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Generic Vampire

Creatures of the night, blood-suckers, children of blood, the damned, and other such names are all used to describe the vampire. Whether their nature is inborn, a virus, a curse, a magical transformation, undeath, or merely the result of their own actions, vampires are those that have become something other, often stronger and more dangerous as well, but all marked by one thing: They feed on the vitality of others to sustain themselves. Often through blood, sometimes through another medium.

And now, you count yourself amongst their number. Whether you become the monster they often do, reject it and become a savior, or something else entirely, you are now a vampire and must abide by their rules. To aid you in your journey, take these:

+1000cp

You'll need them here. Good luck and have fun, Jumper!

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have vampires in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose a physical age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you, even as a vampire.

Perks

You get 5 Blood Tokens. These can be redeemed to get anything you want here for free, you can only use Blood Tokens to purchase a maximum of two 300cp perks. You gain three 50cp perks for Free.

Vampiric Vigor (Free): Vampires are often physically superior to their original species, some by a fairly significant margin. You have been granted monstrous strength and physical capabilities from your transformation into a vampire, brought to thrice the peak levels of health and physical ability for your age and species at a bare minimum. You can also choose to redistribute your physical statistics, to a degree, to lessen the boost in one area, such as physical strength, to enhance another, such as making your agility significantly greater than your physical strength. This represents purely physical capabilities, with no supernatural reinforcement.

Turning (Free): Vampires aren't usually born, they are made, converted from another species, transformed by another vampire. You have the ability to induce a vampiric transformation in another individual, transforming them into the same sort of vampire as you. You have complete control over when this happens, though vampires you create through this ability may not depending on the type of vampire.

Feed (50cp, First Free): Vampires are characterized by their need to feed on others, whether it's feeding on blood like a European vampire, breath like a Jiangshi, or feeding on magical energies like certain high fantasy vampires. Regardless, you have a manner of feeding on others. This can be fangs, a spell, a touch-based ability, or nearly any other method of draining someone to fuel your vampiric abilities. This perk may be taken multiple times to gain multiple feeding methods, if you so wish. See the notes for more details.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 10 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 10 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 10 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional 10 years.

Beautiful Monster (50cp/100cp/200cp/300cp): With this perk, you don't really have to worry about your looks all that much. For 50cp, you gain a one time option to alter your appearance in a cosmetic manner.

For an additional 50cp, you are always at least a solid 9/10 in appearance and have an airbrushed appearance on top of the changes made with the free version of this perk. You also will never find your level of attractiveness lowered by anything visual. If you were to get dirty, it would look tasteful instead of dirty, if you got a scar, it would accent your appearance instead of detracting from it. This does nothing for non-visual aspects, such as foul smells.

For another 100cp, you find that your body and clothing are constantly cleaning themselves, as if by magic. This means that any dirt or grime that builds up on you will slowly be removed, bad odors will be neutralized and scrubbed, and you will feel like you just got out of the shower. It will generally only take a minute, maybe two, to go from covered in dirt to completely cleaned. You can toggle this on or off at will.

For a final 100cp, you have a supernatural level of attractiveness that wouldn't be out of place on a succubus, one that draws in people even if you wouldn't be their preferred gender. This basically makes you a 12/10 in terms of scale. This is a magical effect and you can turn it off if you so choose.

Longevity (100cp): Vampires are known to live an exceptionally long time, and now, so do you. With each purchase, your maximum lifespan increases tenfold, or becomes ageless at four purchases. Each purchase of this perk grants a free 50cp perk.

A Taste for Blood (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that can often come from a vampire's inclinations. Your senses cannot be overwhelmed by extraneous stimuli in any form and your ability to feel disgust from these sensations can be suppressed as will. This ensures that you will not feel sick from anything your senses perceive.

Tooth & Nail (100cp): Vampires are not simply physically stronger than the average person… they have built in weapons. Fangs and claws are common in vampires, and now, you have them as well. You have limited control over your dentition and fingernails as well as their supporting structures, allowing you to weaponize them easily. Transform your fingernails into razor sharp claws for battle or blunted caps on your fingers to protect them while digging or climbing, convert your teeth into needle-like fangs or stretch your jaw to get an easier bite.

Social Chameleon (100cp): You have the uncanny ability to shift your demeanor and behavioral patterns to fit into any particular group of people as if you were one of their own, subtle things that give an impression that you belong, even if one wouldn't be able to describe it unless it was pointed out to them. You could walk amongst nobles as a commoner or amongst thieves as a noble without seeming out of place because of the way you hold yourself.

