Hammer Horror - Jumpchain

Version 1.0

A world of reanimated corpses, vampiric counts, and ancient mummies, where wolfmen haunt Spanish villages, and socialites turn to strange concoctions to become the higher man without kindness or restraint. Or perhaps many separate worlds.

You will be going to a land of gothic horror and melodrama, the world of the horror movies produced by Hammer Studios in the 50s to 70s. As any one film in the franchise might be too limiting to a jumper of refined tastes and experience, by default you will be being sent to a sort of composite world mixing elements of each. You can change this (for free) if you want, arriving instead in a single film or series within the setting.

Whatever your choice, pack your garlic, wear your crucifix, and enjoy the world of Hammer Studios' horror films and to help you do just that please take these to buy some of those benefits which should set you apart from the others in this world. Perhaps you could be our new leading man… or a monster even Van Helsing could not best.

+1,000 CP

Location:

Select any non-secure location on Earth. If you prefer you may roll 1d8 to determine your start location and gain +50 CP.

1. Karnstad, Sweden. The native home of a certain Baron Frankenstein whose mind has been going more and more towards the problem of life and death.
2. Klausenburg, Romania. Castle Dracula looms nearby casting a shadow of fear across the countryside.
3. Archeological expedition, Egypt. Hopefully you have a reason to be here, or can talk the archeologists into letting you join the expedition or at least pointing you back towards civilization.
4. London, England. The capital of the British Empire, there's a fair number of things to see and crazed killers as well.
5. A Cornish Village. An insular rural village. Just be careful as most seem to have some sort of secret.
6. Castle Karnstein, Styria. An abandoned castle long since fallen into ruins. The vampire Carmilla rests in her secret grave nearby.
7. A Himalayan Monastery. The start of ill-fated expeditions in *The Abominable Snow Men*, a lonely and isolated monastery high in the Himalayan mountains.
8. A Spanish Village. The local marque is holding a wedding feast, perhaps you can find some food and mirth there. Or maybe not given how he is treating that beggar.

Age and Gender:

Select an appropriate age and gender. You may change your gender if you desire.

Background:

Select one. Each is free.

Drop-In: You aren't from around here are you? You bring something that's not quite of this world. Whatever your nature you have no memories or connections in this world, and must make your way alone. Though if you need company there's a black cat here who could use a new owner. You appear at your starting location with clothes, enough money to rent an inn for a week, and minimum legal identification for the period (which is quite possibly none).

The Count: You have a noble poise and dignity about you. Your family has the blood of nobility in its veins, and has a long history of rule. By default this rule is long gone or dwindled to merely being in name only, your family having fallen on hard times, been ousted from its ancestral home, or fallen prey to an affliction of the night now living as a no longer human shadow which haunts the region, but for 50 CP you can retain an active position of nobility/power in this jump living as squire or count over a local region with all the wealth and authority associated although only for this jump; this increase is free if you buy the Village or Wealthy Family below.

The Doctor: Yours is a mind trained in the arts of (medical) science. Above the petty fears and superstitions which dominate the lesser minds of this era you will heal the sick and face the night with a mind of understanding… or perhaps you will seek more to overcome the very limits of life and death and rise above them with unrivaled brilliance.

The Hunter: Like the Doctor your mind is scientifically trained, but where the doctor has learned the physic's art, yours is a more occult field of study. You have dedicated your life to the study of the things which lurk in the shadows of the world, and the extermination of the threat they bring to mankind, standing as its protection against the creatures of the night.

The Lover: Yours is a simple life within these times. Likely young and definitely handsome or beautiful, your fate is to fall in love and see that love threatened by the

things which lurk outside of the normal understanding of humanity. Your place in this world is that of a student yet half-formed or a newly wed, possessing enough that with work and dedication you can make a living in this world without too much trouble.

The Monster: You are not human, at least most likely, and not a true part of society. At best you are apart from it enough that your place in it does not define you. You may be able to blend in with mankind to hunt them from their own shadows, or possibly you dwell truly outside of it waiting in some ancient tomb or snow covered mountain for the unwary and unwise to stir you up and cause you to set forth and strike out at them. You have no 100 CP perk or 50 CP item, but get 100 extra CP to spend on your race.

The Socialite: Not all monsters are inhuman, and not all humans have dedicated themselves to love, science, or fighting off the darkness. Some people just live in society, and others - such as you - revel in it and the pleasures it can offer. And if you take that a little too far, who can really blame you?

Race

If you have the Monster background you gain 100 CP only to use here. You may only take one race. You do not have to take a race.

Human (+0 CP): You're a human. If you didn't have a human form already post jump you gain this as a human alt-form.

Snake Person (-100 CP): Perhaps you were cursed, perhaps you somehow chose this for yourself? You are a snake person. While you're not demonstrably stronger or more durable than a normal human you have scales which provide at least some level of natural armor and possess fangs which allow you to inject venom - comparable to a king cobra's - potent enough to with a large enough dose quickly kill a man and even in a small dose require quick medical attention. You are able to assume a human appearance at-will as well, however you are susceptible to cold and have a diet heavy in live animals. Post-Jump this becomes an alt-form.

Vampire (-100 CP/-300 CP): Eternally damned you are one of the children of the night, perhaps related to Dracula himself perhaps not. You have superhuman strength, increased agility, can climb walls with preternatural ease, and can take (19th century) bullets without flinching. You can feed on the blood of others to turn them into vampires like yourself or to gain some level of power over them, and being undead you don't have to eat, drink, breathe, or fear disease or poison. However it is not without its weaknesses. You can be killed by a stake to the heart, being submerged in running water, decapitated, the recitation of prayers by those with sufficient faith/holiness, or being exposed to the sun. The cross can repulse you, though its effectiveness is based on the faith of the one holding it and its holiness (unattended crosses in a desecrated church do nothing for example). Sufficiently concentrated garlic can keep you at bay. You cast no reflection. Your chest is exceptionally vulnerable to being pierced - though durability perks may mitigate this - and you are exceptionally vulnerable to anything holy - properly consecrated church bells can cause you pain. Finally you must regularly rest in your coffin to recover your power usually by day. Of course if there is something to stop your death from ending your chain you can be revived from being staked simply by having the stake removed or submersion simply by being removed from the water.

Post-jump you can turn off being a vampire (and if you would die to sunlight or submersion it will automatically turn off) at-will but cannot return to your vampiric state for 1 hour or until nightfall (if during the day); this is not an alt-form but can be applied to any living alt-form (you can be a vampire and an orc).

For an additional 200 CP (300 total) like Carmilla and certain other vampires you are no longer killed by sunlight, and instead it merely reduces your powers and drains them more quickly when you use them during the day (requiring you return to your coffin sooner).

Frankenstein's Creation (-300 CP): You are a reanimated corpse, or like his later creations a body specially prepared for reanimation which does not seem to be a corpse, and possess great physical strength and resilience as a result. While sufficient fire power will still put you down, your durability is clearly superhuman as is your strength. You do not seem to suffer any inherent disadvantages due to this, and you may apply this reanimated strength and resilience to any and all alt-forms you possess - it is not itself an alt-form.

Gorgon (-300 CP): You are an ancient Greek monster, or perhaps simply possessed by one's spirit. While you look mostly human - and are mostly human in your strength, agility, and resilience - you have several snakes rising from your hair like tentacles. The real strength you possess is that gazing at your face is enough to turn a living creature to stone. While some have shown the ability to resist this at least for a time others die fairly quickly and petrify soon after and the process is apparently at least enough to stun and stagger a victim. Your reflection has a diluted version of this effect which some shrug off entirely but which can cause shock. You may resume a human appearance - suppressing these effects - at will. Post jump this becomes an alt-form.

Werewolf (-300 CP): You were born with two souls: that of a man and that of a beast. When the soul of the beast grows stronger you transform into a wolfman possessing bloodlust, superhuman strength, agility that is superior to that of a vampire, wolf-like senses, and superhuman durability. Normal weapons may harm you but the damage is soon healed and they will not kill you; blessed silver however negates this entirely and against it you are no more difficult to harm than a normal man. In addition you possess great bloodlust in your werewolf form and increased animal instincts, your base desires driving you more easily; sufficient will power can allow you to suppress these effects or trigger the werewolf form as you desire and post jump you will no longer suffer these control issues save for a slight increase in your animalistic and baser desires. Post-jump your werewolf form becomes an alt-form.

Yeti (-300 CP): Standing over 10 ft tall and weighing over 600 lbs, you are an abominable snowman of the Himalayan mountains. You possess strength greater than even your size would indicate, clawed hands, agility comparable to a man's despite your bulk, the ability to survive in the inhospitable peaks of these mountains off of buried

moss and small game - indicating the ability to survive on much less food relative to your size than a man - and the corresponding resistance to cold climates; you are not however any more durable than your size would suggest and a bullet can easily kill you. Your true strength, however, is your mind. While not necessarily more advanced than a human technologically you have limited psychic powers able to sense thoughts at least in vague terms, and push feelings into people or cause out right auditory hallucinations in them and looking at your face can cause madness and intense fear. You may choose to start in the Himalayan mountains for free. Post-jump your Yeti form becomes an alt-form.

Mummy (-400 CP): An ancient Egyptian mummy reanimated by their sorcery to protect the tomb and avenge itself upon thieves, you possess truly immense strength and durability, able to easily shrug off bullets with no response and seemingly close to invulnerable. While you are flammable and can be hurt by fire, even that has a hard time destroying you. You do, however, suffer from somewhat lowered speed and agility, but are absolutely implacable, with limitless endurance. Undead you do not need to eat, drink, or breathe, cannot be poisoned or grow sick, and you lack vital organs completely allowing you to shrug off even more than your supernatural durability already allowed for. Post-jump this becomes an alt-form.

Perks

General Perks

Graverobber (-50 CP): You are a skilled and capable graverobber able to identify fresh graves, dig quickly (even when you really shouldn't be able to), and with a skill for avoiding notice both by simply staying unseen and by identifying when guards and patrols will be. Nothing supernatural or superhuman, just the sort of skill one would gain with years of experience.

