

16 WAYS TO KILL A VAMPIRE



AT McDONALDS

Introduction

Welcome to a world much like your original Earth, but a key difference.

Vampires. Monsters of the night, with an appetite for the blood of the innocent. Thankfully, there are Hunters, normal people like you and me that are aware of their existence and the many means to slay them; travelling warriors who cut them down as their duty.

You find yourself in a fast food joint, which might not necessarily be a McDonalds, along with a stipend of

+ 1000 CP

The night is young and full of **leeches**.

Age

Free choice for Vampire, 16+1d8 otherwise.

Gender

Free Choice

Origins

Bystander (Drop In)

You are an ordinary denizen of this world. In fact, you're so ordinary, you might have popped into existence without any memories.

Hunter - Choose one specialisation out of Bait, Shooter or Stabber

You protect the innocents of the world from exsanguination, one undead mosquito returned to the grave at a time.

- Bait

Which you mostly do by acting as a lure for your more combat inclined partners.

- Shooter

Which you mostly do by picking off vampires with some unorthodox ranged weapons.

- Stabber

Which you mostly do by wading into the fray, fighting and staking vampires up close.

Vampire + 400 CP

You are an immortal creature of the night, endowed with many advantages that make you far surpass the limits of man. Yet your kind is known as “the easy mode of monster hunting” due to the massive litany of weaknesses they hold.

Perks - Discounted for Origin/Speciality, half off except for 100 CPs which are free.

Undiscounted

Sabbarati - 300 CP

Those born on a Saturday are known as Sabbarati and are feared by vampires, for good reason. They are simply much better at slaying vampires than people born on the other days of the week, especially on Saturdays, as vampires easily fall into the traps of a Sabbarati. Furthermore, they may summon small magical black dogs. While not big enough to tear vampires apart, they're excellent at hounding them down.

If It Works In A Book or Video Game - Free/400 CP to keep

Then it'll probably work in reality. Thus, vampires are one of the easier targets for monster slayers for their vast corpus of stories has given them a staggering number of weaknesses, from the sun, to being staked, being steaked, exposure to plants that symbolise new life, running water, the sign of the cross, garlic, their compulsive need to count things, having their invitation to a place rescinded and more!

This veritable buffet of weaknesses only applies to the vampires of this world, unless you pay 400 CP to keep it going in future jumps you visit. The 400 CP version of this perk is toggleable.

Bystander

Employability - 100 CP

You are a truly excellent employee. Even if you're working on minimum wage, on the graveyard shift and filling in for a flake, your attitude never wavers and neither does your competence.

Savable - 200 CP

There's just something about you that makes the heroic goodie two shoes type want to save you. Maybe it's the cute smile. Maybe it's the sheer and pure earnestness you have. Maybe it's because you gave them extra fries. Whatever it is, your chances of making it out alive of a situation with horrible greeblies of the night trying to kill you has gone up massively.

Potential - 400 CP

While you may seem like nothing but a victim, a bystander that exists as set dressing for the real heroes and villains, the truth is you just need the right kick to get started.

You hold within yourself a deep potential that spurs into action once you've had a sufficiently traumatising encounter with the supernatural. Once it kicks off, you gain the luck, motivation and general gumption needed to chase vague rumours of exsanguinating monsters into the night. You might be a clerk behind the counter now, but in time you'll be able to slay vampires like the best of them.

Faith - 600 CP

The greatest weakness of a vampire. You are a pious practitioner of any belief system you may choose, and this isn't limited to ordinary religions. Indeed, a deep enough faith in the McDonalds corporation can fend off a vampire.

Not only can your mere presence drive off vampires, but with the aid of a holy symbol like a Cross or a McDonalds Employee of the Month placard, you can outright incinerate them.

Furthermore, even if you're not an ordained priest or similar such religious official, you're devout enough to bless regular ol' H2O into vampire-melting holy water.

Hunter

Vampire Detector - 100 CP

It's the subtle things about bloodsuckers that tend to alert you of their presence. Their lack of breathing or other signs of life. The way they always have to use their true name one or another in their monikers. The fact that they lack a mirror image and foul up camera film and in some cases even lack a shadow. You have the wherewithal and instinct to pick up on these clues and swiftly identify any vampire you come across.