Loremaster (100cp): You have a memory that is fundamentally perfect, with instant recall, perfect indexing, tamper proofing, and the ability to suppress, but not forget, memories you don't want to taint anything. You are also well studied in history, gaining a deep knowledge of local history, which updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be.

Unnatural Soul (100cp): Vampires have been disconnected from the natural world in a significant way, their soul altered as much as their body. This has provided you with significant protection against any attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect.

Well-Adjusted (100cp): A rarity for vampires and a personal achievement, you are simply a well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and identity. You will never go mad with power or lose sight of your roots. This also gives you amazing levels of self control.

Polyglot (100cp): You have a knack for languages and can speak, read, and write all common languages on this world. You can also learn new languages through exposure rather than needing an instructor or book to translate it for you, on top of learning new languages a hundred times faster than normal.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much clearer to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it without hesitation. You effectively weigh the pros and cons in the background of your mind, instantly, giving no conscious effort, which may lead to you missing your chance.

Patient Predator (100cp): While opportunities will come knocking eventually, they take time, and sometimes, time is a worse enemy than anything else. You can be as patient as you need to be at any given time. This won't stop you from getting frustrated or bored, but will allow you to suppress it to push through those feelings to complete a tedious task or get through an explanation to a particularly dense individual, making you functionally immune to the negative effects of boredom, though not the boredom itself.

Presence (100cp): You cut an impressive figure when you want to, able to use a combination of body language, subharmonics in your voice, careful word choice, and projected intent to influence those around you, and you do so instinctively and selectively when you want to. This is a subtle effect that can make you intimidating, soothing, or make you seem harmless to various degrees. This pairs well with and amplifies hypnosis-based abilities.

Adaptable (100cp): Being transformed into a vampire leads to a near immediate shift in someone's lifestyle, priorities, and, in some cases, morality, something that can be quite hard to adapt to. You, however, are able to adapt to such rapid changes in your own circumstances and roll with the punches, so to speak, reducing the stress of such situations, helping you keep your cool under pressure, and making trauma easier to overcome. This grants you both a resistance to and an ability to passively recover from mental illnesses and madness, including depression, PTSD, ennui, and similar conditions, given enough time.

Seduction (100cp): Vampires tend to have an almost animal magnetism to them, a sense of danger that provokes lust and attraction rather than fear. Many capitalize on this. You are a natural in the art of seduction and can easily get people who are even remotely interested to go to bed with you. You also find that you have a talent for what comes after and can read the needs and desires of whoever you go to bed with, allowing you to satisfy them more easily, so long as you put in the effort.

Before the Dawn (100cp): A vampire that doesn't keep track of time is liable to be stuck in the sun, burning to ashes, or otherwise in a vulnerable situation, something that will lead them to ruin. You have excellent time management skills and can always seem to fit just a bit more activity into a given period of time. You also have a precise sense of time and can even set mental alarms linked to that sense of time, almost as if you had timers and alarm clocks within your own head.

Heartless (100cp): A vampire feeds on the living, draining the very blood that keeps them alive, often resulting in the death of the one being drained. Compassion doesn't last for these sorts. You can turn off your moral hangups for a time, putting yourself in a state where you can do what you need to do without your emotions getting in the way. You will still feel the emotions, but they will not stop you from pursuing your goals while this ability is active, without negatively impacting you long-term. While the effects of this perk are in place, you can put on a mask of cold calmness, hiding your true emotions and thoughts on the surface level.

Scent of Blood (100cp): Many types of vampire have enhanced senses, from the bat-like hearing of the strigoi to those that can scent blood from across a city like a shark. All of your senses, and your ability to process those senses, are greatly enhanced in a purely beneficial manner, with perfect night vision being gained as a default. Your enhanced senses will never overwhelm or harm you in any fashion. As a final benefit, you can induce a limited form of synesthesia in yourself, allowing you to 'see' the circulatory system of a person by tuning your olfactory and auditory senses into your sight. With time, you may be able to induce other forms of beneficial synesthesia.

Magnetic Presence (100cp): You have an internal slider that allows you to manipulate just how noticeable you are, just how magnetic your presence actually is. At its highest level, you will be the center of attention, drawing every eye to see you and making you a focus they can't easily look away from. At its lowest, you gain an SEP field that makes you borderline unnoticeable to the people around you. This isn't quite invisibility, but it is close.

Like A Spider (100cp): You have the ability to stick to nearly any surface and, in the process, shift your personal gravity towards that surface, effectively allowing you to treat any surface as if it were the floor. You could walk up a wall using this ability. This also makes you exceptionally sure-footed and gives you the ability to brace by sticking to the ground in the moment, giving you extra leverage in the process on even slick surfaces. As a final benefit, you can move just as easily on all fours as you would walk naturally.