Circus Performer (-50 CP): Select one traditional circus act (gymnast, trapeze artist, strong man, clown, animal tamer, etc), you gain the minimum physical competence and talents to excel at the role (if you lacked it) and the equivalent of years of experience in it. This won't put you even at peak human anything, but is a quick way to get the skills if you want them, and would put you roughly in the top 5% at your chosen act.

Gothic Melodrama (-100 CP/-200 CP/-400 CP): This world is simultaneously bright and terrifying, and now you may bring part of it with you wherever you go.

For 100 CP, at the start of each jump you may choose to aesthetically reskin any CP-backed items or properties you possess to fit with this world's aesthetics. You make this choice on an item by item basis and 1/year may change this decision; if you do so you may choose whether the change is retroactive (the world at large will recognize it as having always been that way) or takes place over the course of an hour of real time.

If you pay 200 CP, this power improves. You may also choose to infect the world as a whole with the aesthetics which made Hammer Horror known, brightly colored and vivid yet with chilling shadows and a certain sense of lurking fear; there might even be the occasional score of background music. Going further you can affect the behavior of those in the world around you causing them to resemble those of this setting with a mixture of dignity and melodramatic exaggeration in equal measure. As before you make this choice at the start of each jump and may change it once per year.

If you pay 400 CP instead, you can go to a further extreme causing the monsters of classic horror, and its weird science to bleed into the world thus ensuring that you will have chilling, supernatural threats wherever you go. Any magic, or weird science, which this introduces will not be significantly beyond the power level shown in (the more powerful of) this world or the jump itself. Be warned that while you can turn this off by

changing the extent of influence, any horrors you are already aware of will not vanish when you do so, merely others will not spawn.

Bestial Form (-200 CP; variable discount): You can shed your humanoid shape to take on that of a natural animal of some sort. Select one type of animal to be able to assume the shape of. Vampires have a discount on bats, wolves, and large felines. Werewolves have a discount on wolves (and retain full werewolf powers as one). Snake people and Gorgons have a discount on snakes. *Only vampires canonically have this but the others felt appropriate.*

Command Beasts (-200 CP; variable discount): Dark creatures sometimes can command beasts to do their bidding and you, whether a dark creature or not, are now able to do the same. Select one type of mundane animal and you gain the ability to telepathically control them. The more individually dangerous the creature is the harder it is to control; choose bats and you might be able to control a swarm gathering them from miles around to do your bidding, choose big cats and you will have to be there in person and even then are unlikely to control more than one or two at a time. Vampires have a discount on bats, wolves, rats, or large felines. Werewolves have a discount on wolves. Mummies have a discount on scarabs or snakes. Snake people have a discount on snakes. Yeti have a discount on monkeys or apes. Gorgons have a discount on snakes. *Only vampires using it on bats actually show up canonically but the rest felt appropriate.*

Jumper Rises from Their Grave (-200 CP; Discounted Vampire and Mummy): In a world with so much undeath did you really expect death to be the end? Once per jump when you die you will rise again from the grave within 1 year. However you become a vampire with all their weaknesses and cannot revert to your non-undead state (even if you bought the vampire race here). If you bought the upgraded vampire race you retain its reduced weaknesses, and if you bought Frankenstein's Creation or Mummy you may choose to be locked into that state instead of a vampiric one.

+Scar of Jumper (-200 CP; requires Jumper Rises from Their Grave): Jumper Rises from Their Grave may now function more than once per jump, however each time you die the time until your next revival from this perk increases and if you spend more than half the time in a jump dead you end the jump as if you had died. Note if something else would revive you without this perk (such as being a staked vampire who has the stake removed, or a submerged one who gets unsubmerged) then you could be revived more quickly than the 'minimum'.

+Jumper 1972 A.D. (-200 CP; requires Jumper Rises from Their Grave): When using Jumper Rises from Their Grave or another 1-Up perk which does not trigger immediately you may choose to delay being revived up to 10 years. In addition, once per jump when you die time spent dead doesn't count against your time in the jump, and if you have Scar of Jumper you no longer fail the jump if you spent more than half of it dead (though Jumpchan might be bored and fail you for that if you did). If you pause time in the jump while dead this also pauses recovery and recharge time of any perks, powers, abilities, or items which can only be used a limited number of times per year, decade, jump, or other period (so if you have a perk that is once per ten years and are dead for 100 years it won't recharge during that century).

Faith (-300 CP): Darkness is not the only force that has power, many of the monsters which prey upon mankind find themselves vulnerable to the powers of the Lord. You now are a conduit of this power. First, you are always considered to have at least the amount of faith expected of a priest for determining your ability to use any powers or abilities requiring faith in an outside force or being, whether it is a personal power you have gained from perks or a general power of faith in that being in setting like a cross against a vampire. Any genuine devotion you feel is added on top of this baseline.Secondly you are able to consecrate objects and lend holy power to them so that they can aid against darkness. The more legitimately faithful you are the more power this will have, but even at minimum you can make it hard for a vampire to enter a church, bless a silver cross so that it could be made into a weapon to kill a werewolf, create holy water that works, or potentially literally pray a vampire to death or perform an exorcism (assuming nothing interrupted you in the attempt). And the more you live like a good Christian (or member of another religion which espouses such faith based powers) the more effective these abilities are, even if there is no true faith behind it.

Strangely Identical Grandchild (-400 CP): Isn't it strange that Lorrimer Van Helsing, implied to be half-Chinese, is not only so adept at filling the shoes of his grandfather Lawrence Van Helsing, but his exact image so much so that you would swear they were portrayed by the same man? Well not with you around.

You find that your descendents are particularly adept at filling the same basic role that you have in a jump. They won't necessarily gain any of your powers (though if they're inheritable they are very likely to) much less perks, but if you are a vampire slaying professor then they will have an aptitude for standing against the creatures of the night, or if you're a warrior-conqueror-king they will be skilled warriors and generals with a talent for administration.

In addition to this once per jump, if you die and have surviving descendants you may choose to reincarnate through an as of yet unborn descendent. The time remaining in the jump will pause until they reach the age you began the jump at, at which time they will become you as if you had jumped into them as your background for the jump and the time remaining in the jump will resume. If none of your currently living descendents have children which reach the age you began the jump at then this resurrection will fail and you will be treated as if you had died normally so try not to let your bloodline get wiped out completely.

ANON Queen of Darkness (-600 CP): Like Tiera the Queen of Darkness you are a master of the astral plane. You gain the ability to astrally project yourself to observe the world, subtly influence minds towards either fear or servitude depending upon their natural inclination, and even possess suitable vessels. This astral self may even continue to function after you have died assuming that you have some way for death not to end your chain. Finally you can inflict your deathly will on others from afar seemingly telekinetically battering them and tearing out their throats even using this ability from afar if you possess a connection to the target or through your astral self. You can use other psychic powers you possess through your astral self as well, but its reach is not infinite and moving it requires intense focus and time - it is easiest to bring it to places or beings you have a strong connection to.

Drop-In Perks

Discounted for Drop-Ins with the 100 CP perk being free instead.

Knocked Around the World a Bit (-100 CP): You've been around the world and seen things outside of the norm, perhaps as a soldier or a sailor or maybe as an interdimensional traveler, and it is harder for the unusual to terrify you. You accept that which is outside of your world view with practiced ease, and are unlikely to yield to idle superstition. This won't stop you from being scared - even paralyzed with fear - when a mummy bursts through your wall, but you're harder to shake with mere stories, and have an easier time pushing yourself to accept a truth which contradicts your previously held views.

Shaw Jumper (-200 CP): Select one traditional pre-industrial weapon found in China. You are a skilled user of both it and unarmed kung-fu, easily competent enough to hold your own against common thugs and bandits even when out-numbered. This grants you not only skill in the martial arts, but the necessary agility to use it in combat jumping, rolling, and moving quickly when needed. Of course while this will put you at a level to fight a man when you face something more than human you might want something more than this.

(Not So) Common Sense (-400 CP): Some people are just stupid. Digging up Dracula's remains at a creepy deserted church and trying to revive him, or drinking a potion made from his blood? While not as rife with it as some horror franchises, there's still a fair bit of lack of self-preservation in this world. You, though? You have an abnormal sense for the trappings of the horror genre. This gives you a (limited) 6th sense/intuition about things that might be dangerous to you. You can tell when an abandoned church is just that and when there is something more sinister about it. You can get a sort of feeling for people that tells you there's something monstrous about them, or that the charming doctor has a dark secret. This is far from perfect - there do need to be some cues of some sort for one thing and it doesn't always activate - but it gives you a leg up over others in figuring out when you should avoid that circus because they're actually monsters, or that story about the mummy's curse might just be real this time. While this isn't only limited to the horror genre the further from it the more unreliable the sense is; it's not going to be helping you deal with slice of life or sitcom antics, but it might just tell you there's something off about the serial killer, or not to mess with the retired assassin.

Elementary my Dear Companion, Elementary (-600 CP): Sherlock Holmes may still be Britain's greatest detective but you have the talents needed to - with work - give him a

run for his money. It'd be easy to forgive someone for believing you had superhuman senses the way you seem to take in every one of the minutest details of everything around you. You can, at a single glance, sweep your eyes around a room and really note everything visible for you to see in it. Beyond your mere powers of observation there is your ability to pick up, retain, and correlate information. Just as at a glance you can pick up every detail of a scene, and with your excellent memory you can easily recall pertinent information. Of course if you want to equal the Great Detective himself you'll need to study pretty much everything there is to know and develop a knack for planning and predicting human behavior, but that shouldn't be too hard for you especially given your leg up here.

Count Perks

Discounted for the Count with the 100 CP perk being free.

