vampire when your human body could no longer take the abuse they heaped upon you. And when they were finally done, and you were the only survivor out of hundreds... they made you their queen. ...Sounds stupid, but no, vampires seem to worship strength. The experimental enhancement processes they shoved you through all worked flawlessly, transforming you into the strongest vampire currently alive. You have dozens of minor magical and psychic powers, most of which resemble the old myths about vampires, succubi, and other demons. There are two things to keep in mind about this, however. First, you require far more blood than any other vampire to actually power those abilities. And secondly? You can drink down the blood of the failed experiments to gain any unique powers they might have managed to grasp to add them to your own exhaustive list. As you might imagine, this makes you very dangerous.

General

50 cp - Unity Out Of Ten

Alright, so, every person that Amelia meets on her journey to assassinate a gang boss and potentially hook back up with her childhood crush is a hot chick. Perhaps a bit trashy depending on your personal taste, but you can't deny they have some good tits and ass. Obviously, this includes Amelia herself. And, presumably, you as well. In fact I guarantee it includes you as well, because I'd like to offer you a bit of a makeover. Strictly speaking it's just a side effect of the visual medium, but whatever you were before you're now an easy nine out of ten. If you purchase this multiple times, you can increase that by +1 every purchase. What does eleven out of ten, or even twenty or thirty, look like? Who knows, but I'm sure you'll enjoy having some epic tits.

50 cp - Hot Vampire Bitches

And on the flip side of that coin, let's talk about everyone else. For much the same reason, they're quite hot. And now this applies to everyone else in the world as well. They start out at an easy seven out of ten. Maybe a six if they haven't been taking care of themselves or are otherwise caked in grease or just trying to be ugly. And, as before, you can buy this as many times as you want, with the entire world (not including yourself) getting an extra plus one with every purchase. And yes, this can go as high as you can afford.

Origin Items

Mercenary

100 cp - Temporary Lodgings

As a mercenary, you ought to be used to living on the move. Someone is always willing to pay to have someone else killed, especially in this clusterfuck of a world, and they don't always have the good grace to live nearby. That's where this apartment comes in - inside your wallet, or perhaps in your mail, you'll find an address. The address leads to a run down yet somehow cozy apartment. It has a few days of food in the form of military rations and other instant meals, and a large supply of incredibly shitty coffee. Stay here for more than three days and people might start to question who you are and where you come from, but every time you go to a new city you'll find a similar apartment waiting for you. Either find permanent lodgings or move on before that time is up.

200 cp - The View From The Top

A sad fact of life these days is that being human simply isn't a very good idea. Calling them a second class citizen is being generous, especially given the lack of care that most corpos have for things like law and order or human rights. Even if you manage to make it as a mercenary - or hell, even if you're a vampire - you can expect a team to bust down your door in the middle of the night simply because you're bad for business. This has happened to you before, and while you got away, not everyone you cared about did as well. That's where this comes in. At first glance it's an ordinary job. Kill some gang leader. The truth is, however, it's a lifeline and a taunt all at once. Following it can lead you to people you'd long since thought dead - it could even be from them, calling you to them, if only so they can tell you they hate you.

400 cp - To The Last Drop

Human civilization is in ruins. Vampire civilization is what the world has these days, if you can call them civilized. That's where this place comes in. It's halfway between a refugee camp and a military base, and it's one of the last bastions of humanity that still stand. No vampires here, and if any come sniffing, the entire place will up and disappear into the night. Even if the world ends, this place will still be standing, and you'll be welcome here. As long as you put in some hours shooting vampires for their sake. …On the other hand, being human isn't needed to take this item. If you're a vampire, you can instead use this to gather information, in which case all of their plans to fight vampires will be made aware to you long before they manage to use them. Or you could just storm in, capture them, and drink them to the last drop.

600 cp - Years Of Experience

So, a funny little story for you. Amelia, our nominal heroine, has been a mercenary for years, gathering power and resources all that time. And yet, when she finally returns home, she has no money in her pocket, owns two weapons, and doesn't have a single piece of cyberware to her name. Some experience she has, right? Well, you don't need to suck like that. You have had your body fully operated on in preparation for cyberware installation, to start with, and have a not insignificant number of guns, swords, and other weapons to your name. You also have a good chunk of cash to buy implants and upgrades with. Lastly, in future jumps, whenever you pick up a job of some kind, you can choose to have actually had that job for a few years, and thus will be granted a moderate amount of experience at it, as well as a few odds and ends that would logically come with having had the job for that long. Like a collection of guns.