Monstrous Strength (100cp): Your strength is significantly improved, increasing the multiplier from Vampiric Vigor by one when it comes to your physical strength and endurance (this cannot be redistributed). All of your muscle gains the properties of red (slow-twitch) muscle when it would be beneficial. This perk may be purchased multiple times, its effects stack.

Unnatural Alacrity (100cp): Your alacrity is significantly improved, increasing the multiplier from Vampiric Vigor by one when it comes to your physical agility, manual dexterity, and reflexes (this cannot be redistributed). All of your muscle gains the properties of white (fast-twitch) muscle when it would be beneficial. This perk may be purchased multiple times, its effects stack.

Inhuman Resilience (100cp): Your resilience is significantly improved, increasing the multiplier from Vampiric Vigor by one when it comes to your physical durability and toughness (this cannot be redistributed). Additionally, this multiplier applies to your rate of healing and has you regenerate instead of producing scar tissue. This perk may be purchased multiple times, its effects stack.

Ageless Wisdom (100cp): Vampires are often long-lived beings, with even the newly turned often being fully grown and having earned some level of wisdom and experience. You have a deep well of experience to draw from and can identify easier, simpler solutions for seemingly complex problems with calm assurance by simply drawing on this experience. This also gives you a degree of experience in each world you go to beyond this one, giving you the local common knowledge regardless of origin.

Centuries in the Making (100cp): You possess a devious mind, one that allows you to predict cause and effect, directing people based on your actions and the actions of others, as well as the knock-on effects those directions would have. While not a perfect prediction model, it is entirely possible that you could set up a domino effect months or years in advance to achieve a desired result that will only come to pass when you want it to, so long as you've laid the seeds ahead of time, though events outside your knowledge may derail them unless you stay on top of them and adjust accordingly.

Drinking Blood (100cp): Blood is what sustains a common vampire, it nourishes and fortifies the way food does for a normal human and aids in their ability to recover. Anything you consume with the Feed perk gives you a quick energy boost and accelerates your recovery, both in physical health, mental and physical stamina, and magical energy reserves, as well as giving a temporary increase in your maximum.

Self-Sustaining (100cp): You no longer need to eat, hydrate, sleep, or breathe, producing all the metabolic energy and nutritional needs you require ex nihilo in ideal conditions. This does not remove your ability to actually do so, and this will adjust in accord with what you take in, doing so may even be helpful in some circumstances, such as for comfort or restoring mental fatigue. This doesn't remove other requirements you may have that aren't based on nutritional or metabolic needs, as with most vampire feedings.

Blood Hunter (100cp): Vampires, as a rule, are predators with a preference for hunting humanity. You have an innate predatory instinct that allows you to, at will, overcome any aversion to violence you may have and provides you with a degree of natural skill in combat. This also gives you an understanding of the instinctive reactions of your prey, any creature you fight or hunt will provide you a great deal of insight into how to improve against them in the future, and quite rapidly at that.

Bloodthirsty (100cp): You have a deep wellspring of bloodthirst that you can tap into at any point, sharpening your killer instincts and making every attack you make more lethal, even if nothing else changes. This simply makes every attack you land more severe, more dangerous and deadly, more painful, and otherwise more likely to allow you to land a killing blow. You can turn this effect off if you wish to.

Sacrificial Magic (100cp): You can supplement the necessary fuel of any supernatural power with blood, your own or that of others. Using your own blood is a particularly physically draining means of supplementing supernatural abilities as it draws on both blood and stamina in place of whatever power fuels it. The power within blood does not last long once extracted, unless preserved, and will lose potency quickly. If this would kill in the process, the potency of the spell cast is greatly increased.

Neck Romancer (100cp): Punny name aside, there is a common trend of vampires being seen as sensual creatures, and their bite is one of those reasons. When you Feed on someone, you can stimulate sensations of euphoria and pleasure in the creature you are feeding on in a manner that renders them temporarily incapable of resisting your feeding unless they have a great deal of willpower. This also makes whatever you Feed on taste better to you or simulate similar pleasurable feelings as eating good food.

Blood Bank (100cp): It varies from source to source how often a vampire needs to feed, some only need to feed on a few sips of blood once or twice a month, others need to drain a fully grown human daily. Well, this is meant to help with that regardless. Any time you Feed, you can store up what you are Feeding on and keep it in reserve for when you need it later. There is no limit on how much you can have stored in this way. Any ability that requires you to Feed to trigger can tap into this stored reserve to fuel its effects instead of needing to feed directly. You can separate different feedings into different reserves if, for some reason, you wish to do so.