Gothic Romance (-100 CP): You have a certain air about you, and a presence to your person. Even without saying a single word you could bring a sense of gravitas to a situation, even one which otherwise might seem campy and silly, and when you speak it is a voice of class and respectability, one which showcases your dignity and force of self. This naturally aids you in attempts to be intimidating, and makes it so that you can truly rock the Count Dracula look; in short you have the dignity and presence of Christopher Lee and/or Peter Cushing.

ANON Prince of Darkness (-200 CP): Where the previous perk gave you the dignity befitting a count, this gives you the charisma to put it to good use. You have a natural magnetism about you which seems to draw people to you. While this functions as a general boost to your ability to deal with people, it is most effective when playing up the darker aspects of your being. Present yourself as the dark and dangerous entity and you can draw in lovers like a moth to the flame, and showcase some actual powers of evil and you can easily form a cult around you that only seems to grow once you've died. Of course this darker aspect only works on those who have such darker aspects themselves; you won't form a league of heroes around you, instead drawing in those who will serve you out of promises of power due to the deep festering greed in their hearts.

Mesmerism (-400 CP): But not all who you might seek are ruled by their darkness. Sometimes you need more than just dignity and charisma. You of course have more. There is a hypnotic aspect to your being and especially your gaze. By meeting someone's eyes you can overwhelm the weak of will and make them your puppet, even just by talking and willing it you can influence those whose will is sufficiently beneath your own. The stronger the will the less time this will last before you need to 're-apply' its effects, and a strong enough will can resist it entirely. While initially you must apply this in person, once someone is deep enough under your hypnotic sway you can influence them from afar.

Against Me Who Has Commanded Nations? (600 CP): You were born to lead and rule, and you shall show the world that. Where the other perks have given you the presence and charisma of a leader this gives you the skills. Everything that a medieval noble was expected to do you can do well. You are a talented military tactician and strategist, a skilled manager and logistician, and an adept diplomat as if you had had a lifetime (or more) as the ruler of a small kingdom which had to fight to defend itself

against a larger and often times hostile neighbor and were good at it. More than just this however you are naturally gifted at updating these skills to new times and places. You could after having lived isolated in a mountain castle since the 16th century and killed in the 19th century be revived in the 20th and within a year establish yourself as the CEO of a major company having adapted your 16th century leadership skills to the modern day with phenomenal ease, and what's more your skills whatever they may be are no longer at risk of degrading with time and lack of use but will always be just as sharp and keen as they were at their height no matter how long you leave them idle.

Doctor Perks

Discounted for the Doctor with the 100 CP perk being Free instead.

Educated (-100 CP): You have a robust and wide ranging education. If it is an element of the hard sciences from the 19th century, or early (pre WWI) 20th century you are fully versed upon it and could count yourself an expert in the field. While you won't know anything about later and more modern science from this alone you will have a sense for what is incomplete or inaccurate about the science of the day and a grounding in scientific thought processes to make learning it easier.

They Will Never Get Rid of Me (-200 CP): Sometimes something goes wrong with an experiment, your creation kills a few people and you need to interrupt your execution and start a new life elsewhere; it happens when pursuing the betterment of mankind, we've all been there and can understand. Now you're both skilled and lucky at planning how to fake your own death and start a new life under a new identity, knowing what lies to tell and how to keep your new life's cover story at least somewhat straight. Oh this won't stop a master detective from hunting you down, or someone who is just persistent enough, but you will be better at it than your common joe at least.

'Miracle Doctor' (-400 CP): You are a highly skilled physician in all fields of (19th/early 20th century) medicine. While your medical knowledge is limited to that of the time you are an expert in all fields and highly talented at them as well, to levels that seem almost supernatural. With proper resources you could create an imbibed medicine which cures a particularly virulent and dangerous strain of rabies, or perform brain surgery with ease and with the right preparation and instruction even perform brain transplants.

Brilliant Mind (-600 CP): You have a mind on par with that of Doctor Frankenstein at unraveling the secrets of the world around you. You could invent a means of separating man's good from his evil, of resurrecting dead bodies as new life, scientifically find the soul and trap it, and various other marvels of science. Yours is a mind which looks at the world and works out how it works, although it is most effective in the biological sciences, and how to apply that knowledge; this does not grant you any actual specific knowledge but instead aptitude. Though do be careful when dealing with the science of life and death one can oh so easily create a horror all their own.

Hunter Perks

Discounted for the Hunter with the 100 CP perk being Free instead.

Occult Learnings (-100 CP): You have studied things that science would dismiss as mere superstition and studied them well. In this world you know the signs of and methods to stop most forms of monsters - you know that to look at a gorgon's face is to doom yourself (but that a reflection weakens its power and you may survive), how to repulse a vampire or to kill one, and can even identify when its a vampire that drains your remaining life span instead of blood and requires special means to vanquish. Similarly you can recognize magical rituals and the like, though this gives you no skill or talent at performing them yourself. What you do not know about the occult you will find easy to learn as, in this and future jumps, you will find yourself skilled at paranormal research and with both luck in finding accurate sources and skill at verifying which sources are true and which are just empty rumor.

Where You're Needed (-200 CP): Take a wagon and ride in a random direction and what's the chance you'll find a village that is being preyed upon by a vampire? For most people who can say, if it's you it's almost certain. This doesn't make vampires appear, but you seem to be almost magnetically drawn to supernatural happenings or - in worlds without them - situations in need of a hero. If you just allow yourself to wander you will find yourself wandering in the right direction to find things that need you to fix them. What's more if there's a certain type of problem you're dedicated to solving you'll find this leading you towards it with even more frequency; wander through the Carpathian mountains trying to root out vampires and you'll find nest after nest and just happen to return when Dracula is revived more often than not. Just don't expect to find many wandering around America (though if there's one in America you'd just happen to go where it is).

Captain Jumper Vampire Hunter (-400 CP): Were you a soldier before you began a life hunting the undead? You've certainly got the reflexes and skills for it. You are a skilled marksman and a more skilled swordsman. Of course you're paying 400 CP so mere skill isn't all we're talking about here. You have a head which remains cool in combat helping you remain aware of your surroundings and a natural talent at using them to gain the upper hand - you could fight a vampire in his own castle and turn the terrain to your advantage. Perhaps more importantly your reflexes are arguably superhuman; you could defeat three men with (19th century) pistols at point blank before they have time to even aim much less fire - and that's with your sword sheathed - or duel a vampire with

lifetimes to have mastered the sword and come out on top, assuming that is you had a weapon that could actually injure him.

For the Sake of the World (-600 CP): Van Helsing is just a man, an old one all things told, and yet when Dracula threatens to spread his curse to Britain or his plague to the world he rises to the occasion. Now you too can rise to the moment when it is needed. You gain a certain amount of luck, increased skill, and yes plot armor when you face a foe which stands above you in power. Face a vampire whose undead powers ought to give them a significant advantage over yourself and you will find your competence increasing, your luck ensuring you stumble on the cross you need when you need it, your foe seeming to be weaker than they should be, and in general things going your way a *little* more than they should. While this helps whenever you're facing a foe that ought to be outside of your weight class its effects are minor in those cases, never enough to completely turn the tide, but the real strength is when you face something that is a threat to so much more than you. The larger the scope of the threat to *the world at large* the greater the boost you gain to your luck and abilities, and the thicker your plot armor seems to be. Even against foes who should merely be your equal (or less) if they are threatening the world or reality as a whole your abilities will sky rocket. When you are all that stands between the world and the curse of vampirism spreading to Britain and every country it has touched, or a genetically engineered super plague you will find that you make the right choices, arrive in the nick of time, find what you need and your chances of success are much greater than they should be. Note however this cares not at all for how large the threat to yourself or your personal loved ones is; only the danger to the world at large.

Lover Perks

Discounted for the Lover with the 100 CP perk being Free instead.

B Movie Beauty (-100 CP): You're beautiful (or handsome), beautiful enough to be the loveliest in your village or town, maybe even in your whole city. While this won't be making you the most beautiful in the world or even a sizeable country you are still a 1 in a 10,000 beauty maybe more and definitely good looking enough to get a job as a model or a B-movie star(let). What's more this beauty seems especially effective in drawing in meaningful romantic interest, and sparking actual love which goes more than skin deep.

'Face the Monster' (-200 CP): It's easy to face the vampire or the gorgon when you've spent years hunting monsters, but often if you wait for some old Professor to come from another country, it'll be too late to save your betrothed and you've got to face the creature yourself. You have what it takes to do just that, or at least attempt it. You are brave, able to overcome and push away fear when the stakes demand it, and to risk your life without hesitation when you find something worth that risk. This does not mean you don't feel fear, just that you don't let it hinder you and can choose to face it. In addition to being highly resistant to fear you are strong of will and able to resist mental influence. This isn't some sweeping and all encompassing immunity, but if it can be resisted with force of will alone you'll be doing so much better than most people, breaking yourself free of a vampire's hypnotic gaze as one might brush away cobwebs.

Damsel in Distress (-400 CP): Sometimes your loved ones are not the ones threatened, sometimes you are the one in danger; or maybe most of the time. When you are in danger your friends and allies find their competence rising to rescue you, and reaching your side in more time than might be altogether reasonable. In addition your foes find themselves more reluctant to kill you, This perk will never help you to personally defeat an enemy, but you will find yourself escaping them, or surviving long enough for your allies to defeat them more often.

Nick of Time (-400 CP): When those you love are threatened you mustn't arrive too late, and now you're substantially better at not. When someone you care about is in danger - or sometimes about to be - you get a gut desire to go to them and if you don't delay you will reach them in time to be of help and potentially save them. This will only lead you there at near the last possible moment so, if you don't want some heavy risk of failure, don't rely too much upon it. If you don't know where they are, say because a monster abducted them to a hidden crypt, this won't tell you unerringly where to find them, but it will increase your luck at finding them, and give you a subtle unconconscious nudge in

the right direction. This ability's effectiveness is in part based upon how deeply you care for the person in danger, and more love them, and only functions at full effectiveness when you have a strong requited romantic love, but still helps you save those who are merely friends, family, and even unrequited love. If that wasn't enough this power also works in reverse allowing those who care for you to arrive when you need rescue.