Oh, and the fact that they're accompanied by the creepy whisperings of the people they've murdered, crying out for help, tends to give the game away too.

Bait

Scream Queen - 100 CP

You're quite the looker. Even sleep deprived, covered in blood and dirt and days away from any makeup, you'd still remain gorgeous and total 10/10 in appearance. Not only that, but you're quite adept at soothing the terrified (and possibly woozy from the blood loss) survivors of monster attacks, whether you lull them into believing that nothing happened that night truly occurred or you teach them the secrets of the moonlit world and the truth about all the horrible greeblies that menace the nocturnal realm of existence

Perfect Lure - 200 CP

Biting your tongue to draw blood, rubbing up your neck to increase blood circulation and showing off your wrist, you know all the ways to bring out the vampire boys (and girls) to your yard. Not only that, but you're wary enough to know how to avoid their mesmerising gaze and the other tactics a supernatural predator may employ to render you helpless in their clutches. Finally, they tend to ignore and overlook the strange things about yourself, like how you just ate

three servings of Garlic Parmesan Fries or have a cross necklace made out of folded drink straws and a Jesus Pamphlet.

World-Class Improviser - 400 CP

When you have neither the training nor the equipment to swiftly dispatch a terror of the night, your tactics must become downright rube goldbergian. From speedrunning arson, stumbling upon holy relics in the trash or folding straws into crosses and then making a necklace made of crosses, your ability to conduct sequences of actions that wouldn't be out of place in an old adventure game are extraordinary. You're excellent at improvised craftsmanship under duress and with poor tools, and can come up with incredibly convoluted yet effective plans.

In short, you are an absolute menace when it comes to handling dire situations with both time and resource constraints, and you'd probably be able to beat a Sierra adventure game in one go and without a guide.

Last Chance - 600 CP

When it comes down to the line, when there's a monster sucking away at the throat of an innocent, when there's nothing left to do but pick something up and die swinging...

Well, it turns out that a desperate last ditch attack fuelled by adrenaline can do more than provide you with a heroic death. An immortal vampire still dies when their head is smashed in by a fire extinguisher and their brain is pummelled to mush.

This isn't without its limits of course, as it works best when you're trying to save the life of someone else and it only provides you with inhuman strength and only for a moment at that. If you stop to drag someone out of the danger or even using a weapon that's not heavy enough to deal enough damage or durable enough to withstand it, you might still end up dead.

Shooter

Corpse Disposal - 100 CP

While sufficiently old vampires simply turn to dust upon death, their dessicated bodies no longer able to survive without being sustained by a vampire's dark magic, most vampires do leave a corpse behind. And corpses that look like human bodies, that have bullets in them, with the bullets being from your gun, are quite concerning to local authorities. Which is why you're quite handy at the task of dragging bodies around and digging holes in the ground with a shovel.

Savvy Scavenging - 200 CP

The thing about blasting away vampires as opposed to killing them up close, is that while you can make wooden stakes out of practically anything wood, like bathroom plungers, ammunition for ranged weaponry tends to be a little scarcer. That's why you're excellent at making the most out of scarcity. Not just for ammunition but pretty much everything. Vampire hunting isn't exactly the most lucrative of professions but you'll find yourself able to fish up the wallets your undead targets took from their victims and make the most of motel kitchenettes and whatever pasta you can scrounge up when it's not a figurative payday.

Bless This For Me! - 400 CP

Normally, guns don't do much against vampires. But that's why you stack a whole holy heaping of blessings on them. You have quite a knack for collecting consecrations, convincing whatever cassocked priest or rabbi, or Hindu pandit or Buddhist monk or really anyone who holds faith that you meet to provide your bullet shooter with benedictions. Even if their faiths are incompatible with each other or are downright impossible loony shit, the words these carriers of faith say, the little rituals they perform upon your gun, the blessings they grant... the power is real and adds up cumulatively with no compatibility issues. And so, what might have been an ordinary musket ball turns into what is effectively a cannonball of holy power. Finally, it seems that older weapons like family heirlooms are more conducive to this sort of treatment.