Lowlife

100 cp - Supply Of Black

When the entire world wants to drown their sorrows in blood and alcohol, and yet humanity is on the verge of becoming an endangered species, it becomes somewhat inconvenient to actually keep any blood in stock. I don't know what happens if a vampire doesn't drink any blood for a few weeks, but I'm sure that you wouldn't want to find out if you were one. To that end, we have Black. It serves two purposes. The first is that it can cure almost any form of addiction to other substances with a dose or two… and give you an even stronger one for itself if you aren't careful. The other? It can sate a vampire's thirst for blood. As you might assume, this means that there's probably a very large lower class of vampires who are highly addicted to it. But hey, that's just life under the boots of the corporations. You have enough of the stuff to never actually need to drink blood in the form of a stash with a few doses of the stuff that refills every few days. I don't recommend doing so, but you could.

200 cp - Strip Club

That's right, throw your leg up high on that pole and shake your little tush for the customers, you now work in a strip club. Or possibly own a strip club. Or possibly have long since bullied and blackmailed the owner of the strip club into submission in such a way that leaves you effectively owning it yourself. Or you could just be a stripper. It depends on your personal preference. In any event, whether you're staff, management, or client, whenever you actually visit this place you'll find it well stocked with individuals you're attracted to - and yes, that could potentially mean that if you're into guys then all the strippers will be guys. They're semi-avaliable if you want to fuck, and if you happen to have a few grams of something nasty in your back pocket, you'll find they can be your customers for that as well.

400 cp - Blacksite Warehouse

Deep in the semi-abandoned industrial district of this city is a warehouse. On the outside it looks plain, but the sniper on the roof will reveal it to be more important than it seems. After all, inside is a fully fledged research laboratory, one dedicated to ripping apart humans and vampires alike in new and exciting ways in the name of science. You'll find a steady supply of girls making their way here thanks to the local gangs whenever you need test subjects, and if anyone manages to survive whatever you subject them to then you'll also find various corporations offering to take them off your hands. Don't ask what they want to do with them. Strictly speaking this place is not actually a place to try and refine vampirism by burning through dozens of girls for even a minor success - it's actually the Queens kitchen, where you make interesting snacks for her. That said, right now, for you, its simply a place of science without the concern of not feeding your Queen properly.

600 cp - The Blood of Hell

Sulking through the city streets are a thousand nameless, hopeless, futureless people. Humans who live in fear of being more valuable as a meal than as a worker, freshly infected vampires who thought that just being immortal would be enough to improve their life and catapult them to the top, and of course vampires who have been coldblooded since the first days of the virus but who still aren't special for all their power. All of them scrambling through the mud and dirt for something to give them a leg up. Wouldn't it be great if you could be the one helping them? Well, you are - to an extent. You're now the boss of a fairly large gang of criminals who control what amounts to all of the crime that takes place in a city of your choice - by default, the one the story takes place in, but it will likely be a different one in future jumps. You have many drugs to sell and fingers in many pots, but your best seller is Black, an artificial blood for vampires. You'd be amazed at how many can't afford a simple glass of actual blood.

Corporate

100 cp - Horn Care Set

Now, strictly speaking, having horns as a vampire isn't a sign of power or prestige. It's more of a side effect. More companies than I can count are investigating upgrades to their vampiric nature, and the presence of horns is the most common side effect for a successful procedure. To that end, most corporate scum - such as yourself - are exceptionally proud of their horns, as it marks them as more. More important, more powerful, etc all. But of course, just having horns isn't enough. They need to shine. To glow. That's where this kit comes in. It contains all manner of beauty products and a couple of power tools meant to wrangle your horns from sharp and intimidating to sharp, intimidating, and classy. There are also a number of more normal products as well, all of which are highly resistant to blood. There's no use getting all dolled up if it gets ruined the first time you kill someone, after all. …And, uh, you have horns, right?

200 cp - Wealth And Luxury

As a member of a major corporation, you should be well set in life. But you might not be, so let me go ahead and fix that for you. You have a job. A cushy one, in fact. Likely bought with favors rather than skill, as there is a fairly large blank spot where your actual duties are supposed to be listed. You have oversight on a few random things, and a handful of tasks that you can do, maybe, if you feel like it on any given day, but as a general rule you could show up, sit down at your desk, demand your secretary eat you out for eight hours, and then leave for home with the knowledge you got everything you were assigned done. The pay for this, by the way, is stellar. You can afford cars from before the turn of the century, or to wear clothing made of solid gold - and to have a new suit every day of the week, having trashed the old one after wearing it. Mind you, this is the base pay. If you actually did things and treated your job as a job rather than a vacation, you'd make even more somehow.