Save the Girl (-600 CP): Having the will to fight and arriving in time isn't always enough when you're facing monsters and things more powerful than man. You, though, have something more. When acting to save someone who you care about and who is threatened you find your luck and competence increasing based on how much danger they are in. Your enemy will be more likely to hesitate or play with both them and you, you will guess the right direction, will find the right moment, and in general happen into victory just a little more. This won't ever guarantee that you can save them, but it will give you a better than fighting chance against an ancient vampire who has decided to take your fiance (or fiancee) as their own. The effectiveness of this perk scales with the gravity of the danger to the one you care about, and while it functions to some extent for anyone you care about on a personal level the stronger the bond the stronger its effect and it is only at its fullest power with romantic love (followed by parental).

Monster Perks

Discounted for the Monster.

Curse of the Jumper's the Tomb (-200 CP): Revenge is an art, and you are a master artist. You find yourself superbly talented in taking revenge both in finding opportunities to take it and in coming up with ways to twist the knife and make your target hurt. This is most effective when you are doing more than simply killing your target, and more effective as well the more they have hurt you. Damage your pride a little and it will do nothing. Kill you time and time again to stop your plans of world domination and you might find the opportunity to make their great-grandchild your new damned mate for eternity and use them to help your revival (though no guarantee to succeed). If they steal the treasure your purpose in eternity is to protect and desecrate the tomb of your one true love and you will hound them across half the earth and end them. Of course this means if what you lost is easily replaced this will do little to nothing as well, and it does not help you prevent the loss.

Night Creature (-400 CP): You are now superbly talented in creeping and moving stealthily. You find it easy to hide and come up upon others unseen and unnoticed when you desire, your footsteps almost supernaturally hushed, the shadows and undergrowth seeming to position themselves just right to hide you. Not only are you skilled at physical stealth you are quite talented at social stealth as well. You find yourself naturally skilled at deception, whether simply lying or hiding your inhuman and supernatural abilities.

The Horror of Jumper (-600 CP): There is nothing that the monster does better or more than create and spread fear, and you are no exception. You find your power of intimidation massively magnified, and your ability to instill terror in the cowardly seemingly supernatural especially if you incorporate superhuman or supernatural powers. More than merely causing fear you are unnaturally good at using it to deter people from action. You could terrorize a village for years - even generations - killing their children and it would take an abnormally brave man to dare act against you even if they knew it was you without question; and you could easily keep people from even daring to investigate to figure out the cause if you made it seem clearly supernatural in some way. Now of course truly heroic individuals will still act against you, but with this you could at least deter most official scrutiny. What's more given time you can make fear and superstition an ingrained trait of the local area so that the very scenery seems to exude it and those who live there become especially vulnerable to such terror.

Socialite Perks

Discounted for the Socialite with the 100 CP perk being Free instead.

Profession of the Time (-100 CP): Sometimes you've just got to make a living, not everything is fighting mummies and mad science. Select any profession of 19th century Europe and you gain the skills of a full 15 years at the job and sufficient talent for it to make a living of it (in 19th century Europe), and indeed be above average at it.

Party Goer (-200 CP): Flavor Text goes here. You are familiar with the rules of decorum and high society able to avoid any significant faux pas when dealing with the upper echelons of the social circle. You can make light conversation, and otherwise entertain while attending these social obligations. What's more you are skilled at arranging and throwing parties, galas, and balls of your own, and while your social sense does not cover the rules of the lower classes you have the talent to be the life of the party even if you descend to their levels.

The Higher Man (-400 CP): Society's rules create chains which bind the mind of man, and you, you have learned to cast them off. You gain a dimmer switch of sorts for your conscience, super ego, and general feeling of obligation to social right and wrong. More than that the less you are constrained by notions of 'good' and the more you simply act towards your own desires without concern for others the greater you seem to be. While this doesn't improve all of your capabilities, the lower you set the dimmer switch and less you constrain yourself the better you become at planning, plotting, and scheming. Similarly you become more charismatic as well, seemingly developing a growing animal magnetism the more you indulge, attracting friendship, camaraderie, and romantic interest from others who shy away from the moral restrictions humanity saddles itself with, as well as gaining a seemingly increased luck when it comes to avoiding the social repercussions of your actions; even criminal acts become easier to hide or escape from.

Magical Arts (-600 CP): Magic certainly exists within these films and now you know some of it. You have an understanding and knowledge of how to use black and white magic from these worlds. You might know how to create zombie servants, influence minds and actions, summon the angel of death to kill your enemies, or resurrect a vampire or mummy killed years before to work their will upon the world once more, conversely you might well know how to create a protective circle to hold back spiritual monsters, or to reverse a death curse back on its sender. This won't give you anything like throwing fireballs, or combat sorcery, but is more limited to ritual magic. The more powerful the magical effect desired the more complex and specific the ritual required

(typically), and the more additional participants are likely required. Black magic draws from dark or dangerous powers and is more overt and likely to manipulate the world or people's will in a meaningful way. Be careful, though, as it can be turned back against you or interrupted in disastrous ways. White magic tends more towards being a means with which to counter or reverse other magic, with quicker rituals, and draws from a more holy source. While you may know both, typically using black magic makes it harder to use white magic.

Items:

All items allow like/similar items to be imported into them unless otherwise noted (melee weapons into melee weapons, mounts into mounts, pets into pets, buildings into buildings, etc).

All items may be purchased multiple times, though only the first copy is ever Free.

General Items:

Coffin (-50 CP, Free Vampire): A vampire must rest in their coffin, and it wouldn't do for you not to have your own. So here it is your very own coffin. It always counts metaphysically as your coffin. If it's lost or destroyed it will be replaced within a week. It shifts size and shape to fit you whatever form you are in.

Bloody Bathtub (-150 CP): This ornate bathtub built into your warehouse or any property you own of your choice has a miraculous quality. Anyone who bathes in the blood of a (full grown) virgin in the bloom of youth killed to fill the tub will find that much like Countess Elizabeth they are temporarily reverted to their own youth, age pulled back from them and leaving them free of its effects… for a time. This effect is only temporary lasting between one and two days each time and at the end of that time age will reinstate its full grip upon the bather.

Popular Pub (-200 CP): You have right here a pub, tavern, or inn to call your own. In addition to 4 bedrooms which can theoretically fit 2 a piece or 3 if you really squeeze, it comes with an NPC staff who can run the tavern and keep it supplied. It's a fairly popular joint and while it won't make you all that much above the cost of the staff and supplies even if you do nothing it'll give you a little bit of income. More importantly however the pub always seems popular wherever it is in the world and attracts those who are suffering from troubles in the local region and encourages them to open up about their problems to the barkeep if no one else.

Sorcerous Supplies (-200 CP): This is a collection of the basic tools of any form of ritual magic you may know or possess. Unfinished voodoo dolls, ritual salts, the stuff to make various glyphs and sigils, whatever it is as long as it is not exceptionally rare, unique, or valuable. The supplies will regenerate slowly over time as they are used so unless you're wasteful you should never run out.

Drop-In Items

All discounted for Drop-Ins

Map of Secret Passages (-200 CP): You have found a most spectacular map. Whenever you spend the night in a building you will find that the following morning the map now shows the layout of the building in its entirety including any secret passages or chambers that exist within it or that have been added to it. This could be useful.

Expeditionary Supply Caches (-400 CP): Isn't Jumpchan nice she knew you might go exploring so she seeded the world - and all future worlds - with hidden supply caches. No one else will ever find them before you do, and if you go looking for one you're never more than a few hours from one and will have a strong sense of where to find one; though you might have already used the nearest one if you've used one close by. These supply caches don't include money, but emergency survival gear suited to the world, local climate, and some supplies for hunting or excavation meaning that some will include ammunition, traps, and possibly even explosives. There's only enough gear in any of these supply caches for a day or so and only enough for you and up to 4 companions, but you'll never have to go completely without. These caches also work as semi-concealed shelter, enough to let you survive the environment while inside of them unless things get uncommonly bad even for the local climate.

Martian Spacecraft (-600 CP): Strange what is this doing in a world like this one? This fits sci-fi horror far better than Gothic Horror, but then again you don't quite belong yourself. Wherever it came from this alien spacecraft can hold 7 humans and a crew of several small telepathic bug-beings from Mars, or about 2 more humans. Its 'hull' is significantly harder than diamond and impenetrable to any 20th century drill. More the ship can absorb kinetic energy and use it to power itself, including using electrical and thermal energy. When powered it is capable of temporarily awakening latent psychic powers in those nearby, the more power it has the greater range it possesses, alternatively it can use this power to magnify the psychic power of its crew to pilot the ship at speeds to make an interplanetary trip possible. In this jump the latent psychic powers manifest as genetic code implanted by the ancient martians which at low power causes symptoms much like poltergeist phenomenon and ghostly sightings of deformed dwarfs. At high power it projects a visible energy cloud in the form of a giant martian head and causes possession via racial memories from the Martians leading to attempted genocide of any creature not also possessing and possessed by these Martian genes (any animal and some people too) as well as telekinetic powers and hints of a psychic hivemind. In future jumps it will temporarily release latent psychic powers of a nature fitting that setting. Even if

you lack any (latent) psychic powers you may work to pilot the ship alone instead of with a crew of seven seemingly through telekinetic propulsion, and as a bonus during this jump you will not be affected by the ship's induction of psychic phenomenon unless you want to be possessed by ancient racial memories that control you and force you to kill. The ship is implied to be semi-alive and semi-intelligent able to handle most of the mental load of piloting maneuvers on its own.

Count Items

All discounted for the Count, the 50 CP option being Free.