Chicka-Blast - 600 CP

You can hit a bullseye (well, a vampire's eye) with a slingshot and a silver coin. In fact, you could do that with a nail gun too, and nail its other eye, navel neck and chest in rapid succession. In short, you're stupid good shot with any ranged weapon. Neither darkness nor having someone you don't want to hit in melee range of your target will stop your shots from landing true.

Stabber

Well Grounded - 100 CP

Going around night to night cutting up vampires ought to take a mental toll on whoever does that. But not you it seems, as you can maintain a chipper and upbeat attitude no matter the ungodly hour you've stayed up till. Being this mentally well grounded lets you both keep a cool head in the midst of a fight and maintain a steady relationship even with a job like vampire slaying.

Plus, you practically never lose your footing, even as you chase a vampire through the slides and tunnels of a McDonald's PlayPlace.

Body Training - 200 CP

While your strength isn't quite on the same level as a vampire, you're a far cry from the average helpless victim of the night. Not only can you tirelessly carry assortments of stakes and other sharp implements to slice and stab vampires with, your well developed muscles are able to close the gap between you and their supernaturally strong bodies. If you're not at the peak of the human physical condition, you're pretty close.

Leverage - 400 CP

While vampires might still be a good deal stronger than you, even after your attempts to narrow the gap, that doesn't mean anything if they can't properly harness that strength. Holds and grapples from martial arts like Brazilian Jiu-Jitsu that rely on mechanical advantage and leverage rather than strength can pin vampires just as well as they can immobilise humans, and you're now quite the wrestler, easily able to keep a vampire pinned for at least a minute.

Snicker-Snack - 600 CP

You can cut through the dead flesh of a vampire and make it look both easy and graceful. Moving around like a monkey on crack, you wield all manner of melee weapons, whether it's a red hot poker or a bouquet of roses, with both skill and speed, able to decapitate vampires before they can even react.

Vampire

Vampire Physiology - Free and Exclusive Vampire

While there are many ways one can become a vampire besides being bitten by one, what matters is what you can do now.

You are stronger than an ordinary human, able to rip apart their bodies with ease. And you are much more durable too, your body practically bulletproof. Speaking of your body, your eyes now hold a mesmerising gaze, capable of hypnotising any that look into it, putting your victims into a helpless stupor.

Finally, your fangs are capable of exsanguinating with ease, sucking out the entire delicious blood supply of a human in under a minute, whilst also making them compliant with an injection of narcotics.

Twilight Relations - 200 CP

Sure, you might be an undead creature of the night, but that's no reason to neglect your FAMILY. You have a supernatural awareness of people you loved and close family relations, easily able to track them down and stalk them relentlessly. If your love is obsessive enough, you may find it reciprocated in a way, as stakes to the heart and other methods of vampire slaying fail if you are exceedingly in love with the person trying to kill you.

Furthermore, you are also skilled in "maintaining a mortal life". Mundane people will not question the fact that you've stayed in a highschool for decades, for instance.

Moonlight Rejuvenation - 200 CP

Despite the fact that the rays of the sun slay vampires, the light of the moon, which is really just reflected sunlight, does not harm your kind at all. Instead, the instant moonlight strikes your body, all of your wounds will be healed.

Shapeshifting - 400 CP

Most people think that vampires can only turn into bats but that's not true at all.

Pike, roosters, dogs, cats, butterflies, moths, horses and snakes, really you can turn into just about anything. This shapeshifting isn't just limited to the animal kingdom, as you can even transform into an invisible mist.

A Curse Upon Ye Crops! - 400 CP

The Scholomance, the very same school of magic that made Count Dracula a vampire, has taught you well, and you have achieved mastery of their Satanic magic. This allows you to cause droughts and generally play havoc with the weather.

Finally, you have a well tuned sense on what exactly the best way to mess with cows is in your current situation.

Rise From Your Grave - 600 CP

While there are many, many, many ways for a vampire to die, thankfully there are ways for a vampire to undie as well. Once a jump, or every ten years, you may rise from your grave to stalk the night once more! If the way you died made it so you were unburi-able, you may instead rise from an empty one of your choice, or simply stand up from the cold ground of the grave. And as some grace, none of the various means to prevent a vampire's resurrection work on you if you're still able to use this perk.