400 cp - Thought Police

You know, there's nothing quite so dreadful to waste as a mind. That's why the vampires developed a way to interface with them. Well, humans built a technique to make themselves more resistant to interrogation by literally deleting information out of their minds, so naturally vampires looked for a way to stop them. The end result? Cyberspace. The Digital Sea. The Net. Whatever you want to call it, it's an artificial world held entirely inside the mind and made from the user's perception of technology. You have the means to interact with this world. For now, this means that anyone with cyberware in their head is in danger of you hacking into their mind and looking up sensitive information about the resistance, or their most embarrassing moments from when they were three. But, because not everyone is likely to have that sort of thing in future worlds, you also have a larger, not as portable setup that you can strap people down to in order to invade their mental privacy even without the proper implants. Mind you, their brains tend to melt afterwards from that one, but at least you didn't waste their death.

600 cp - Megacorporation

Alright then, let's move straight to the top. You own a company. Or, rather, you own several companies that exist under one banner and have a quite frankly obscene level of control over an area or region of the world. Perhaps you are the single most popular company in Japan and regularly drive anyone who tries to compete with you into bankruptcy? To be honest, you have a level of monopoly on things that is illegal on most versions of earth - but don't worry about that, because between blackmail, bribery, and the quality of your products and mostly reasonable prices, it will never be an actual issue that you never need to deal with. It helps that you probably make more money in a year than most nations - it gives you quite a bit of clout to throw around at anyone who tries to make trouble for you. Like the law, when you hire a criminal gang to round up a few thousand homeless people for human experimentation and you don't want to leave any witnesses.

General

50 cp - Tight Leather

This world, as absent as it can be at times, is based upon certain themes. It may act advanced and be set in the future, but large parts of it look and act like they're from the grittier parts of the 80s and 90s. To that end, I'd like to offer you a wardrobe to fit the part. Tight and shiny leather, to be specific, accompanied by perhaps a few too many belts and buckles. Protective? Not particularly. Fashionable? Debatable. Looking like a model that just walked off the front pages of a porn mag? For that, at least, I have you covered.

50 cp - Your Favorite Series

So, you know, I have no idea what year it is. It could very well be the year 2024, and all of this stuff about vampires and cybernetic enhancement started occurring a decade ago. Or it could be 2077, or even 2099. There are more than a few options to pick from, but I prefer to think we're farther down the road than just being twenty minutes into the future. To that end, I offer you this blast from the past - it's your favorite series from back home. And, as I have determined us to be some time into the future, it's now finished. This can be anything, from a television show that was still on air, a book series that was nearing its conclusion, or perhaps a fanfic with three chapters and an excellent premise that you had some vague hope would one day update. Enjoy it to your heart's content.

50 cp - Futanari/Vampire Propaganda

On the other hand from series that aren't finished, would you have any interest in ones that are? See, every so often, the companies who make this kind of thing check for interest in a remake or a retelling or maybe just redoing it but with different actors. Did you know that as of 2025, there were about 25-30 different versions of snow white? Well, if you like, we can make one more. This a more modern take on a series of your choice, with better graphics, actors, jokes, everything that could be upgraded was. The only catch is that as a result of the current status quo, the story is either replete with heroic futanari who fuck everything they can to establish human supremacy, or with sexy vampire ladies who dominate everything and everyone as is the natural order of things these days.

300 cp - This Is What Nature Planned

This world sits at a crossroads between mystical power and the march of civilization. Humans created bigger and better guns, and even went so far as to begin to redefine what it meant to be human by creating artificial skin, bones, nerves, limbs, to allow them to fight longer and harder. Vampires, meanwhile, gorged themselves on blood and ran rampant over humanity. These days a combination of the two is in the works, turning the vampires into something akin to demons, which will likely spell the doom of what is left of humanity. None of that has happened in the past truly matters, however - only what you will take away from it. …And I mean that somewhat literally, because I'd like to offer you one of two things. The collective works of humanity to upgrade themselves, or the vampire virus. Whichever one you pick will become a continuing phenomenon in future jumps, with even relatively primitive societies somehow having access to simple cyberware and bioware and most first world countries having a thriving business of the stuff - without the usual shittiness that accompanies the genre. And, if it pleases you, a slight focus on the modification of gender. Or, you can have the virus. Vampires will become a major faction of the world, though not a massively dominating one like they are here. Or at least, not yet. They could still take it over given the right scenario, of course.

