Darkstalkers - Warriors of the Night

Welcome to the several realms of Darkstalkers! Here is a fantastic world full of beasts, demons, undead and stranger things, all vying for power and dominance in the kingdoms of Makai, the human world, and stranger places besides. Dozens of strong figures evoke the classic horror icons of mythology and popular culture.

You join this world as an aspirant, looking for something- even if it's just a good time. Here you will be a Warrior of the Night…

It's time to build a better monster. To help you on your journey…

Starting Budget: +1000cp!

Choose your Nature!

IMPORTANT: When you choose any Nature- even Mortal, you get *two* of the three 100cp perks for free- Your Choice! The last one is still half off, like all the other matching Origin Perks.

Mortal (Drop-in) - Free!

As a mortal, you've had to train hard, or rely on some talent of keep up with the Warriors of the night. You've been involved in the wild weird world for years now, maybe not as a hunter or enemy, but definitely enmeshed in the dark.

Roll 1d8+20 to determine your age. 50cp to change it and your gender.

+ Monsters and demons don't phase you!
- You're action-hero tough in a world of superhumans. Grit those teeth!

Cursed - Free!

You've gained your power from arcane rituals, or had a foul curse placed upon you- It empowers you however, so it's not all bad. Mummies, Werewolves, Zombies, Possession and the like are all Cursed States.

Roll 1d8+20 to determine your age. 50cp to change it and your gender.

+ Ever wanted to be a Were-Something? Now's your chance!
- A lot of people are going to look at you funny- and/or scream in terror because *you're a monster!*

Blooded - Free!

Yours is a hereditary power- you were born as a demon of some kind, harnessing strong natural magics and the like.

Roll 1d8+20 to determine your age. 50cp to change it and your gender.

+ You are among the powerful elite of Makai, with demon servants and the like.
- Makai is *boring*, with so many staid, old-school demon kings. You're probably going to run to Earth or do something here to mix things up.

Starting Location

Unlike most jumps, you don't have a random starting location- instead you begin your jump on one of three realms, based on your Origin/Nature.

Earth is not much different than Earth of the modern era- save that there are monsters and stranger things going bump in the night. They're not well known, but there's no mistaking that the supernatural actors play their games just beneath the surface of human society. Vampires, beastfolk and Were-creatures come from Earth.

The Underworld is the land of the dead, accessible from graveyards, necropolises and other such places of death. Here are where Ghosts, Zombies, and the Possessed come from.

Makai- the kingdoms of hell, are from where demons come. Their types are legion, from stern deal-makers to sultry succubi. They all share incredible supernatural power, but tend to leave the mortal worlds alone...

Mortal: Modern Earth, Nation of your choice.
Cursed: Underworld or Modern Earth, Nation of your choice.
Blooded: Makai.

Perks

General

Free - Basic Moveset

Despite it's name, you know a fully realized combat style- maybe its military training, or you were taught by experience. Regardless, you gain the knowledge of blocks, counters, strikes, kicks and throws.

Your experience is such is that regular mortals aren't a threat to you, outside of guns and other equalizers. You learned how to fight *monsters*, after all.

Free - Joking Taunt

You have something of a trickster's wit, able to take the sting out of your blows (or make them hurt more with a sick burn). Either way, you have phrase, gesture or other action that really gets under your opponent's skin. Careful though- if your opponents are smart, they'll suckerpunch you.

Free - Sexy Taunt

You are all the right kinds of classy, and can flash a leg or show of your guns in such a way to win the crowds and distract your opponents. Expect to have a fan-following if your actions are publicized.

Free - Badass Taunt

Making a sign that marks your opponent as going down, you can shock, humble or frighten people into making a critical mistake. Alternatively you radiate such confidence that people start to believe you're unbeatable.

200cp - Not-So-Ancient Fighting Arts (Discount Mortal)

Maybe it's skill with weapons, more advanced unarmed combat, ki techniques or stranger methods- regardless you now know what most people would call 'special and super moves'. They require build-up and cooldown to use, but their incredibly effective if you can make them connect.

200cp - Arcane Assault (Discount Cursed/Blooded)

Hinging on your supernatural physiques and powers, these techniques allow you to create blades of shadow around your striking limbs, or soul-bruising energy for strikes. You gain super and special moves aspected to your monstrous nature.

Mortal

100cp - Tough as Nails (Mortal Nature)

You're tough enough to keep coming no matter what you're facing. This perk increases your overall resistance to damage, allowing you to withstand action-movie stunts, falls and impacts. You can still be injured, but a lot of it doesn't slow you down.