Predatory Insight (200cp): In the depths of the wilderness, great beasts reside, be they mundane animals that are simply bigger and stronger than one might expect or actually supernatural beasts. You have the ability to, through simple observation, pick up on the behaviors, habits, and patterns any creature follows, picking up on their strengths, weaknesses, environmental niche, and their reactions to various situations. These become internalized, and you will recognize similar patterns in other creatures, allowing you to more easily adapt and integrate more of these creatures you encounter and observe. This is significantly faster if you fight the creature in question, but it is less effective against more intelligent creatures, as they can adapt to you in turn.

Enthralling Gaze (200cp): By meeting the eyes of another creature, you can put them into a more suggestible state. This is a slow process, taking either lengthy and/or repeated eye contact to put even the average person into a truly suggestible state, taking longer with stronger-willed individuals. You can also use this eye contact to inject ideas, suggestions, emotions, and other such things into their mind, giving you a degree of leverage over their thoughts and actions. This is a subtle effect, seeming like the injected ideas are their own.

Over time, this effect will wane, faster with strong-willed individuals, but continued and repeated applications of this perk will prolong and deepen it, eventually reaching a point where the person won't even fight it anymore, rendering them permanently under your influence. Once someone reaches this state, you no longer need eye contact to impart ideas, emotions, and suggestions, simply will it and it will happen.

You can put more power into this effect, tiring yourself mentally, to be able to inject a suggestion in someone you haven't put into a truly suggestible state, but doing so will only last for a few minutes at most, at which point they will shake it off and it is far less subtle than the version described above.

If you have the Neck Romancer perk, you can use this perk when you feed on a creature to blur their memory of the events. This causes a mild state of confusion, but leaves them with no memory of the feeding or the moments leading up to it.

Creatures of the Night (200cp): Vampires often possess the ability to control and conjure animals they are commonly associated with, such as wolves and rats, as well as other bloodsucking creatures like mosquitoes, leeches, and bats. You have the ability to form a supernatural bond with various animals, imparting them some of your will and intelligence with no loss on your part and bringing them into a sort of semi-hive mind with yourself. This works especially well with animals that are associated with death, decay, and blood. Insects and other simple animals may have entire swarms or colonies bound at once. This will even work on other forms of undead, though only if they are of animal intelligence or completely mindless.

Defying Gravity (200cp): A common power of vampires, you have the ability to levitate and can control your movements through the air, granting you a limited form of flight that is a bit closer to walking through the air or gliding than actual flight. You can also use this to make yourself lighter rather than fully levitating. With practice, your skill at using this for flight will improve, granting you more speed and control.

Additionally, this can be used in conjunction with other forms of flight to improve your maneuverability, speed, and control with that form of flight.

In Service to the Dark Gods (200cp): You are able to make a sacrifice of materials, life, or self in order to contact and earn the favor of a god or patron. Any god or patron, in fact, assuming you use the right sort of sacrifice to begin with. This may grant you some measure of protection or power, a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary or permanent blessing. Just be careful, many gods are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

Distant Feeding (200cp): Feeding is a core aspect of vampires, and it requires they be close… or does it? You have learned how to feed at a distance in some manner of your choosing. If you feed on blood, you might be able to simply call it to you and drink it as it enters your mouth, or maybe you feed on magical energy and have developed a spell-like capacity to simply pull that magic directly from the body and into yourself from a distance, with greater practice extending the range further and, potentially, making it more subtle. You can even extend these to other abilities or traits that would normally require physical contact, though those will require more work to accomplish.

Polymath (200cp): Given the long lives vampires live, it makes sense that they will develop an understanding of a wide array of subjects, learning throughout their lives. Besides giving you a greater capacity to learn, increasing your rate of learning fivefold, you have a decent understanding of many subjects, granting you ten free purchases of the Hobbyist, Craftsman, Career Path, and/or Combat Skills perks in any combination.

Unliving Vigor (200cp): Vampires, for undead, are capable of acting fully alive, able to do everything a living person could do, barring their innate weaknesses. You can enjoy the benefits of both what you once were, and what you are now, and this will persist for all future changes, allowing you to keep what you enjoyed from your original self and the benefits of your current life. This even includes the effects of aging, allowing you to maintain the best parts of every age you have experienced, should you wish it.

Know Thy Body (200cp): You have near total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as temporarily condensing your musculature, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never actually needing to use a restroom unless you want to do so for whatever reason.