If the vampire virus is taken in conjunction with Rumor Has it, which includes a similar effect to have vampires present in future jumps, they will go from being the major faction both options describe to being the dominant faction worldwide.

Companions

50 cp / 300 cp - Companion Import
If you want to bring some of your companions into the jump with you, you can. You may import one of them for 50 cp, or eight of them for 300 cp. Regardless of how many you import, each companion gains 600 cp to play with and all the same choices you get, with the exclusion of them taking companions of their own or any drawbacks.

50 cp - Companion Export
If you're more interested in making new friends, I can also arrange that. With each purchase of this I'll arrange for you to have a meeting that leaves a good first impression with a character of your choice. Not many of them have any real level of detail to their lives, but if one of them appeals to you then by all means.

50 cp - Jacob Caelus, Legendary Mercenary
In this day and age, there's a vast market for hired guns, and few are in higher demand than this young man. He fought against the vampiric forces during their rise, and despite being a child at the time he would routinely perform better than entire squads of soldiers. That he fought against the vampires might have brought about his downfall after the war, but several vampires hoped to use him to eliminate their rivals and made sure he was spared. The facts about him are extraordinary enough to be the thing of legend, such as how he has only a single piece of bioware and cyberware each, the bioware serving to enhance the rate at which his body heals and the cyberware being an old Neuro-Augmentation/Visual Integration module which he will mention as being far less annoying to use then its reputation would suggest. What those who have met him remember most, however, is his kindness. Despite his skills commanding a king's ransom, he charges very little for his services, and more than once he has taken payment from his fallen foes. He is skilled with a wide variety of weapons, though most of the time he falls back on his custom built rifle named the Meistergewehr. Although he rarely needs any kind of help in a fight, he will often bring a person along with him to help out when it comes to things other than fighting, and it seems you are now his latest partner. Good luck, and get ready to watch the action.

50 cp - Athena Fletcher, Private Inventor
Technology has come a long way over the last ten years, and this exceptional young woman is among those seeking to push the boundaries of science yet further. Armed with extensive knowledge of multiple scientific fields and one of the most brilliant minds in the world, she's come up with numerous advances in bioware and cyberware, as well as more general forms of technology. However, despite her many inventions she remains unknown to the world at large. The vampires already rule the world through the corps, and she is unwilling to hand them yet greater power just to have a comfortable life. Instead she makes her living as a ripperdoc, working out of a small office building she has converted into a combination clinic, store, workshop, and home. She's built up a decent reputation thanks to her skill at taking broken and worn out cyberware and making it like new, the quality of her cyberware and bioware installations, and her excellent biosculpting pod, the latter of which she has used to give herself long blond hair, a killer figure, a dick, and pointed ears. That reputation has kept her busy as of late, so she's been thinking about finding someone else to help her around the place. Perhaps you'd care to be that person?

50 cp - Morgan Griswold, Uncompromising Industrialist
New to Dragmire Industries, are you? Then let me tell you what we expect from you: The very best. Oh, I'm sure you've heard those words a hundred times, so let me explain. Most places, you'll hear people talk about how they value talent, and then hand out promotions and punishments based on who's got the favor of the higher-ups. And running down a coworker so you can get ahead? Hah, might as well put that in the employee training manuals at most places. But here? The boss doesn't tolerate any of that here. No, all they want is the best people in every position, and for each of those people to be the best they can be. We're serious about that second part, by the way. Maybe you noticed that mention in the benefits listing about how bioware or cyberware that helps with your job will be provided at company expense? We're not just talking about things you wouldn't be able to do your job without, if it'll make you better it's going on the company account. Course, if you want to get any work done on yourself that isn't a job matter we won't cover it, but we keep a list of all the best places for things like that and you're free to look through it. It's the same story when it comes to training, but you'll find that out soon enough. Oh, and since I hear you're going to be working under the boss, let me tell you that they can forgive the occasional failure, but you'd better not make a habit of it, and don't even think of trying to pin your mistakes on someone else. That's not something you do twice around here, if you get what I mean. Now you'd better get going, the boss said they wanted to see you at 1. Take that elevator to the top floor, go straight down the hall until you reach conference room 3, and good luck.