As an added benefit, you have the option of upgrading your physique to a more heroic figure- or not.

100cp - Scent of Evil

Or maybe just monstrous funk- you have a naturally attuned sense for the supernatural or similar. This perk allows you to smell or otherwise look for supernatural traces well in advance, giving you vital minutes of warning before an ambush, or for tracking their movements throughout the world.

100cp - I'll Sleep When I'm Dead

Dealing with monsters, friend or foe, is tough on most normal schedules. This perk ensures that you can get by with just four hours of sleep per night (and a few cups of coffee maybe).

In addition, you can fall asleep without fail by counting backwards from ten, and wake instantly, fully alert. You are only lazy when you choose to be- your body never feels heavy and sluggish on waking.

200cp - Comes the Dawn

Commitment to any cause is hard on people, and you have first hand experience. This perk enhances anything you do for downtime or relaxation, doubling how effective it is on reducing your overall stress levels. Watching clouds for an hour is like a week long vacation, or a nice dinner with your friends a three month sabbatical.

In any case, as long as you take a moment for yourself, you'll find that you're much sharper during stressful times.

300cp - Enchanted Ammo

You know how to make ammunition and weapons that are anathema to the classic horror icons of the past century- and how to improvise against the stranger things that go bump in the night. By etching holy symbols into bullets, blades, and finding sources of holy water, you can ensure your attacks cause searing injuries to magical beasts.

Science-monsters unfortunately don't suffer much from holy bullets and blades. That's what those thermite rounds you also know how to make are for, right?

400cp - Get Out of There!

You're no mad scientist or horrible sorcerer, but you know a very useful and very basic soul-manipulation technique: how to punch an invading spirit out of something. This technique requires five minutes of preparation, but it's more than effective at ousting an overshadowing ghost, demonic possession, or stranger infections.

Note that this does not usually *injure* a possessing being- you might have to fight them after they're out of the victim.

500cp - Holier Than Thou

You might not be a religious soul, or even a very noble one, but you definitely know how to empower symbols against all kinds of supernatural nasties. You need not believe in any given power, but you have to believe in something- from 'my own strength' to 'goodness is inherent in humanity'. Whatever it is, you can use that as a holy symbol against any traditionally monstrous supernatural being, vampires, zombies, ghosts, etc.

Your belief is so strong enough that these symbols even work against the science/alien versions of the same monsters!

Cursed

100cp - Altered Form (Cursed Nature)

Through some magic, ritual or baleful curse, you've been transformed. When selecting this perk, you may choose a classical horror icon to be your form from the following list: Zombie, Mummy, Were-Animal, or Possessed Mortal.

You gain all required secondary effects to exist as whatever you happen to be, though their utility varies- zombies for example may have rotted limbs, but you can still move and act at full capability.

100cp - Magical Morphology

If you have gained an alternate form from any Nature-tagged perk, Magical Morphology allows you to shapeshift back to human form. A given form may have a requirement, like how werewolves transform at the full moon.

100cp - Livewire

You're alive, you're *alliiiive!* With this perk, you are immune to electricity in most forms, like lightning bolts and arcs from tesla coils. In fact, those things heal you- a jolt from a defibrillator can wake you up from unconsciousness, and a full on lightning bolt can pull you out of a coma.

200cp -Death Metal/Moonstruck Idol

Passion for the arts doesn't wait for cures or ends to curses. In addition to enhancing your ability to sing or play an instrument, this perk ensures that no matter what form you're in, you can always perform music at the peak of your ability.

300cp - Little Bit Beastly

Whatever your monstrous form, it's not *that* far away from being human- to the point that your animal ears or zombie-flesh is seen as complementary. This perk removes the aesthetically negative manifestations of monstrous forms like rotted flesh, and ensures that the remaining features are pretty, noble or handsome.

400cp - Wyrd Strength

Maybe you're a mummy powered by magic, or your zombie muscles can't feel pain. Regardless, this perk greatly enhances your strength, speed and endurance. You can lift main battle tanks, and can punch or claw holes through steel plate. Further- while you can be injured from overexertion, you no longer feel sore or debilitating pain from it- you know when to stop, but pain won't be what stops you.

500cp - King of the Creeps

Monstrosity laughs at the concept of damage - With this perk, you gain the traditionally monstrous quality of being able to endure ridiculous amounts of damage. You can weather dismemberment, and only lose function of a given limb instead of a complete catastrophic injury.