A Silver Moth - 600 CP

Your body may be ash, or otherwise disposed of but with your last breath, you emit a silver moth from your mouth. If the moth is caught and nailed to a tree, then that's that. You remain dead. However, if the little insect successfully makes a break for it your soul will be carried to safety, letting you recover from the destruction of your body.

Items - Half off for origin/specialty, except for 100 CPs or less, which are free

Bystander

Religious Pamphlets - 100 CP

A supply of Bible quotes as unending as the Lord's Love! While not packing enough holy juice to immediately slay vampires, they bolster your own faith and allow you to verify the good nature of others. By asking others to fill in the blanks of a religious passage, you can test the quality of their character.

Cart - 200 CP

It has your stuff in it. A replenishing supply of water bottles, snacks, basically everything you'd need to survive as preaching hobo.

Leftover Holly - 400 CP

Well, it doesn't have to be holly and instead be any other type of plant life that symbolises the rebirth of life but this (potentially) festive flora is capable of slaying vampires on contact. Not only that, but it can easily hang on the entrance of a building to seal in any vampires and its holy properties synergise with other sources of blessed energy inside the building, empowering their effects greatly.

Fast Food - 600 CP

With this, you now find yourself the proud owner of an establishment of fast food. It might hold the golden arches of McDonalds or it could be your own fief of ~~Hungry Jacks~~ the Burger Kingdom or some other brand of fast food.

Yet, this is no ordinary joint of junk food as for some reason, the happy meals come with fragments of the true cross. And the kitchens are stocked with quality wooden kitchenware, like soup ladles capable of carving out the hearts of a vampire. The ball pits and tube mazes are

designed in such a way that they perplex a vampire, every bathroom is fitted with a plug and play UV-C air purifier and garlic laden food items, along with steaks, never leave the menu. Finally, framed in an easily accessible place for everyone, is an employee of the month plaque just for you.

Hunter

Cellphone - 100 CP

A hardy but rather basic flip phone. It lacks the features and luxuries a modern smartphone would ordinarily have but it seemingly never runs out of battery or credit to make calls with.

Bait

Painted Keratin - 100 CP

Red, blue, pink, orange or maybe some other colour. Sometimes you just want to make your nails, whether they're on your fingers or toes, real damn nice looking.

Thus the doors of this nail salon, which seems to follow you everywhere no matter where you go, are always open to you. Service is always excellent, free of charge and available even if you stumble in at the dead of night with vampire blood all over you.

Hairdo - 200 CP

A good hairdo will expose more of your juicy neck veins to a vampire. These bobby pins can do your hair up immaculately and attractively, never falling loose no matter what sort of strenuous activities you engage in. Plus, you can take them out and use them as improvised yet effective makeshift lockpicks.

Lighter and Cigarettes - 400 CP

Sticks of inducing cancer and a reliable little something to light them up with. Not only will smoking the cigs massively boost your seductive allure in a sort of dark and broody renegade way, you don't actually have to worry about getting cancer from these. A good thing, given that you seem to never run out of them or lighter fluid.

The lighter is special too, as it gives you a preternatural instinct on what the most efficient way to burn down the building you're in is. Even if all you have for kindling are paper towels and plastic tables and the sprinkler system is functional, you'll still be able to burn down a McDonalds.

Big Pockets - 600 CP

So, how is it that you can carry around a bucket full of boiling hot oil, a UV-C air purifier, an entire holly wreath and a containerless pile of salt?

You put them into your pockets, of course. Somehow, they're easily transferable between sets of clothes and open up to a rather sizable pocket dimension. Objects stored there can easily be taken out or placed in no matter their size, weight or how powdered they may be, and don't get mixed up or contaminated with each other.

Shooter

Tools of The Trade - 100 CP

From a shovel for burying corpses and smashing heads in a pinch, to a drill to remove the door knobs off of doors and a dustpan to carry around the ashes of a vampire, you have a collection of tools that makes you look more like a handyman than a vampire slayer. Still, they all have their dual faceted utilities that make them good for regular life and vampire slaying life.