Valuables (-50 CP): A collection of old paintings, jewelry, silverware, and the like which if sold will provide you with a tidy sum; enough to live a decade on if you live alone and very frugally. If sold or destroyed you get a new set of them at the start of each jump. You may purchase this item multiple times, only the first purchase free for a Count though additional are discounted for them, and each time you do so you double the amount (so 2 purchases provide for 2 people living frugally, 3 for 4 people, 4 for 8 people, etc).

Carriage (-200 CP): This black carriage is drawn by a team of well-bred horses. These horses are extraordinarily brave - at least as far as horses go - and never seem to spook or startle unless someone at the reins intentionally attempts to whip them into a frenzy. They can also pull the carriage faster than a single team of horses ought to be able to, seemingly having the endurance one would normally associate with changing horses every few hours. The carriage and horses are also resistant to incidental damage and wear and tear, and unless intentionally attacked or caught up in a battle will never suffer noticeable harm. If the carriage is damaged or destroyed or one of the horses wounded or killed they will be restored good as 48 hours later. Finally the carriage does not need a driver, although they will accept one, and by willing it you can call the carriage to you from any location starting the team pulling it to you (and any passenger) or send them to any other location of your choice. Unless you direct a specific route the carriage will take the most direct route possible while following actual roads and paths.

Castle (-400 CP): Your very own large and forboding castle. With stone walls and built to withstand a siege or anything a peasant mob can throw at it as long as it is somewhat manned. It may also - at your discretion - be rife with secret passages and chambers and even some rooms designed to be wholly inaccessible except by scaling the outer wall and climbing in through a window - one must wonder why it might have such chambers. Perhaps best of all it is your castle and recognized as such; any others who dwell in it will have a sense they do so at your pleasure, and should people have a strong feeling of respect or fear for you it will be reflected in how they treat the castle - if they fear you they will fear it even if it has long been abandoned. The castle is by default furnished only sparsely and spartanly with the absolute minimum if even that. Each purchase of Valuables improves this somewhat, and should you have purchased Wealthy Family you can expect it to be furnished as befits a prosperous lord’s seat.

Genetically Engineered Black Death (-600 CP): A biological wmd created through combining satanic sorcery and 20th century genetic engineering, you possess a sample of a supercharged version of the black death. If this sample were released into the world it could - in a world with modern medical capabilities and connectivity - cause a pandemic which could wipe out over 90% of the population of the Earth within a matter of years. In a world with reduced connectivity it will of course take longer to spread and isolated communities are more likely to escape it, and sufficiently superior medical science might be able to cure the plague, but even then it is a hyper-deadly and hyper-virulent disease. While it is the bubonic plague - at its base - here in future jumps you may choose to have it be a hypercharged version of a disease that affects any one (or more) sapient species in that setting (of your choice). You only get one sample, but if used or destroyed you will get a new one at the start of the next jump.

Doctor Items

All discounted for the Doctor, the 50 CP option being Free.

Surgical Tools (-50 CP): Basic 19th century tools for surgery of whatever sort is required at the moment. Nothing too fancy so if a surgery is sufficiently specialized - or can't be performed with 19th century tools - they don't cover it. However if they are ever lost or destroyed you will find new ones available to you, and any disposable items self-restock daily.

Corpse Supply (-200 CP): You seem to have found some quite capable graverobbers because corpses, or pieces of corpses, keep showing up at 3 AM each night in a bin added to your warehouse. The corpses are always reasonably fresh, with the occasional perfectly fresh - you could have murdered them yourself - corpse appearing. The corpses are rarely 100% intact with most being more pieces - an arm here a leg there - of corpses than actual corpses, but at least once a week you'll get a mostly intact specimen, and at least once a year you'll get a perfect specimen where some freak accident killed an otherwise healthy person in the prime of their life and yet did the minimum amount of damage. Perfect for reanimation schemes.

Laboratory (-400 CP): You possess a laboratory. While not offering much in the way of housing, this structure possesses a variety of instruments and tools of scientific nature - whatever you yourself have added and the cutting edge technology of either the 19th century or the (your race for the jump) civilization of the current jump whichever is more advanced - a generator to provide electrical energy - although for particularly demanding experiments you may have to use a lightning rod to obtain more power - and various cages for experimental subjects. This lab can be added to another property you possess or exist independently; if part of another property it is a secret basement or otherwise semi-hidden wing to the structure by default.

Dr. Frankenstein's Research (-600 CP): Oh you didn't want to be Frankenstein's equal intellectually, you simply wanted to have his scientific knowledge? Well this is for you. This is a collection of notes, treatises, and research that amounts to the sum total of all of Frankenstein's scientific knowledge and accomplishments in detail and now it is yours to do with as you please. Instructions on how to transplant brains, to reanimate dead tissue, and capture the soul as it leaves a dead body and implant it into another body to list a few highlights. What you do with these notes is your choice.

Hunter Items

All discounted for the Hunter, the 50 CP option being Free.

Vampire Kit (-50 CP): A well made black leather bag, inside of which is a hammer, a half-dozen wooden stakes, a large hand-held crucifix (sanctified), a cross necklace (also sanctified), a vial of holy water (it too), and fresh garlic. Anything from the kit which is used up, lost, or destroyed is replaced within 48 hours.

Wagon (-200 CP): This large wagon with a team of horses almost seems bigger on the inside than the outside. It is large enough to serve as a bedroom and mobile home for two with plenty of space, and even 4 without too much discomfort (or too much privacy) and possibly more if they were willing to go without too much elbow room. It is also surprisingly jostle free, the smoothest ride one might imagine while inside of the 'wagon', no matter how difficult the trail or fast the horses go nothing inside will ever shake, fall, tip over, or bounce short of the wagon itself being attacked and turned over. If the horses are injured or killed or the wagon is damaged or destroyed they will be fully healed and recovered within 48 hours.

Respected Name (-400 CP): **Professor** Van Helsing, even those who don't believe that Dracula was anything more than a psychopath respect him for his anthropological knowledge and his skills. Now you too can have respect. First off you have a full supply of diplomas, certificates, and the like for any skills you possess which have such things, updating each jump to fit both your skills and the legal requirements of the jump. In addition, each jump (including this one) in which you are not a drop-in you may select any field in which you are skilled to be considered a name of great expertise and respect in. Your colleagues in the chosen fields will see you as a man of great renown and listen to you in that field, and if the field is an intellectual one quite possibly beyond it, far more often than they would someone else. Even those outside of the field will respect your skill in it almost instinctively and possibly even know of you as a famed scholar/doctor/soldier etc. Note that while this grants you respect from your peers and fame in your field at the start of each jump, if you prove not to be up to that respected position you may lose both and it offers no protection against that.

Silver Cross Sword (-600 CP): You possess a weapon - maybe a sword maybe not - whose striking surface has been made out of silver from a cross blessed by a bishop or higher church authority and melted down to be reforged as your weapon. Surprisingly for being made of silver this weapon works just as well as one made from high quality steel, in fact it seems particularly resistant to being damaged, and what's more the holy power

of the cross carried over to the weapon and seems even to be magnified. Against undead, demons, and unholy creatures this sword is a magnificent weapon able to wound and harm any undead of this world (or werewolves) as if they were human. A blow from this weapon can kill a vampire as readily as it might a mortal man, or even a mummy. It maintains this effectiveness against undead and unholy forces of other worlds, always working upon them as if it were their natural bane and weakness. If you'd prefer you could instead have a set of 12 bullets with the same properties, if used or lost they restock 1 a day and somehow can be used in any gun capable of firing bullets. You may import a weapon to gain this holy property and it will be able to harm things (even that aren't undead or unholy) as if it were silver even if you do not choose to have it become silver.

Lover Items

All discounted for the Lover, the 50 CP option being Free.

Gothic Wardrobe (-50 CP): Clothing had to come in somewhere. You gain a full wardrobe of clothing fit for the world of Hammer's gothic horror, all of it is well made and ranges from bright and colorful to dark and somber. If any of the clothes from it are damaged or destroyed you will find them replaced in the wardrobe within a week.

Victorian Home (-200 CP): Your very own house, or your parents' or guardians' if you prefer. It's all yours, its utilities will update to fit the setting automatically at the start of each jump, you will never have to pay taxes on it or utilities unless you do something truly outlandish. It's a two story house with plenty of room for an entire family to live in comfort, and it's fully, comfortably furnished. If you also have a **Wealthy Family** you may choose to have it be a full fledged mansion instead expanding its size and extravagance immensely.

Village (-600 CP): Your very own village! If you're willing to run it you can be the mayor, burgermeister, squire, or other form of village head. If you instead choose to stand apart from the village - and perhaps use its inhabitants as livestock - you may be a feared monster or horror to the village and the natives will never dare rise up against you. If you'd rather simply live in it, then you will find yourself a well-liked and naturally respected figure within the village.

Whatever the case the natives of the village find themselves somehow connected to you even if they do not consciously realize it. With no act other than your desire you may guide them in directions you find appealing, their traditions and habits readily adapting to your unspoken will; not instantaneously but at speeds far greater than would be normal even with social pressure.

The village is not very large, in fact it initially begins as a particularly small and rural one, and even if you work to expand it, only a small core will follow you from jump to jump, although you may increase the size of this population with effort over time (by exceeding it time and time again).

Monster Items

All discounted for the Monster.

Sarcophagus (-200 CP): This ornate sarcophagus, coffin, or for the less undead bed serves as a perfect resting spot for you. Not only will you always find it comfortable, even if it's stone and should not be, and properly sized for you whatever form you are in, but resting on it seems to revitalize you. You need less sleep when sleeping on it, you heal faster when resting on it, and any power or energy reserves you possess which recharge with time or rest recover faster when you rest on it. If you're a vampire this also counts as your coffin (though you still get the other free one).

Blood Tasting Goblet (-400 CP): You have in your possession a mystical ornate goblet. While it can be used as a simple cup it's real value is that once per jump - or ten years whichever comes first - you may mix the ashes or other remains from a dead creature with blood (yours or another's) to create a potion which when a person drinks it kills the imbiber to revive the creature whose remains were used to create the tonic. While this is certain to kill a normal human, it is not guaranteed to work on beings who exceed them in power or ability. If you die without this goblet having been used it does not immediately end your jump and rumors telling of how power can be gained by mixing your remains with blood and drinking it. If you are revived due to these rumors before the end of the jump things may continue as if you had not died.