This perk does not replace medical care, as zombies need to stitch themselves up, mummies re-wrap, and vampires drink blood, etc. It does guarantee you'll heal up perfectly though, with appropriate treatment.

Blooded

100cp - Demonic Lineage (Blooded Nature)

The strength of your bloodline and demonic lineage has made you quite a bit more than human. You gain a striking, outrageous figure. Additionally, your build no longer directly correlates to your strength and speed as well- ballerinas can bench tanks, if strong enough to do so.

100cp - Hellfire

It's a common skill, but fiendishly useful- the ability to summon and cast forth hellfire from your hands, feet or mouth. The nature of this flame is magical, meaning that it burns much more than it should. Magically resistant targets of course weather the damage better.

When you first learn this skill, you require a bit of concentration to summon a fireball, but with practice, you may seamlessly integrate these magical blasts into martial arts or other fighting styles.

100cp - Delicious and Nutritious

Your particular nature allows (or requires) you to subsist on something not exactly normal. Maybe the vivacious sensations of excitement, the murderous urges of mortals (preventing them from killing, amusingly enough), to standard blood.

When you take this perk, you may define a single condition or substance that 'counts as food, drink and sleep', but it must be related to interacting with mortals, like how a vampire drinks blood. The experience will be stressful to the mortal, either physically or emotionally- generally both. You always know how much to take as not to cause injury or death, but you can 'eat more' if you desire.

Regardless, one such feeding counts as a balanced meal and four hour nap, and you do not suffer for overeating.

200cp - Transformative Wings

While not always wings, you gain control over a new appendage or aspect of your body, like wings, a tail, or your own shadow. In any case, you can use these to create striking, slashing blades, solid-state weapons, limbs to grab and carry yourself, and so on.

As an added benefit, you can manifest any range of clothing out of magic and your empowered body. Made of fantastic materials and pure magic, what you wear can be as outlandishly sexy, figure-hugging, and flattering as you like, or as loose and comfortable as needed.

You can also make jewelry, but not bags or armor. Materials you conjure vanish if they get too far from your body, but are resistant to countermagic effects.

300cp - Elegant Appearance

The power of Makai is such that physical changes are easy. This perk confers a form of shape shifting, allowing you to change the aesthetic details of any form you possess. On it's own this disguise is not perfect, but is better than most. Alternatively you can accentuate your appearance with demonic traits such as pointed ears, horns, fangs and so on.

Additionally, You can switch between your sinfully beautiful forms and darkly handsome monstrous states, showing as much demonic aspect as you like.

400cp - Hot as Hell

If you frown, your beauty is arrogant and disdainful in it's perfection. If you smile, you enrapture and inspire generations of poets. People who look upon you find that you are if not their ideal aesthetic, you are instead *an* ideal aesthetic.

This perk ensures that everyone can and will appreciate your beauty, and prevents negative consequences like traffic accidents- if you want it to.

500cp - Blood Magic

Your physical self is an existence held together by your own will. With this perk, you render your body into a state akin to liquid, like blood, water, ichor, liquid metal and so on. Your blood and body becomes a highly dangerous thing- not so much a weapon as a multi-function tool.

You may control your blood and body, shaping both into weapons. Magic that runs off of blood is now stronger in your hands. You also now have the choice of how much you bleed from a given wound- not at all, to normal mortal appearance, to gushers for the purposes of spreading your blood around. If you possess Transformative Wings, your blood now counts as a limb for the purposes of that perk.

This perk enhances all forms of shapeshifting, allowing you to change into a form and maintain it indefinitely at no penalty, but cannot override pre-existing perk time limits.

Special

800cp - Echidna

The true terror of monsters is that we might become them. As a Monster you might not understand this trepidation, but you know how to take advantage of it- and make it true in the most literal way possible.

They will be a pale, poor reflection of your glory as the archetype of the new breed of Monster. You may select one of your Jump profiles- including any Drawbacks which become Monster weaknesses- and create a transmissible version of it at 1% strength- with a mortal life time dedicated to constant training and practice they *might* reach the cap- 10% strength of the original.

Tech Jumps become communicable Mad Science, Fighty Jumps into Martial Arts schools with suspiciously capable recruitment, and so on. All breeds of monsters have minor tribal tendencies when faced with other breeds of Monsters.