Campervan - 200 CP

A place to sleep when the motels aren't there and a means of transportation for your vampire slaying crusade. While not particularly fancy or comfortable, it still gets you where you need to go and it comes with a reliable pressure cooker too.

Arsenal - 400 CP

Nail guns, slingshots, water pistols and more. You have a veritable collection of rather odd ranged weaponry and a resupplying collection of whatever esoteric ammunition you need. Each and every one of them is one way or another, specifically designed to exploit the weakness of a vampire and the fact that they're not "proper weapons" means that they won't be drawing unwanted attention anytime soon.

Heirloom Musket - 600 CP

Your ol' granddad or some other such relation's old gun. Whatever it is, it shoots round bullets instead of pointy ones and definitely wouldn't be out of place in a reenactment.

Already, a whole heap of spiritual importance passed down through the ages courses through the gun, letting it kill things that would otherwise ignore mundane bullets and it's incredibly receptive to further enhancement.

Slasher

Steaks - 100 CP

You now have an endless variety of T-bones, ribeyes and every other sort of steak under the sun (or moon), cooked to whatever specifications you so desire.

And besides being high in protein, these steaks have a second use as vampires are indeed weak to having homophones be explained to them.

Stakes - 200 CP

Solid and sturdy wood makes for excellent stabby implements. This replenishing pile of wooden stakes are well crafted for both a firm grip when used in melee combat and ease of use when it comes to setting up traps.

Rosary Armour - 400 CP

Wrapping your arms with rosary beads is a surprisingly effective way to even the odds when you fight a vampire up close and personal. The holy nature of the beads prevents vampires from striking with full force, allowing a sufficiently strong human to face them on roughly even ground.

Slayer's Weapon - 600 CP

A gleaming silver machete, a perpetually burning red hot poker or maybe some other sort of melee weapon, whatever it is, it's a rather special weapon made to slaughter vampires specifically. Never dulling nor rusting, it's a masterpiece of a weapon even when judged solely by mundane standards and it seemingly always pops into your hands whenever you need it.

Vampire

Slow Food - 100 CP

Some hapless fool to suck on. A walking bloodbag, in other words.

Already placed into a hypnotic lull, they stand still like a dullard, ready for you to feast. Though you can order them to walk around or follow you, why bother when they replenish nightly?

A Coffin of Dire Importance - 200 CP

You might almost call it grave. This wooden box is your home away from home, letting you peacefully rest with no worry of being dusted by the rays of the sun.

Freely customizable to whatever aesthetic you wish, whether it's morbid black, an austere wooden box or has plush pink pillows and MCR photos glued to the bottom of the lid for the benefit of whoever's inside.

Noble Title - 400 CP

Plenty of vampires come from old blood and you can count yourself among their number.

Besides letting you legally and smugly attach a prestigious word like Count or Duke or Baron next to your name, you've inherited quite a bit of wealth thanks to your blueblood.

Wealth that has been keenly compounding over the years too, making you filthy rich.

If you have taken Slow Food, then that item upgrades to be a sizable set of human servants, willing or otherwise.

If you have taken A Coffin of Dire Importance, you now possess an entire castle, also designed to whatever aesthetic you enjoy.

Secret Vampire City - 600 CP

No matter where you are, finding your way to this hidden city takes no longer than twelve hours. A place perpetually shrouded in darkness and fog, you and your compatriots are well shielded from the rays of the sun.

The many vampires that reside here are willing to offer shelter to and act as defenders for their kin. They are not the sole residents of the city, for there are strange physicians, well read in even stranger lore, that are willing and capable of maintaining the physiology of a vampire.

If taken with Noble Title, you become more than a resident of the Vampire City and are a part of its ruling council or gentry class, providing you with a great deal of power over its denizens.

Companions

Create/Import - 50 CP each, 200 CP for 8

You can bring your old friends along to this world of darkness, with origins and 800 CP to spend on perks and items, or make new ones with the same.

Canon - 100 CP

If you can convince them to come along, then you can bring as many people as you wish along with you.

Drawbacks

In and Out + 0 CP Can not be taken with any other drawbacks.

Just a short little adventure, grab your Szechuan Sauce and go. It took Lucy an hour to save Claire from a vampire, it shouldn't take you much longer to deal with one of your own.