50 cp - Marisa Belnades, Magical Researcher
Really, a virus that turns people into vampires doesn't sound like a strictly biological thing, does it? During humanity's war against the vampires, research into the virus found a connection to a previously unknown energy source, which the researchers would eventually just refer to as magic. The fact that no one could figure out how to use it to fight the vampires would curb further research, and the victory of the vampires over humanity would hamper it yet more, but this young woman is not about to give up on her mother's work, and the results she's getting bear out her confidence. Possessed of a sultry voice, a body straight out of a hentai, and an impressive dick – all things she attributes to a body reshaping ritual she developed – the bar you met her in would seem her natural habitat. It wasn't her looks that earned her a PhD in electronics however, and spending time with her in her home lab will reveal a surprisingly studious side of her. She's already developed spells to create bursts of fire, ice, and electricity, as well as making a staff that enhances her magic, and with the help of a friend she's almost completed a device that combines science and sorcery to enable her to fly. As for what she intends to do with her magic, she doesn't care about vampires, but the way the corps are treating people is something she won't overlook. If you'll help her with her research she'll be grateful, if you help her fight the corps she'll be even more grateful, and if you decide to help her unwind after either she'll be more than ready to show that gratitude.

50 cp - Reimu Hakuba, Tactical Shrine Maiden
Even though many religions have fallen by the wayside, there are still those who keep the traditions alive. This young woman is one of them, maintaining her family shrine and keeping an eye out for trouble in the area. In the past, the keepers of her shrine were free to focus on their religious duties, and their second calling as protectors of the region was needed only rarely. Sadly, visitors to the shrine have fallen off and trouble is on the rise, so she often finds herself dealing with various incidents that threaten the city. Said incidents find themselves with a surprise however, for she possesses an extraordinary gift for battle by which she can blast through hordes of foes without taking so much as a scratch in turn, and her positron rifle is a true marvel of technology that can lay down a withering curtain of fire. When not out protecting the innocent she can be found tending to her shrine, and visitors will find her a gracious and hardworking individual, though she can become cranky when irritated. On the subject of her shrine, as previously stated she gets very few visitors these days, so perhaps you would consider making a donation?

100 cp - Mirabel Lecarde and Renee Totoyan, Seekers of Secrets
"Curiosity killed the cat, but if a cat were not curious, it would not be a cat." No phrase could better describe this duo. Since childhood these two have been an inseparable pair, driven to discover the unknown, the inexplicable, that which others keep secret. That they have experienced countless close calls in the process of their adventures does not dissuade them in the slightest, and to them Mirabel's recent transformation into a vampire is seen as a boon for the improved physical abilities that come with such a change. Having finished their university studies, Mirabel majoring in psychology and Renee in physics, the two intend to start delving into the mysteries of the vampires and their strange abilities. If the sight of a locked door makes you wonder what lies on the other side, then in these two you will find kindred spirits. If you are quite the mystery yourself, then I hope you are ready for that eagerness for discovery to be directed at you. And if you happen to be exceptionally powerful in your own way, then you can offer them what they need most of all: Someone who can save them from the consequences of their curiosity.

50 cp - Amelia Robin, Domineering Overlord
Many vampires think of themselves as superior beings, but this woman takes it to another level. Tall, with white hair and red eyes, an impressive pair of horns, and almost always wearing a confident smirk, she was a firm believer in the idea that might makes right and the weak should obey the strong even before she became a vampire. As the head of a major weapons development firm, she enjoys a life on the top of the heap, and the list of favors she is owed for all the weapons she supplied to her fellow vampires during the war is a long one. She's also directed her company towards entering the field of genetics research, in hopes of creating a superior strain of vampire. She has already taken advantage of the fruits of this research, and it is through this that she has gained not only her horns, but also the power to exert great influence over the minds and emotions of others. Some claim she has used this power to enthrall all who work for her, but since establishing this control requires her to let some of her blood out into an external receptacle and have the person drink it, her control only lasts for the month and a half it takes for the body to finish flushing her blood out, and controlling someone who would resist is more effort than she cares to bother with, she only offers her blood to those few people she likes enough to remember the names of and who ask for it. Those who do are in for a pleasant surprise, as while she puts her own pleasure in the bedroom first and foremost, she doesn't mind ensuring her partner enjoys themselves as well. Despite her arrogance, she is a very skilled boss, and employees who prove loyal to her will be well paid. They will also be permitted free use of several biosculpting pods the company owns, as she enjoys impregnating her minions and would prefer them to be good looking, a fact which explains why the upper echelons of her company are filled exclusively with attractive women. Should you be a human who winds up in her care, simply obey her every command, and allow her to dominate you as she pleases in the bedroom, and over time she will come to think of you as a favored pet. Should you prove yourself to be stronger than her, you will find that when she says the weak should obey the strong she is no hypocrite, and she will submit to you every bit as readily as she thinks humanity should to her. And should you, having earned her trust, think of betraying that trust, a single word of advice. Don't.