Monsters may Convert mortals- defined as Not A Monster- into their breed. Conversion to a Monster is obvious, lengthy, tiring, and somewhat exposing- unless the target is restrained, they will likely be able to stun the Monster long enough to attempt escape. Conversely, the process is much easier on the Monster if the target is willing. Conversion need not be aggressive; it might be a Martial Artist meditating with a new student to spark their Ki.

Gear

Mortal

50cp - Cool Coat/Red Hood (Free with Mortal)

You have a particular costume or guise that evokes a classic horror or fairytale trope, like the Huntsman's cloak or Little Red's hood. No matter what, it's tailored to fit your unique sense of style and repairs itself.

100cp - Tools of the Trade (Discount Mortal)

Guns, Swords, Knives, Brass Knuckles- this is a grab-bag of useful goodies. In fact it actually is a bag, holster, or sheath, that can store several hundred weapons at once. You can only pull out one weapon at a time, (unless they're paired or similar), but you'll never feel the weight of more than one on your back.

200cp - Monster-Fighting-Monster Tonic (Discount Mortal)

If you're willing to compromise your morals (and let's face it, this isn't really a compromise), you can imbibe this mixture of demon blood, cursed ichor or strong mortal essence to temporarily take on a monstrous form. This form lasts for 20 minutes per does, and you will be sore in the morning.

When you first purchase this item, you gain three vials of the same formula, covering a single monster-type like Vampire, Werewolf, Demon, etc. You know how to mix more of a given formula, and with sufficient effort and time (decades), you can develop new ones.

Cursed

50cp - Iconic Accessory (Free Cursed)

This could be a hat, hair ribbon, tie or studded leather vest- really anything. Whatever it is, it identifies you as *you* and ensures that no matter how monstrous, people recognize you as who you say you are. This effect persists as long as you wear the item- after that it's up to people to find familiar traits on their own.

100cp - Stretchy Pants (Discount Cursed)

You gain a set of clothes that can withstand any degree of transformation- you'll always have *something* to wear at the end of it, even if what's left is just tatters. You also know how to modify or make clothes that have the same property.

200cp - Possessed Gear (Discount Cursed)

An item you own now has an inhabiting spirit- if a regular person had picked it up, they would have been transformed into some incarnate spirit, bent on some nefarious or mischievous intent. Instead, you now have an extra voice yammering in your ear or mind- They might not start out friendly, but with sufficient effort, you can turn them to your side.

As for the benefits- possessed gear has a knowledgeable intelligence inside, and grants permanence to the object they inhabit- it will repair itself back to full given enough time, even if completely destroyed. With appropriate spirit-influencing techniques you could even transfer the possession.

Blooded

50cp - Asidespace (Free with Blooded)

You never know when you might get caught out with your hands full. This is a spell that allows you to store items in your shadow- with an equivalent space equal to a small storage unit. Unfortunately the storage is temporary, and holding onto anything longer than twelve hours starts to hurt- like straining a muscle. The good news is that you can banish anything you own into your shadow in a few seconds, leaving you free to fight or flirt to your heart‘s content.

100cp - Merry Minions (Discount Blooded)

You have a small retinue of lesser demons or familiars bound to you- they’re creatures like bats, rats, snakes, etc. They’ll hide in your shadow when not being used as distractions, sentries or scouts.

200cp - Crown of Makai (Discount Blooded)

While not necessarily a crown, this icon of noble lineage proves that you are a Lord of Hell, and have authority over lesser beings. Blooded beings closer to your nature (Vampires to Vampires, demons to demons), are more different to you as long as you wear this icon. It is not perfect, and a higher ranking being or someone in a direct chain of command can supercede your requests.

The further away in nature you are from a given being, the less authority you wield as well.

Companions

50cp - Staunch Ally

You may import a single Companion from a previous jump, granting them a single origin. They gain no additional CP, but can look like whatever kind of being their Nature describes and gain all appropriate knowledge for their role. After the jump, the form they gained becomes an alternate shape they can take at-will.

100cp - Merry Band

You may import up to eight Companions, granting the same benefits as Staunch Ally.

200cp - Powerful Predatory Pack (Discount Cursed)

You have yourself a loyal group of up to four Cursed beings, who may all share the same monstrous theme or be different. They have 500cp to spend, with free perks and discounts appropriate to their Origin/Nature. The pack counts as one slot for purposes of subsequent companion imports.

You may buy this perk only once.

200cp - Deadly Decadent Court (Discount Blooded)

You have yourself a loyal group of up to four Blooded beings, who may all share the same monstrous theme or be different. They have 500cp to spend, with free perks and discounts appropriate to their Origin/Nature. The court counts as one slot for purposes of subsequent companion imports.