Foreboding Mountain (-600 CP): This mountain, which follows you importing into an appropriate location each jump, is yours. Others recognize this on a subconscious level, and while the greedy, or driven might ignore this or even enter it to seek you out and hunt you, anyone upon it without your permission will know in their bones they don't really belong there and be able to feel that the mountain wants them gone. This mountain is also particularly dangerous to those who you do not welcome to it, wild animals native to it being more likely to harass them, ill weather befall them, or even avalanches and rock slides. The reverse is true for you. The environment seems to work to try and protect or aid you, and you find any abilities of stealth you may possess significantly heightened while on this mountain to provide you with a significant home field advantage.

Socialite Items

All discounted for the Socialite, the 50 CP option being Free.

Decanter of Spirits (-50 CP): This glass or crystal decanter is made to contain the very finest and highest quality spirits, alcoholic ones that is. It always have enough alcohol - of the type of your choice - for at least one good swig when you desire it, refilling itself as needed. When someone takes a drink from it they find that it calms and settles the nerves and steels them for confrontation, temporarily providing the drinker with a minor but noticeable boost to their courage and resolve. If the decanter is broken it will repair itself within 24 hours. May take the form of a small metal flask instead at your discretion.

Gentlemen's Cloak (-200 CP): You possess a particularly fine made outfit of your choice (it doesn't have to be a cloak). It is well made, tailored to you particularly, self-cleaning, and self-repairing of damage, but most importantly when you wear it the outfit seems to mark you as a person of class and taste causing those who see you in it to naturally assume that you are a gentleman or lady both in social class and action. This is not an iron-clad effect - if you're covered in blood and holding a knife you might be a gentleman but you're still a murderer, and they can be disillusioned of the belief - but merely an impression upon the mind.

Dr. Jekyll's Formulae (-400 CP): You possess a replenishing stock of two special drugs made by two different Doctor Jekyll's. Or well not quite, since you're paying a premium these formulae have been improved somewhat from Dr. Jekyll's own. The first releases a person of their inhibitions, freeing them mentally to act on their own personal desires with little care or heed of others; the small minded might say that it strips them of their good leaving only their evil. In addition the formula changes their appearance somewhat. The second drug instead changes a person's sex transforming male to female and - since you're paying a premium here - female to male. You may choose whether it also changes their mental gender and sexuality. It also prolongs the life of those who take it on a regular basis. Both drugs last for up to 8 hours at a full dose, and you get 7 doses of each with one dose of each drug restoring itself each day.

Wealthy Family (-600 CP): This upgrades your social standing in this jump, and in any future jump where you do not drop-in and so desire, significantly. Your family is wealthy and in a position of some power or authority, possibly the local squire, burgermeister, or maybe your uncle/adoptive father is a high ranking member of the church. Either way your close relatives have significant influence on the local scale only a little shy of nobility or may choose to instead be from a family with more limited but further reaching

influence - a famed scholar etc. Not only does this give you family connections and influence but your family is in a word wealthy, as long as you don't simply waste money you could live a very comfortable life for at least a decade purely off of the money that they provide you without having to lift a finger yourself. This wealth like the family connections will follow you into any jump you don't drop-in in and desire it; and even if you do drop-in you may choose to start with a sizable amount of cash (enough to live a middle class lifestyle for the decade) in the local currency.

Followers & Pets:

Unless imported into a jump as a companion, followers do not count against your companion limit.

Shadowy Cat (-50 CP, 1 Free Drop-In): This perfectly normal house cat is extremely loyal to you. Beyond merely being able to be relied upon to come back to you if it should stray, the cat will do what it can to aid you or avenge wrongs performed against you. It is an exceptionally intelligent cat - although perfectly normal and not in the least supernatural - seemingly smarter than your average person, and is skilled at stealth, hunting, planning and taking revenge, and both causing and using fear to gain what it desires. Given the right circumstances it might be able to drive a man to a heart attack or lure one familiar with the dangers of a bog into drowning within it.

Alternatively, if you're more of a dog person, you may choose to instead have a large and intimidating black hound. While equally loyal as the cat, and intelligent enough to obey orders like a well trained dog, it is not as notedly intelligent, but it makes up for this with its almost supernaturally intimidating presence at night whether in its wailing, banshee like howls, or the way it almost seems to glow in the dark before barreling down towards its intended target.

Circus of the Chain 1000 Ways to Entertain (-50 CP/-200 CP): Your very own circus which follows you through your chain. For 50 CP this traveling circus (whose performers may include a few vampires among their number) will simply appear from time to time at your location in this and any future jumps you visit, offering you the chance to watch their performance (free for you and your companions) and being especially likely to arrive when you need some form of entertainment to distract you or cheer you up even in places that should logically be difficult for a circus to reach. For 200 CP the performers of the circus are instead truly your loyal followers, skilled in circumventing roadblocks and other impediments, as well as staying ahead of the occasional murder, and will loyally serve your purposes whatever they may be. They will also give you a cut of whatever profits they make. The performers may or may not include a vampire or two among their numbers.

Zombie Workforce (-200 CP, Discount Magical Arts): You possess 10 zombies. These zombies are twice as strong as they were in life, and were strong men (or women) in life. Being dead they are immune to pain and have above human durability, although they must remain mostly intact to function, and they do not rot or decay beyond their grey skin. They are near unthinking creatures, requiring the beating of voodoo drums (you get

a set free with the zombies) to command them towards action and even then are only capable of relatively simple tasks. These zombies are animated by voodoo magic and cannot infect others to turn them into zombies.

Cult (-300 CP, Discounted Socialite): Your very own band of loyal devotees. Whether they believe you to be the right hand of the Devil himself, a key to gaining more power, or simply a good leader for witch orgies, this group of 5 to 30 people are surprisingly loyal and devoted to you and whatever cause you serve. The fewer people in the cult the more competent, influential, and loyal they will be before you begin work to improve them; with 5 people they will be highly competent individuals in whatever fields they follow - not truly outstanding but with a fair chance of including highly skilled and respected individuals, doctors, lawyers, magistrates - with 30 people they will be little more than common thugs and unskilled muscle. At the start of each jump they respawn to their original number and insert into backgrounds for the new jump fitting the same general level that they were by default. If you choose to import your cult as a companion you may either import a single individual, or import the entire cult as a single group companion with purchases spread throughout them; once you import a member of the cult as a single individual they can no longer be imported as part of the cult as a group and take up their own companion slot.

Familiar (-300 CP, Discounted Monster): This animal - of a type of your choosing - serves you as a loyal familiar. You can sense its location and command it through an infinite range telepathic link, and what's more you can use it as a conduit for any magical powers you possess, channeling them through it as if you were wherever it is. It is noticeably tougher and stronger than an animal of its kind should be, and can assume the form of either a statue representation of itself or a skull of its species when you will it to do so. You may purchase additional familiars for 100 CP a piece (50 CP if a Monster).

Hopping Corpses (-300 CP, Discount Drop-In): The 7 Golden Vampires are served by many lesser undead creatures and now you too, like them, have your own small army of the undead. These highly decayed corpses move with a hopping loping gait faster than a man walks - but slower than one runs - and possess slightly greater strength and durability than an average person. While no less agile than an average human these creatures are fairly stupid and know only the basics of how to fight, being on average barely better fighters than an average and equally armed peasant. They are destroyed by sunlight, and even outside of it have only a limited time of activity during the daylight hours before they need to rest once more in their graves. You gain 100 such creatures, and may purchase this again to gain 100 more.

Love Interest (-300 CP, Discounted Lover): You have here your one true love. Or well… your one true love for the current ~~film~~ jump. This is a lovely leading lady (or man) to serve as your lover. They will always be in the top percent of a percent appearance wise, and your type, with a personality which is compatible with your own. And each jump you'll find yourself with a new love, easily found - even already woven into your backstory in the jump - if you desire. By default this is an original character with no notable powers beyond what could be expected of an ordinary, if intelligent and physically fit, person of the setting in question. If you desire them to be a canon character this may be used to arrange things to create a history or opportunity there, but you must pay to recruit them as a companion normally in the Jump doc in question. OCs created with this purchase do not count as companions unless you import them as such, but you may take them with you as followers if you desire.

Loyal Creature (-300 CP, Discounted Doctor): A creature made from stitched together corpses and then re-animated. Whether you did so yourself or someone else did so it sees you as its creator and is surprisingly loyal to you for that reason. Even should you try to kill it, the creature will remain dedicated to you and your well-being, and this unwavering allegiance makes it highly resistant to any form of mental manipulation to force it to work against you. It has the Frankenstein's Creation race from this jump, and benefits from anything which applies to all creatures you create (even if you obtain those powers later), is extremely receptive to any forms of modification you perform upon it, and furthermore is itself a genius by human standards. At the start of each jump if you have the means to create a creature with easily obtainable (to you) resources, then you may cause it to enter that jump as a creature of that type, with the Frankenstein's Creation racial abilities applied on top of that form, genius intellect and resistance to mental manipulation, and it will always be somewhat above the norm for such a creation that you create.

Trusty Assistant (-300 CP, Discounted Hunter): You have for yourself an always reliable number two in this world. Whatever background and build from this world you possess your assistant is a capable sidekick and ally to it, not possessing powers to equal or even rival it, but still being competent by the standards of the setting and able to provide you with meaningful aid by the setting's standards. Likewise in future jumps they will be a capable sidekick and ally to your background and build from that jump if you do not otherwise import them into the jump. The Trusty Assistant does not retain any special abilities or skills they gain this way - besides those from this jump - after the jump they gained them in, but can be taught or trained in new skills and abilities normally. If imported into a jump with the jump's import option the trusty assistant does not

auto-match your background and build, but instead simply is imported normally as per that jump, the next jump where they are not imported they will automatically scale once again for that jump.