50 cp - Lucille Cranston, Knight of Darkness
With the corps crushing both humanity and many vampires underfoot, it'd be easy to give up on the idea of justice and focus solely on taking care of yourself. But there are still those out there who are ready to stand up for the helpless, and this young woman is one of them. Who knows how, but she knew you could help her in her fight against evil, and so she's brought you into her confidence. In disguise, she cuts an imposing and sinister figure. Out of disguise, she is a surprisingly attractive young woman, with long blue hair, a gentle smile, an ample chest and butt, and a large dick. While she is quite skilled with her dual handguns, she more often works as a plotter, using the many agents she's brought into her service to manipulate events to bring the misdeeds of the guilty to light. The public at large may think it a random chance that saw the matter of the Romanoff jewels resolved, but that was just one case among many she has steered to a proper resolution, and now she would ask you to lend her your aid. The work will be dangerous, but as she would tell you, the fear of death is the slave-master's fondest friend.

50 cp - Vashti, Artificial Girlfriend
The advancements in technology that have come about over the last decade aren't limited to the physical, AI has also improved to the point that this young girl – at least in terms of her avatar – can exist. She is the product of a major corp that was looking to create an AI that provides sexual entertainment, and through a combination of corporate sabotage destroying the main server and the attackers creating an unsecured connection to the outside world she could use, she escaped and eventually found her way to your system when looking for a safe place to host her. She has a very relaxing voice and a level of skill at singing which only an AI could manage, and she will happily use both to share her feelings with you. She is also capable of feelings that are not sexual in nature, should you wish for a less arousing conversation, and if her current avatar is not to your liking a new one is only a request away. In exchange, all she asks is that you allow her to continue to interact with you so she can continue to develop as an AI. Though if you wish to go above and beyond the call in returning her love, you could install cybernetics that have a neural hookup and enough processing power to host her, and insure that she will quite literally always be in your thoughts. Grant her such a connection, and in return she will be able to influence your brain to push your creativity to incredible heights, assist you in all kinds of endeavors, both creative and otherwise, and feed data into your brain's visual and auditory regions so she can appear in front of you. She will be only a mirage, but a more loyal friend you could not ask for.

50 cp - Cynthia Anderson, Societal Archeologist
Not all vampires enjoy lording their power over humanity. Some value them as more than just a food source, and this woman is an excellent example. As a great lover of history and stories, the work her fellow vampires have done to erase human history and culture enrages her to no end, and so she has made it her mission to recover as much of humanity's past as possible. This has won her many friends among humanity, and just as many detractors among her fellow vampires. Any such objections are kept quiet however, for she loves fighting almost as much as she loves history, and the number of vampires who could face her immense strength and be confident of victory are few indeed. If you have some media from the old world you will find her a generous buyer, and if you wish to find what remains of the past and preserve it she will prove a valuable ally. Though considering how much she would value having someone at her side who shares her passion, and her occasional teasing remarks, the two of you may become more than just allies in time.

Drawbacks

+0 cp - Can Vampires Get Pregnant?
The problem with any story, but especially one like the one this world is based on, is that certain details are either taken for granted or otherwise ignored. Take the virus that caused vampirism. Is it just vampires biting humans to convert them, or can you simply come down with a case of what you think is the common cold and wake up a vampire three days later? Unfortunately the virus isn't important beyond explaining why Amelia is fighting vampires and how she lost her childhood crush, so it goes unexplained. With this, you can take any unexplained detail and make your own answer to it. Is the reason that there are only female vampires because the virus included gender bending in the case of men? Or are they just offscreen? Is the reason Amelia is futa because the vampires needed human seed to breed with, and so maximized the human form to be capable of that? Or just because she personally finds it hot? Is Kaira actually the patient zero of the virus, and killing her will kill all vampires? Or was that rumour just hype? Is Amelia, a futanari, going up against ten vampire chicks a normal occurrence, representative of the status quo, or an anomaly? Your choice.