Blood Tyrant (200cp): The first of the common interpretation of vampires was a count, and the inspiration behind him was a general, both leaders of men, and you have inherited this capacity to lead. You have an innate aura of command that makes sure that those that serve under you will take your orders and desires seriously. You also instill an understanding of what you actually want from them with every order you make, and you can reverse this when they are reporting to you to understand what they are trying to tell you, ensuring that miscommunications simply do not happen. More importantly, your style of leadership shapes your aura. If you lead with fear and rage, your aura will take on a dark and foreboding quality that will cow those under you. If, instead, you lead with understanding, your aura will feel calm and reassuring. Additionally, you gain an exceptional amount of skill in the more office focused side of leadership; logistics, delegation, coordination, and keeping communication flowing.

Freedom of Movement (200cp): Nothing ever seems to hold you down, in the literal sense. Attempts to hold you in place simply fail as you are able to slip through them with the greatest of ease, such that even someone physically keeping a hold of you with an iron grip could lose their grip with a simple flick of your wrist. This includes when the environment seems to be trying to keep a hold of you, such as with vines or thorny brush that will attempt to catch a hold of you and prevent your passage. This will even allow you to slip through extreme or supernatural means of holding you, such as sealing or a high-tech prison designed to hold you specifically.

Family Matters (200cp): Those you sire, whether via turning or from more traditional means (conceiving a child), are compelled to follow your commands. This is not like vampiric hypnosis and is more akin to a geas or curse of obedience, rendering them unable to go against you. You can choose exactly how strong this effect is at any given moment, a light hand may allow you to build a loyal following, while a heavy hand would give you greater control, though it may cause resentment in those you compel.

Blood Rush (200cp): You have the ability to empower your vampiric abilities at the cost of inducing hunger in yourself or fueling it with whatever you Feed on. This boost can be small or significant, dependent entirely on how much you invest into them, and can be used on any physical ability or vampiric ability you possess. You can fuel multiple abilities at once, though the costs can add up if done recklessly. You can go into a deficit with this ability, leading to rapidly accelerated hunger only alleviated by Feeding, and how far you can go is dependent entirely on your willpower and ability to endure the hunger.

If you have the Blood Bank perk, then any stored up Feedings will offer a smaller boost that lasts as long as you keep it stored. Additionally, any Feeding you make will provide a small reserve of power that can be used to fuel this perk's effects without spending what is banked or inducing hunger. This reserve only lasts a few hours at most, up to a day if you Fed on a particularly potent source.

Bump in the Night (200cp): While not ubiquitous, many forms of vampires can take on the form of one or more animals, often those associated with the night, and especially predatory animals. You may select a small handful of animals you can take the form of at will, by default these would be bat, wolf, rats, crows, cats, owls, and spiders, though you can swap them as you see fit. You can gain more by feeding on and attuning to new animals. You can purchase additional animals for 50cp each or choose a creature such as a dragon for 100cp.

Doppelganger (200cp): A select set of vampires have the capacity to alter their physical features to allow them to look like someone else. Now, so do you. You have the ability to alter yourself in a limited manner to be able to appear as nearly anyone of your original species, though you are limited by mass and cannot exceed twice your normal mass or go below half your normal mass.

If you have the Tooth & Nail perk, you gain better control over your physical form. If you have the Bump in the Night perk, you can combine any alt-forms you possess as you see fit.

Self-Determination (200cp): Attempts to predict or plan around anything you are involved in just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. This will extend loosely to your allies so long as they are working with you. Your own predictions and plans are not affected by this, and you can choose to negate the effects of this selectively if you wish. With effort, you may begin to sense when someone is attempting to predict you and can influence the results of these predictions with information you desire, giving them false or misleading information rather than merely clouding or obscuring the results entirely. Additionally, you are immune to fate and luck manipulation.

Taste of Nostalgia (200cp): An odd ability possessed by some vampires that you now possess. When you Feed on a creature, you are able to pick up on echoes of their memories contained within the medium you feed on. They come in a rush and must be sorted through, lest they simply fade, but with enough skill and effort, you can learn to interpret and experience them.

At first, you will be limited to random glimpses and brief bursts of emotion, thoughts, or context behind the memory and they will fade quickly, possibly even overwhelming your senses, however, as you practice with this skill, you can learn to sort out the memories, stabilize them, store them, and view them at your own discretion, and keep them from fading, possibly even indefinitely. You will also be able to pick up on memories from farther and farther back in the person's history. You can even use this to help learn the skills of those you've Fed on.

Blood Artisan (200cp): There is a great deal of power in blood, and vampires know this intrinsically. While this suggests it only uses blood, you are actually capable of crystallizing the life essence you gain through your feeding into stones that can then be infused into an object to empower and refine it in a form of pseudo-enchanting.