Companions:

Companion Import (50+ CP): For 50 CP you can import 1 companion with 300 CP; they gain a background as normal. For 100 CP you can import 3 companions with 300 CP. For 200 CP you can import up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire more CP for one or more of your companions you may pay the price to import them a 2nd time to give them an additional 300 CP for 600 CP total. If you want this on multiple it uses the same price scheme as importing multiple. So to give 1 companion 600 CP would be 100 CP if you only imported one, or +50 if you imported 3 or more; if you wanted to give 3 companions 600 CP it'd be 200 CP total or +100 CP if you were importing more than 3; 8 or less companions at 600 CP would be 400 CP with each companion beyond 8 being 50 CP if they had 300 CP or 100 if they had 600 CP.

If you still desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio.

Canon Companion (50 CP each): For every 50 CP you pay you may recruit 1 character from any of the Hammer Horror films.

Christopher Lee or Peter Cushing (50 CP each): Two names dominate the films of Hammer Horror, Christopher Lee and Peter Cushing. One appeared as Count Dracula, Frankenstein's Creature, the Mummy Karis, the Mad Monk Rasputin, and other roles. The other played Van Helsing, Frankenstein himself, Sherlock Holmes, and many other roles. If you want you can recruit one or both, at whatever age you would like, transported into the world of the films of their creation.

Composite Christopher Lee or Peter Cushing (200 CP each): So you want something a little more special, eh? Fine. By paying 200 CP you can recruit Christopher Lee or Peter Cushing where they now are able to assume the forms of any character they played in a Hammer studios film as an alt-form and may even mix these alt-forms as they see fit. This includes all powers the character in the film possessed.

COMPOSITE Christopher Lee or Peter Cushing (400 CP each): Oh fine. This option really doesn't make any sense, but if you want it you can have it. This functions as the above option but it is no longer limited to Hammer films, and is instead any character they ever played or voice acted in a film. They only have the powers possessed by the character in the films they played them as, not in other media which features the character

(so Christopher Lee is movie Saruman not book, and Peter Cushing is the movie Doctor who was not a time lord merely a man who invented a time machine which was bigger on the inside).

Drawbacks:

800 CP Drawback Limit but you must take either Monster Magnet or Jumper Hunters for +0 CP or else you get half-cp from drawbacks and your drawback limit is reduced to 400 CP. You may take both Monster Magnet and Jumper Hunters for +200 CP and to remove the Drawback Limit; if you do so the monsters and hunters will be willing to ally with each other to bring you down.

Monster Magnet (Special): You just seem to attract the attention of monstrous beings and supernatural horrors. The frequency of these encounters scales with amount of CP you have gained from drawbacks; at +0 CP you might only encounter a single such event during your stay here, at +100 CP 3 or maybe 4 roughly 1 every 3 years, at 600 CP perhaps one a month, and at 800 or more CP you can expect to on occasion be dealing with multiple unrelated horrors simultaneously.

Jumper Hunters (Special): Or perhaps you are seen as the supernatural horror and are hunted by those who would protect mankind. These hunters cannot be subverted to your side and will always consider you the primary threat that needs to be dealt with. These hunters will always possess a mixture of skills and plot armor to make them able to threaten even the most powerful monsters this world might offer them, and at least inconvenience you. Like with Monster Magnet the frequency of these encounters scales with the amount of CP you have gained from drawbacks.

Singular World (+0): By default the jump assumes that you exist in some sort of composite world nebulously in the latter half of the 19th century or the first years of the 20th where as many of the films as possible are true. If you want, you can instead choose a single film or continuity (such as the Dracula or Frankenstein films) to arrive in. Unless caused by drawbacks or your own purchases you will not encounter things from other films in this case and even Monster Magnet will draw things appropriate to your setting. This sets the time of the jump to start 6 months before the relevant film and your starting location to that of the film.

Dracula 1972 A.D. (+0): By default the jump takes place at some nebulous period in the latter half of the 19th century to the first years of the 20th - as the majority of Hammer Horror's classic films took place in this period - but you may freely choose to live in another time up to as early as the end of te 18th or as late as 1972 A.D. - contemporary with the waning of Hammer Horror and putting its last films as being made about halfway through your jump.

Atheist (+100 CP): A cross in your hand is just two sticks tied together, holy water the same as that from any stream; you are now an atheist with no faith in any higher being or force. Any power or ability which draws the least of its effectiveness from faith or belief is outside of your reach failing utterly in your hands. You cannot use crosses or other blessed objects to repel vampires or other unholy things, and your mere presence in a church is enough to render it non-sanctified to them and other creatures (other than yourself and your allies).

Face of a Monster (+100 CP): You are hideous and revolting to look at. Perhaps you have the deformed face of Frankenstein's first creation or the Phantom of the Opera, or maybe you have a mummy's twisted and dessicated visage. Whatever it is you will find that those who see your face - or even a fair amount of your body as it will stretch further in places - are disgusted and repulsed by you. You can hide it with heavy clothes and a mask, but shapeshifting and even magical illusions and glamours will fail to conceal it.

Gone Camp-ing (+100 CP): Bright colors? Chees-y scripts? Campy performances? What is there to fear in this place? You find every campy element of this world grating on you and irritating you while you are here. Worse perhaps you find it numbs you to the positive effects of fear. While you may still find yourself panicking or paralyzed in terror, you will react to anything less with mild disinterest, ignore warning signs, and generally underestimate the danger of any and everything you encounter here.

Imaginings of Diseased Minds (+100 CP): You are now a skeptic my dear friend. Anything outside of the range of traditionally accepted science is impossible in your eyes - at least by in-jump means - and you will never accept the existence of a monster or supernatural happening until you have been confronted with absolutely incontrovertible

proof of it, even then you will only accept that specific type and happening of the supernatural, returning to your arbitrary skepticism if it differs in any significant way.

Sequels (+100 CP): Select one of vampires, mad scientists, or mummies. You will be targeted by whatever you selected at least as often as Monster Magnet would (if you took it) cause you to be targeted by monsters; this is in addition to however many encounters you can expect from Monster Magnet itself. And if you're selecting vampires be warned you will encounter a great variety of them with weaknesses and strengths which differ from each other greatly so do be careful.

Too Old For This (+100 CP): You're old. Too old for all this action and fighting. Regardless of any immortality you possess or your background you are now at least 70 years old and have the body to match. Your strength is fading, your endurance reduced, your agility not what it used to be. Even if you're a monster or an undead monster your body is in the same state, your body infirm with 'age' which has carried over to your monstrous form.

The Other 2% (+100 CP): 98% of Satanists are just freaks who get their jollies freezing naked in graveyards and use the Devil as an excuse to have sex. Unfortunately for you you will be encountering the other 2% and other cults. You will run into satanic cults, witch covens, or other black magicians during this jump at least as often as you would run into monsters in general due to Monster Magnet if you had taken it (if you took it these are in addition to the general encounters).

The Pursuit of Knowledge (+100/200 CP): Scientific knowledge and understanding is the one road for Mankind, the path down which its destiny lies - or so you believe - and anything is worth seeing mankind reach that destiny. When it comes to pursuing scientific knowledge you will go to great lengths, take grave personal risks, and ignore society's and your own personal morals as long as it seems the only expedient way by which to reach this knowledge and see yourself as completely justified in the act. For 100 CP you will still show some restraint, becoming reckless and immoral in this pursuit but not wholly without compunctions. For 200 CP this restraint is significantly gone and you will be willing to murder without hesitation in the name of scientific progress, and see every

resource and relationship you possess as just a tool to make way for more understanding; even Dr Frankenstein or Jekyll would consider you a little extreme.

Beggar (+200 CP): You are the poorest of the poor. Anything you would own or possess from past jumps is cut off from you, as is your warehouse. Any clothing you would possess from this jump is reduced to mere rags, and you lose any wealth or valuables you would possess until the end of the jump as well as any land or properties. To make things worse you have poor luck with money, finding that should you manage somehow to acquire it that it will slip from your fingers one way or another; acquire a house and it will almost certainly burn down within the month. And do not think one can simply turn to the charity of the wealthy for they will find something about you stirring their darkest impulses, and the upper classes will see you as less than a dog not hesitating to mistreat or torment you. Your life will not be easy here. This drawback applies to your companions as well; just in case you thought you could live easily on their charity.

Completely Free (+200 CP): Social restrictions are just that restrictions, and you have no need for them; no need for any moral restrictions or any other restraints, besides your own desires. You completely lack a moral compass, any regard for social norms, and an intense resentment for anyone who attempts to impress restrictions upon your actions. While you will not completely ignore the threat of punishment you will do what you want, and get rid of anything or anyone that tries to get in your way.

Lunacy (+200 CP): When the moon is full the soul of the beast is made stronger. This is especially true in you. For 3 days around that of the full moon you find yourself compelled to violence and murder whenever the sun has set, pushed by inexorable forces within yourself to kill. While you will not necessarily target your friends and loved ones, neither will you target those who deserve death or your enemies, instead finding yourself stalking strangers and innocent bystanders more often than not; though if someone attempts to stop you from your hunt expect to slaughter them without remorse or hesitation no matter how much you normally would care for them. If you seek to contain yourself or lock yourself away you will find that the darker side of you is strangely gifted - both in luck and skill - at escaping any such bindings. If you took a race other than human you will find yourself locked in that form during these periods, unable to even appear human for the nights around that of the full moon. And if you are such that the

blood of innocents on your hands does not deter you, note that when you are compelled so to kill you will do so without regard for any long term plans or disadvantages, and little to no attempt to cover your tracks to prevent the authorities from hunting you down for it.