You may buy this perk only once.

Drawbacks

You may take as many drawbacks as you like, **but you can only gain +900cp** from any combination, unless otherwise noted.

+0cp - Whatever vs Capcom 4 ½

Suddenly, your world has just gotten a whole lot bigger, and weirder- You can now potentially run into the roster from Street-Fighter, Marvel, and whatever other 'verses that have crossed over with Capcom/Darkstalkers and vice-versa.

The only limitation is that you can only encounter characters and places that exist in the 2010s.

+100cp - Permanent Transformation

If a perk from this jump grants you an alternate or triggered form, like Lycanthropy, this drawback locks you in a bestial or demonic form- you are obviously inhuman for the duration of the jump, and shapeshifting cannot fully disguise you.

+100cp - Cursed Minder

You have a hanger-on, someone who's job is to make sure you do whatever it was you were supposed to do- the reason you were cursed in the first place. (You don't need to be Cursed to take this drawback).

Unfortunately, you have no idea what you're supposed to be doing, and your minder is likely an obnoxious amphibian, lizard or some other snarky being that follows you around. Your jump won't be very relaxing.

+100cp - Unholy

For the duration of the jump, symbols of belief- especially holy ones, tarnish, burn and blacken in your presence. The range of this effect is about thirty meters. Expect human hunters to be tracking your movements with a high degree of accuracy.

+200cp - Combo Sequence

Your more powerful combat abilities are no longer intuitive to use thanks to long practice- though they lose none of their potency, they require careful focus to execute. You'll have to rely on the basics quite a lot, in order to set up the really impressive finishers.

+200cp - Midnight Bliss

Dimitri Maxoff has performed his legendary technique on you at least once, and ensured photographs were taken- now you have to spend ten years hunting down some embarrassing or saucy pictures before you become even more of a laughing stock among the Warriors of the Night.

He had the decency to get you from your good side though.

+200cp - Parting Gift... Part of you Here, Part of you There.

At the instant of arriving in the jump, someone has taken a fraction of your power- ten percent approximately. You regain it at a rate of 1% per year. Three years into the Jump, the taken power will coalesce into a new living being. At first this offshoot of you will be docile and easily manipulated, and will then be turned to your enemy. They won't ever gain the full extent of your Jumper powers, but make no mistake- they are dangerous, and will be sent against you by nefarious forces.

At the end of the jump, whatever control is on this being breaks, and you may take your Parting Gift with you as a Companion.

Continued…

+300cp - Hunted

Upon taking this drawback, you sign yourself up for being hunted by your choice of Mortals, Cursed or Blooded factions. You won't be facing the entirety of their respective realms, but big players in those domains will be expending lots of resources to punch your ticket. Expect lots of Darkstalkers to be hired to take you down, in addition to not being welcome in whatever world doesn't like you.

+300cp - Only One King of Hell

The rulers of Makai believe you're a threat to their dominion, and have marshaled the might of the legions of hell against you- expect lots of you-versus-them battles against armies of empowered foes, in addition to other Darkstalkers interested in a piece of your hide.

Morrigan, while a ruler of Makai, is only interested in you insofar as a good fight, so don't disappoint her. Or entertainer her too much.

+300cp - Boooorriiiinng….

Morrigan Aensland has determined *you* are the best ticket out of a boring hum-drum life as a queen of Makai. For ten years, she will drop in with alarming frequency, 'requesting' that you alleviate her boredom- this may range from the innocuous 'two-player mode', to taking on the united legions of Hell. Morrigan can be convinced to do other things, but she firmly believes in asking for forgiveness, instead of permission…

After the ten years are up, if you ensured Morrigan was entertained, You have the option of inviting her along as a loyal if eccentric Companion.

Ten Years Later…

So you've spent ten years in the world of Darkstalkers… what now?

Go Home

You've done had enough of this adventuring and monster-hunting. Time to head home with all your well-earned rewards.

Stay

It's a wonderful world of magic, supernatural fun and all the fighting you could ever ask for- with entire realms to explore or conquer!

On to the Next Adventure.

The monstrous form or forms you and your companions have gained now become an alternate body that can be shifted into at will, with more control granted by various shape-shifting perks.

Notes

Changelog

v2 1/9/15
Clarified that Origins/Natures ***Do not have cp costs.***
Fixed some typos/dropped words/other omissions/errors

v1 1/8/15

First Draft Submitted!