Additionally, by taking some of the medium used to take the life force from a creature, you can align it with the creature itself, allowing some of their capabilities and traits to carry over into the infused object for a more potent form of enchanting. These stones may also be used to power devices if you can figure out how.

If you possess Taste of Nostalgia, you can inject stabilized memories into these gems, providing some level of the skill of the individual the memories were drawn from.

Schooled in Magic (200cp): Vampires are often innately magical creatures, born from magic or supernatural forces, it is little wonder they possess the capacity to use that same magic for their own ends. This perk grants you the basics on how to use a particular school of magic as well as how it can be applied as a vampire, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Blood Magic:* A magic commonly associated with vampirism, Blood Magic is a simple shortcut for more complicated spells. This specialization is a painful but potent one. By drawing blood and infusing it with your will, you can cast magic without needing to know the formula (or to ease the casting if you do know the formula) for a spell, simply casting it through intent with your blood as a medium. This uses the blood as a tool for the spell, so certain spells may be beyond your ability, but this magic is quite potent, as well as scaling off the quality and potency of your blood. It is possible to use the blood of others, but it is not as receptive to your will and intent as your own blood would be. This also involves the ability to control blood directly, able to shape it into a variety of shapes and forms that act solid despite blood's liquid nature.
- *Shadow Magic:* A more tricky type of magic, shadow magic ranges across a large array of magical effects, from illusions meant to hide or deceive to the forging of shadows into physical objects to the transport and storage of things between shadows, which extends into teleportation, with enough skill to simple scrying and seeing through shadows. With more advanced uses, the capacity for illusions and creating solid shadows may combine for a form of pseudo-summoning as the illusions take on a more physical presence. This magic may come with some negative connotations, depending on where you are or go, but it is supremely useful as shadows are everywhere.
- *Curse Magic:* Curses are commonly associated with death, the undead, and darkness, often viewed in a manner similar to a disease or illness, perfect for a vampire. Curses are prolonged effects that hinder, harm, torment, or otherwise apply pressure on the subject of the curse and can have a wide variety of effects. Debuffs, trap spells, wards, and draining magics fall under the category of curses. Basic curses will last minutes to hours, but the more involved and expansive the preparation, the longer the curses will generally last, with some even being permanent. It is possible to use a curse in tandem with another spell that offers a benefit to enhance that spell, but also inflicts the curse on the one affected. Curses can also be anchored to an area or object fairly easily.
- *Necromancy (100cp):* The magic of life, death, and undeath, ranging from healing to death induction to animating the dead as servants. You have access to this entire school of magic, allowing you to access all possible subcategories of magic within it. You can weaken foes with necrotic energies, heal allies by bolstering their life force, create allies by raising the dead, call on the spirits of the long dead, alter the living and undead, merge dead flesh with the living, corrupt the land, and so much more with this form of magic. At the height of this magic's power, you are able to manipulate the very soul itself, stealing it, sealing it, moving it, changing it, condensing it into a physical form, and much more.
- *Golemancy (100cp):* A complicated form of magic, this field of study is focused on the imparting of a pseudo-mind into an object or a collective of objects to have them perform tasks, often with supporting abilities to allow them to do so. With this magic, you could cast a spell to make a lock open itself, cause a car to drive on its own along a pre-programmed path, cause weapons to wield themselves telekinetically, cause rubble to rise as a form of quick golem, and similar such methodologies. This can even be used in much the same way as necromancy, though doing so is far more complicated, as you must take into account the biological structures and how they function to make them move properly. Skilled users can create fully sentient golemic minds that they can carry with them, converse with, and implant into bodies, if they are so inclined, though this can require decades of skill and mastery.

See It Through To The End (200cp): At what would normally be the end of a jump, you gain an additional choice you can make, along with the standard three, you can choose to extend your stay beyond the point it would normally end without choosing to stay permanently. At any time after this point, you can choose to end your jump, and should you be killed or otherwise die, you will automatically be prompted to choose from the original three options. If you choose to stay after dying in this way, you will go to whatever afterlife you were destined for in the jump.

Mental Mountain (300cp): Given how vampires propagate, it makes sense that they seek those who are capable when looking to turn someone rather than simply feeding, and you are an example of why. You are a true genius, with a high level of intellect, creativity, and insight into the mechanics of the world around you, seeing things other people simply miss for one reason or another. And this isn't just for common topics, it is a general level of genius that applies to all things, not simply one subject. This is especially useful as you can connect your ideas and insights from one subject to another that seem utterly unconnected, but nonetheless help you develop your talents.