Newly Wed (+200 CP; requires Monster Magnet): You have someone who loves you and who you love. They may be an existing companion/follower, a new OC companion (in which case they have B Movie Beauty and Profession of the Time but nothing else), or even a canon companion for free as long as they are a normal human with no special powers, but whatever they are they are reduced to being no better than an average human in any regard save appearance which if inhumanly great is reduced to merely top class for a normal human. To make matters worse they seem to be a favorite target for any monsters or nasty creatures this world has to offer, drawing those horrors which assail you due to Monster Magnet and which seem to have an uncanny sense for where they have been hidden and greatly enhanced ability to reach them. Now this would not be so bad on its own, but if they die - or are turned into a monster - you fail the jump as surely as if you yourself had died. You must protect them no matter the cost, but hey, at least they love you dearly.

Taste the Blood of Dracula (+200 CP): Decency? Decorum? Self-preservation? Ha! Who needs these things? You are a devoted hedonist always seeking newer and more forbidden pleasures and delights with little to no care for the danger that you might be putting yourself in. Expect to spend your nights drinking heavily, gambling, and whoring at least at first. Going to legal and then not so legal fights. Seeking out exotic drugs and opiates. And as time goes by these pleasures will pale more and more and you will find yourself indulging in stranger things. You might even engage in a bizarre satanic ritual requiring you to drink the blood of the Devil's right hand man just for the sense of a thrill it gives you.

The Future of Horror (+200 CP): Films showing more graphic horror, gore, and violence than Britain's censors would allow were the final nail in Hammer's coffin in the 70s, the rise of the Slasher coming with the downfall of Hammer. Normally you would not see any of this as it is not Hammer Horror, but by taking this drawback you will find elements of it and/or modern supernatural horror bleed into this world. You will

encounter slasher-style villains, stronger and more resilient than any monsters normally in this world except perhaps mummies, with fewer weaknesses and a much greater willingness to kill without seeming reason, dream haunting demons, possessing entities, and poltergeist like demons. Any of these things become fair game and you will encounter them at least as many times as you would (or will) traditional monsters via Monster Magnet for your total amount of drawbacks.

A Mere Man (+300 CP): How many worlds have you seen? How many great powers have you gained? Now they are all gone. Any perk, power, or ability you have gained in your travels which would put you above the limits of human ability in that regard is gone and you are reduced to merely a man with whatever you have gained here. Even items you have obtained which are beyond what can be made with mundange 19th century science are lost to you and cannot be accessed in or outside of your warehouse. You are not truly stripped completely bare. While anything in the least supernatural is lost, if it is something which a normal human could reach or skills within the realms of a normal human you may keep it however if it would put you above more than 99% of the population it is reduced to merely place you within the top 1% of humanity in that field, and any skill which did not exist within the period of the jump is stripped from you and your knowledge of technology and science is limited to that of the period of the jump. You may also keep whatever you have gained here of course and potentially regain these skills in jump. This drawback also applies to any companions or followers you possess, affecting them similarly.

Satanic Rites Completed (+300 CP): So in the 1970s in this world Dracula - revived from the dead once again - attempted to use a biologically engineered version of the Black Death enhanced by certain black magic rituals to kill off all or nearly all of mankind. It might not be the 1970s yet, but someone has still completed this plan. 99% of the human population has been killed by a horrible plague. To make things worse monsters are still just - if not more - common as they originally would have been, but now you will be in a world without heroes or defenders other than yourself, and few people. Even animals were affected making hunting difficult, and edible plants are less common as well. Not to mention the dangers of disease, both possibly the original plague, and other diseases which seem to now be more common in both the air and water. If you are a monster you will find the surviving humans have become more xenophobic

and likely to lynch strangers, and to have gathered around monster hunting heroes like Van Helsing and Captain Kronos in order to survive.

Vampire Weaknesses (+300 CP): The vampires of this world might have some superhuman traits but one could argue that their myriad weaknesses more than make up for their advantages over mankind. Now you too possess these weaknesses. You cannot cross running water under your own power. You cannot enter a room warded by a heavy odor of garlic. You cannot enter consecrated ground at all or touch sacred objects and a cross held by one who possesses even the least bit of faith - or merely a life of lip service - can repel you and force you away as if in pain; the same goes for other religious icons. A stake through the heart will kill you regardless of any regeneration or protections you may possess, and your chest will accept wooden objects into it as easily as if you were made of paper. Sunlight will destroy you and reduce you to ashes within moments of exposure. You must rest regularly in your coffin and also feed on human blood regularly or your powers will wane leaving you weaker than even a child barely able to move on your own with your mind gnawed by hunger and need to disrupt any clear and cogent thoughts. You do however gain fangs, but unlike a vampire you may not hide them, and your eyes are a sharp and striking red like that of blood. You do however get a free Coffin (item) for your troubles just like a real vampire. If you bought Vampire as your race this jump you lose all benefits from it during this jump unless you also paid to be immune to sunlight.

Ancient Corpse (+400 CP): You died jumper long long ago. You're still dead - though your corpse is perfectly preserved and even able to bleed - and no 1-up perk or means to revive the dead will help you save one. You see somewhere in this world you have reincarnated as a human (if you bought another race in this jump your reincarnation is still human). You may only act through possessing this reincarnation of yourself reducing your body to that once again of a mere human while doing so. They may - and likely once they figure out your true intentions will - fight you and resist this possession, and even if they do not the time you may possess them for at a single stretch is limited, growing with time but never more than several hours. You must guide them to collect relics of your life and an ancient egyptian scroll of life, and then perform a ritual within a specially designed ritual chamber so that you can use their life force to restore your own and usurp their existence fully. If you fail to do so before the end of the jump you fail your chain forever. Your companions will not know about your state or where you are and

will be unable to find you or your relics by their own means; nor can they perform the ritual to revive you.

Ire of Count Dracula (+600 CP): Somehow your coming here has stirred Count Dracula against you and granted him new and greater powers. At minimum he will possess all the powers he showed in any film and at their greatest height, the very peak of his intelligence and charisma if not beyond it, and he will also possess a complete mastery of the magic of this world in all its forms and all powers that other vampires showed (such as turning into a panther, walking in daylight unbothered, or draining youth from people). Beyond this his powers will be dependent upon your own scaling so that he is not only your equal but your superior, however powerful you may be Dracula is now more so; and this counts not only power within your own being but that of any equipment or gear you possess. He will also be able to drain you of your blood and/or life force regardless of any resistances or immunities you might possess or even whether you have a corporeal form, and should he drain you of your vital essence you do not merely die your status of jumper will be taken from you and given to him resulting not only in chain failure but his gaining all your powers and abilities as well as becoming jumper in your stead. To make things worse his peak power includes the peak of his ability to recover from being slain meaning that no matter how thoroughly you kill, destroy, or trap him he will be free and alive - or well undead - to hunt you down again within less than 6 months, and each time he comes back he will grow in power so as to scale to surpass the greatest power you have shown at any point during this jump. I hope you have friends - or light year thick plot armor - for the multiverse's sake, because you will be needing them. Oh and he'll likely have friends, any enemies you possess from drawbacks will work loyally to aid the count.

Notes:

Jump by Fafnir's Foe.

This jump was made off of old notes I had on a tablet and thought I lost. I haven't seen most of the films in question in around 3 years so my memories may be hazy (thankfully it was almost complete).

I have not watched anything in the modern brand-name resurrection, except maybe *Let Me In*, hence the lack of references to it.

Perk and Item Combinations:

Knocked Around the World a Bit + Educated: You are now an expert on various cultures the world over, with expert knowledge of Latin, Greek, and at least 5 other languages, as well as a deep understanding of history and the literary classics.

Shaw Jumper + Captain Jumper Vampire Hunter: Your agility and martial arts ability are more than just enough to handle a few bandits but truly border on the supernatural; while you won't be pulling off xianshia or anime level feats (with this at least) you could easily fill in for Jackie Chan or Bruce Lee in their classic films or match Olympic record jumps in the middle of a fight and your combat skills begin to border on the mystical with feats such as a single inch death punch or a blow which causes death in 100 steps.

Elementary my Dear Companion, Elementary + Profession of the Time (Detective): Your mastery of deductive reasoning and various detective skills are not merely sufficient to make a living as a passable detective better than half that you might see, but instead is sufficient to make you the greatest detective in Europe.

Mesmerism + Magical Arts: Your ability to send mental commands to those you've mesmerized increases significantly as does your skill and ability with magic which controls the thoughts or actions of others.

Where You're Needed + Nick of Time: The effectiveness of the latter perk increases substantially and the limitations on its full effectiveness are relaxed; you need not love someone romantically simply have made yourself their appointed protector. In addition the former perk's effectiveness is increased as well, causing you to feel an almost literal pull in the direction of places where someone will need to be saved though you'll always have to hurry when you feel these pulls and they tell only direction not distance.

For the Sake of the World + Nick of Time: You need not love someone romantically Nick of Time to work at full effectiveness as long as their fate is connected to that of many others. At the very last moment to stop a plot that threatens the world your competence and ability spike even more than they normally do. If you also have Where You're Needed it feels almost like fate conspires to have you present where these things can be stopped at these moments even if you make no effort to reach them.

For the Sake of the World + Save the Girl: Parental love now works for as well as romantic for the purposes of Save the Girl, and any other personal affection is boosted somewhat. In general the restrictions on both perks are loosened as they bleed into each other, and their effects are substantially boosted when they truly overlap - if the fate of the world lies in protecting one you truly care about on a personal level your abilities increase to untold of heights and you can seemingly perform miracles.

Magical Arts + ANON Queen of Darkness: You find it easier to perform your magical spells without a focus at the targeted location; this is not necessarily 'full effectiveness' but many spells of this world wouldn't normally work at all from afar.

Magical Arts + Faith: You find your skill and ability with white magic noticeably boosted, and that your magic (from this world or otherwise) is more effective against unholy and dark forces.

Jumper Rises From Their Grave + They Will Never Be Rid of Me: Your enemies are rendered less likely to prepare for your (inevitable) resurrection when you die, and more likely to believe that your death is truly the end of your evil even if you've risen from the grave before.