+100 cp - Every Night I Have The Same Dream
Somewhere in your past is a memory that refuses to stay buried. Blood on the walls. On the ceiling. On your hands. More blood than you thought could fit in the human body. It was a terrible thing to walk into, all the more so because they trusted you, and you led the vampires right to them. …Or, perhaps you have some other deep dark secret about your fuck ups. In any event, they haunt you every night, drastically reducing the quality of any sleep you get, which leads into the next part of this - you have a heavy addiction to coffee and caffeine, largely due to how much of the stuff you need in order to stay awake and functional throughout the day.

+100 cp - The Tooltips Lie
As you pass through life, you may notice that people like to offer you advice even when you either already know things or aren't in any sort of mood for it. Well, it's about to get much worse. Every time you go to a new place or return to one after more than a few days, you'll be briefly frozen in place for about 30 seconds, as your vision is replaced by a pinup of a girl you've seen recently and a random 'helpful' factoid. Things like 'you get less money if you lose' or 'plan your actions carefully'. These factoids are either barely helpful, blatantly obvious, or just outright lying. Well, lying is a strong word. It implies they're doing it on purpose instead of just stupid.

+100 cp - Buy Buy Buy!
In this world, walking around unarmed isn't the best idea. That's why most people carry at least one gun on them, if not several and a backup melee weapon. And for most people, that's all they need. But for you? You have a need. A craving. There's too much blood in your gunsteam. You need to fix that. NOW. …If it wasn't obvious, you're now a weapons collector. You're functionally incapable of getting rid of a weapon unless it's broken beyond repair, and are compelled to buy basically everything you lay your eyes on. Even if you already have one. And, uh, using these guns isn't your favorite thing to do in the world. They're not collectors editions anymore if you actually use them after all.

+100 cp - It Was A Lovely Day
Imagine this, if you would - you're walking down the street. The sun is out, there are no clouds in the sky, you have a cup of coffee that was free due to a mix up, everything's coming up jumper. You see a cute girl, she sees you, and starts walking towards you with a smile on her face, and - [UNSOLICITED OPINIONS ABOUT ISRAEL]. Now reverse that. The person standing in front of you was having a great day until you opened your mouth. This is going to be a running theme for you now, where practically every time you open your mouth someone nearby is going to be offended. You won't be able to go five minutes without someone trying to kill you from sheer rage at your words. Oh, and if you think you can get away with being mute or something, it'll be your face or simple presence that pisses them off. Expect to have to beat people up on the regular to get pretty much any use out of them.

+200 cp - Public Enemy Number J
You've lived a long and storied life. Been to lots of places, and done lots of things. Probably lots of people too. Blew up more than a few rich assholes. While likely something that made you feel good at the time, I'm afraid it's also caused the majority of society to brand you as a criminal and put a price on your head. Not a terribly large price, but a price nonetheless. The worst part of this is that now almost everyone who is anybody knows your face, and a few others besides. Expect even fellow humans to try betraying you every now and again for that price, and don't even bother talking to most vampires - even a measly street rat will recognize you on sight and will be more than willing to turn you in for their next hit. And yet, somehow, you never seem to realize that being famous is causing you issues.

+200 cp - Neg, Neu, Pos
Don't you just love low quality porn games? They cut so many corners for the sake of being able to play them with only one hand. Or just for money. In any event, the world you're entering is going to be somewhat low quality. People, including you, only have three facial expressions. Happy, calm, and pissed. They might also make a gesture with one of those expressions, such as flipping their hair, flipping you off, or just waving their hand dismissively. And they will repeat these gestures on an endless loop until such time as they stop showing that face. If someone is mad for hours, they'll have their mad face and do their mad gesture nonstop the entire time. And, as mentioned, this also applies to you. You'll also notice some recycled assets, such as everyone owning the exact same gun even if one of them fires bullets, another fires grenades, and yours fires micro missiles. Hope you aren't the kind to get bored easily or pay an excessive amount of detail to their surroundings.