Dhampir (300cp): Also called Daywalkers or halfbreeds, a dhampir is what happens when a person is born from someone who was turned or from the union of a human and a vampire, taking many of the traits of a vampire, but lacking most of their weaknesses. Instead of being a full vampire, you are a dhampir, having all of the strengths and capabilities of a normal vampire, but lacking any of their weaknesses (unless you take a drawback that gives you a weakness). Additionally, any weaknesses you have based on what you are either eliminated or significantly reduced for particularly potent ones, to the point of simply being a nuisance rather than a true weakness.

Slayer (300cp): When you manage to kill something, you can ensure it will stay dead, regardless of what sort of magic or contingency it may have to revive itself. You can also bypass many of the common means to avoid death altogether. Someone showing up as an illusion will be injured if you strike the illusion, a lich will find their phylactery crumbling as their physical body is slain, and clones will not awaken with the memories of the original, even if those memories were already implanted, while already awakened clones will keel over alongside the original, even if you killed a clone. You can be selective with this, allowing instances where many would die to only allow specific individuals to die. Finally, beings that can only be injured or slain under certain conditions are able to be harmed and slain by you, regardless of the conditions, you are their ultimate weakness.

You Are What You Eat (300cp): Whenever you feed on a creature, you can temporarily absorb a specific trait or power from them, gaining access to some of their capabilities as a result. A dryad may allow you to grow and command plant life, while a dragon may give you fire breath, and a simple cow may grant bolstered physical strength or enhance fertility. Once you pick, there is no changing it, and it will last only as long as what you fed from it does. For most cases, a full belly will give you days, if not an entire week, with what you picked up.

If you have either the Eternal Evolution or Blood Refinement perk, you can forgo the full strength you would have gained to instead gain a permanent addition to your abilities at 1/100th the strength you would have otherwise gained. You may also choose to, instead, just have it grant raw, supernatural power or magical energy reserves.

If you use this on another vampire of a different sort, you can gain access to the abilities of that type of vampire in addition to your own and can add that strain's effects to anyone you turn. However, this also includes any weaknesses that vampire may possess.

Transfusion (300cp): In a reversal of You Are What You Eat, you have the ability to reverse your feeding on a person to grant them the physical capabilities of your particular form of vampirism, as well as a degree of your own abilities, chosen when you use this perk's effects. The more you put into the person, the greater the boost they gain, but also the greater chance of them going berserk as their nature and your own power come into conflict. As you are using your own power, this can actually weaken you temporarily if you give too much or use it too often.

If you have either the Eternal Evolution or Blood Refinement perk, repeated use of this perk can cause some of the benefits to linger after they wear off, granting a permanent boost, though it will eventually cap out well short of actually gaining access to your strain of vampirism. Additionally, you can permanently grant someone a single perk using this method, forgoing the normal boost in the process. If you do, they cannot receive another perk from you for ten years or until the start of the next jump, whichever comes first.

This also gives you finer control over your ability to Turn others, passing on only what you wish to pass on to those you are turning, as well as how, specifically, they manifest.

Seen It All Before (300cp): Vampires live a long time, they see so much of history in the making, the mistakes, the tragedies, and the misfortunes. You've learned to spot and resolve problems before they become problems, making everything run just a bit smoother when you are around, especially as you can passively extend this ability to your nearby allies, to a degree, allowing others to resolve these problems in the same way you can. This also stretches across a fairly large area, able to encompass entire swathes of countryside, so long as you have allies there.

However, this extends farther. Luck, fate, destiny, and similar phenomena are problems that you can resolve just as easily as any physical problem, allowing you to break down the influence of fate, destiny, and luck on an individual, at least temporarily, while you face off against them. This may take time, but this can strip your foes of their plot armor, destined victories, and similar such factors, so long as you work towards it.

You are still able to benefit from luck, fate, and destiny when it is beneficial to you.

Pureblood (300cp): You have taken exceptionally well to your vampirism, all of your vampiric abilities being significantly stronger, easier to control, easier to learn and develop, and needing far less Feeding to sustain yourself or fuel your abilities. But this isn't all, your vampirism has enhanced all of your capabilities, not just those tied to your vampirism, including all of your perks. The boost this perk gives is both a flat bonus and a multiplier to all of your capabilities by default. Your growth and training operate as if they were at the level prior to this perk's effects.

Additionally, each jump you may select a single perk to gain double this perk's normal benefits.