Jump time is set to an hour, but a vampire is present in your starting location. If you are a vampire yourself, you instead get to deal with a vampire hunter.

Relationship Problems + 100 CP

Angry words can hurt just as much as sharp implements. Well, maybe not but whatever the case, it seems you have trouble getting along with your close friends/companions/coworkers/people you have to deal with regularly. It might be because of your brusque and mean personality, or it might genuinely be their fault. Or you could just have mommy issues.

Regardless, an underlying tension colours your interactions, one that just won't go away.

Night Shift + 100 CP

Your coworkers suck, you know that? They're always foisting off their responsibilities onto you, leaving you to handle the midnight shift while they keep neglecting the stuff they said they'd do ages ago. And even if you quit for another job or even go without one at all, these irritations and difficulties just won't stop coming.

Infestation + 200/300 CP

Vampires just keep showing up at Maccas. While other fast food joints like Arbees and Burger King are safe, McDonalds are guaranteed to have a vampire and that's on good night. On average, they'll come in groups of five.

If you are a vampire yourself, you'll instead find that vampires will be constantly stealing your meals, draining humans dry before you can feed.

For an additional 100 CP, you find yourself consistently eating meals at McDonalds, whether it's out of a psychological urge or simply the fact that you're too broke to eat anything else.

Cabal of Romanian Architects + 200 CP

In Romanian folklore, one could steal someone else's shadow with a piece of red string and place it in a wall undergoing construction to fortify the structure. This would also kill the person whose shadow was stolen and turn them into a vampire.

A shadowy order of architects, dissatisfied with the quality of modern construction has decided to restore this ancient practice and has specifically targeted you as excellent building material. Needless to say, dying and becoming a vampire constitutes a chainfail.

If you're a vampire, instead they'll just try to shove you inside of construction instead. It shouldn't need to be said, but remaining a part of Romanian architecture by the end of your ten years will count as a chainfail.

Agnostic + 200/400 CP Can not be taken with the Vampire Origin

You lack the will of faith necessary to directly harmfully affect the creatures of the night. Sucks to say, but you won't be able to recite scripture to melt bloodsuckers anymore.

For an additional 200 CP, you'll find yourself unable to use any traditionally effective means of vampire slaying associated with holy symbols. Crosses and holy water simply lose efficacy in your presence.

And His Buddies + 200 CP

It's never that simple for you. If you go out to kill a single vampire, it'll turn out that he had four other buddies, quietly hiding out of sight, now keenly pissed off at you.

And if you're a vampire yourself, you'll find that your victims are often within the reach of a passing vampire hunter, who themselves might call for backup from a buddy.

Cow + 300 CP

You are a cow. Obviously, you can't shapeshift out of this.

Humans might want to turn you into a burger and while you may think you're not on the menu for Vampires, it turns out that they love messing with cows.

Boneless + 300 CP

The children of vampires, when they don't have cool vampire slaying skills, possess severe calcium and keratin deficiencies. In other words, they lack bones and nails. As such, their form is a jello like structure that can hardly support itself.

You are one such unlucky Dhampir, and while you won't immediately collapse and die of literal spinelessness, life will be a struggle.

Stronger Monsters + 400 CP

A new chill now haunts the night, as the terrors that stalk the darkness have grown stronger and more lethal. Packs of werewolves now stalk around and howl at the moon and a new strain of vampires, less beholden to their traditional weaknesses, lurk in the night, among other new monsters.

These new, stronger vampires and their other monstrous brethren lack any fondness for the weak vampires and are likely to, at very minimum, steal your meals.

End Choice

The Long Night - Stay

Wake Up - Return Home

Sunrise - Continue

Notes:

Many thanks to the denizens of the IRC for their help.

Source Material of the Jump:

[https://ifarchive.org/if-archive/games/competition2016/16%20Ways%20to%20Kill%20a%20Vampire%20at%20McDonalds/Vampire%20\(43\).html](https://ifarchive.org/if-archive/games/competition2016/16%20Ways%20to%20Kill%20a%20Vampire%20at%20McDonalds/Vampire%20(43).html)

>Religious Pamphlets

Don't actually have to be Bible quotes and can be of any faith you choose.