+200 cp - Found The Difficulty Spike
As strong as some of these vampires can be, most of them can still be injured by just a girl with a sword, and killed by something as simple as decapitation. From here on out, however, that isn't true - every single vampire is easily ten times more durable, and will become even more so in the event you manage to defeat them anyways, every time you do so. Actually, I misspoke. Everyone is more durable. Or everyone but you, at least, and everyone you defeat will get vastly stronger every time you win against them. Maybe it's magic, maybe it's tech, maybe it's skill. But be assured that claiming victory against someone twice, or even three times, will be nigh impossible. Oh, and if you're human, then every single vampire has access to the varied mythological powers associated with vampires but none of the weaknesses. If you happen to be a vampire yourself, all vampires, including you, now have at least a handful of those mythological weaknesses instead.

+300 cp - Buy An Implant And A Slot
Superpowers? Psionics? Magic? Sorry jumper, those things don't exist in this world. Probably. When you thought you had all those powers, you must have been dreaming! So, the bad news is, you don't have anything but what you buy here. Standard stuff. And, in other news, a series of new implants have been making the rounds recently. For some reason they're completely impossible to make copies of, but they have amazing effects! Things like making you able to fly or read minds, or somehow making you so charming that women cream themselves just from a smile. Actually, now that I think about it, that sounds an awful lot like the stuff you were dreaming you had. What a coincidence! Why, it's almost like a good portion of your powers have been turned into implants and scattered throughout the world. But that would be silly, because you don't have any powers right now.

+300 cp - Cutscene Power To The Minimum
Well this is just painful. See, recently, you got into a fight. You struggled, you bled, you barely got through things but you put a bullet in their head and killed them - and while you were walking away, you blanked out. When you woke up, there they were, gloating about their victory. Didn't you kill them? Well, yes. But also no. See, you totally won, but it seems that the programming of the universe didn't have an outcome for you winning, so it just defaulted to what would have happened if you lost. This is unfortunately something that's going to reoccur for you fairly often. The more dramatic a fight is, or personally important to you, the more likely it is that after winning it the universe will just glitch out somewhat and then move on as though you had lost.

The End

Go Home
Stay Here
Move On

Thanks to Lichanon for the companions

Notes
Q: Who are the OC's based on?
A: Link, Zelda, Ganondorf, Marisa/Reimu/Maribel + Castlevania, Grima, Lucina, TMS Tiki, and Cynthia.

Q: For This Is What Nature Planned/Rumor Has It, how much is 'a major faction'?
A: With one, 10-20% of the world population. With both, closer to 70%.

Q: Can Rumor Has it let you control what kind of vampirism you spread?
A: Not in this jump, but in future ones as long as you've been that kind of vampire then sure.

Companion combo: Reimu Hakuba and Marisa Belnades
Marisa's home lab is rather cramped, owing to the small size of her apartment, so should you companion both Reimu Hakuba and Marisa Belnades, Reimu will offer to let her stay with her at the shrine, an offer she will also extend to you. She will also give her an old storehouse on the shrine grounds to use for her research. As thanks, Marisa will upgrade Reimu's body one night, in the same way she did her own. This will get her chewed out, though as Marisa will tell you as she makes you the same offer, at no point in her rant did Reimu actually tell her to reverse the changes. Reimu calmed down after being promised a flight device of her own, and after that the two of them will start to work together. Should you join them you will find Reimu every bit as skilled an instructor as she is a fighter, and together the three of you may be able to bring some real change to the area. At the very least, whatever you do the three of you are sure to have fun doing it together.

Companion combo: Athena Fletcher and Lucille Cranston
As stated, Athena does not wish to use her scientific genius for the sake of the corps. However, if you companion both Athena Fletcher and Lucille Cranston, Lucille's fight for justice will be a different matter entirely. It won't take long for Lucille's sincerity and charisma to overcome Athena's doubts, and with Athena exerting the full force of her genius she will soon have several new pieces of equipment to aid Lucille. Chief among them is a special device that can render the wearer invisible to the naked eye and all forms of visual detection equipment currently in existence, as well as dispersing her voice so it will come from nowhere in particular. In the event Lucille's day job as a chemist ever demands she be in two places at once, Athena can also give you a hologram device so you can pretend to be Lucille (or use her biosculpting pod to make you Lucille's twin sister, if that interests you). She will also upgrade Lucille's outfit and voice changer, and even build her a motorcycle, likely from sheer joy at having a project she actually believes in. With the two of you supporting her, Lucille's unending battle against evil will reach new heights, and wherever criminals flee, she'll be there, around every corner, in every empty room, as inevitable as their guilty conscience.