Death is Not the End (300cp): Vampires can die, but it's a very difficult and involved process, often requiring several steps to permanently put them down. This perk takes that a little farther. When you die, your chain doesn't immediately end, and your soul lingers within your body. You can remain conscious, enter a state of dormancy, or reawaken at will while in this state of quasi-death, and may act in a limited fashion with purely non-physical means. Your abilities are reduced in capacity and slowed while in this state of quasi-death. If you are revived prior to the end of the jump, you may continue the chain as normal. If you are still dead by the time the end of the jump comes around, your chain will end as if you had died normally. If you have a perk, item, or ability that can revive you, you can choose when they activate. *See Notes for additional details*.

Eternal Evolution (300cp): There is a phenomenon where truly old vampires are significantly stronger than their younger fellows, the power they feed on growing denser and more potent within them over time. As you age, you find that you don't degrade and will instead grow greater, physically, mentally, magically, and spiritually, over time at a slow and steady pace. Very slowly and steadily, it can take decades to have noticeable improvements, but it improves everything about you, and it happens completely passively. This will even make your weaknesses lesser over time, until they are eliminated entirely. This also acts as an uncapper.

Additionally, any permanent improvements you achieve are added to this perk and become fiat-backed. This includes the benefits of simple physical conditioning and learning new skills. You will never lose what you have gained so long as you don't allow it.

Finally, over time, your strain of vampirism may mutate to give you abilities as per the Variant Strain perk below, possibly allowing you to sire new strains of vampirism.

You cannot use a Blood Token to gain this perk.

Blood Refinement (300cp): Blood has power, it is used in rituals and magic, and vampires are sustained by the power within the blood of others. They know it better than anyone. Whenever you Feed on a creature beyond what you need to sate your hunger, your body and vampiric capabilities are improved ever so slightly, in a manner similar to Eternal Evolution, except you have to actively pursue the benefits, and it is dependent on how much you are able to Feed and on how powerful what you feed on is. This also acts as an uncapper.

You cannot use a Blood Token to gain this perk.

Primordial Vampire (500cp): Also known as true vampires, progenitors, or antediluvian vampires, considered the first of the vampires or their chosen successor. You gain a free instance of the Variant Strain perk, and its power and/or breadth is significantly greater than it would otherwise be. Alternatively, you may gain a floating discount to one 100cp perk, one 200cp perk, and one 300cp perk you can use in this jump.

Additionally, all of your abilities, techniques, and powers seem to have just a bit more weight to them, some indescribable property that makes them... somehow more. Normally, this simply makes them a bit better than they previously were, however, when clashing against another force, this quality comes to the fore.

Your abilities become much better when going against an opposing force, seeming to simply become greater against a force that would counter it, resisting the effect or power attempting to counter it. No ability is absolute where you are concerned, no defense is guaranteed to counter you, no attack is guaranteed to hit you, and no spell is guaranteed to affect you if you don't want it to. This only gives you a chance, but that's a chance even against gods and beings on their level, despite the powers they may possess.

Finally, your abilities are significantly harder to detect or trace, making it nearly impossible for anyone to tell you are what you are unless you tell them or they intuit it through purely mundane means, such as context clues.

You cannot use a Blood Token to gain this perk.

Soul Keep (600cp): A power possessed by only the most potent forms of vampire, the ability to consume the souls of those you have slain. Whenever you feed on a creature, and it dies, either from the feeding or from another source, its soul and residual life force are captured and stored within yourself. You can also, under the right circumstances, use this on the recently dead to do the same, so long as they aren’t too long dead. These captured souls can be used in a number of ways that can be beneficial.

You have a space within you that can store any number of souls, but you also possess ten slots within this space that can be used to align with a consumed soul, giving you unlimited access to the memories, skills, and abilities of the consumed soul. You can also draw on any magical power held within a soul within one of these slots, using it as a battery for your own abilities. Swapping out a soul in one of these slots takes time, roughly a day.

You can also summon any souls you have stored away with all of their skills and abilities intact, but lacking in a will of their own unless you allow them to have it, either temporarily creating them a body identical to their original or having them inhabit a prepared body in a more long-term, and potentially permanent, manner. They are vulnerable in this state and can be exorcised, released from your control, though if slain normally, they will simply return to your storage space.

You may burn away a soul you have currently stored to revive yourself from death without losing your chain or to fully heal yourself to peak condition. This may either release the soul to its proper afterlife, albeit in a diminished - but recoverable - state, or completely destroy the soul. You may do this one time per slot you possess, with ten being the default.

At any time, you can release one of these souls and allow them to pass on. Until a soul is released, however, they cannot be restored in any fashion. If you do, you retain the life force absorbed and may use this in place of burning a soul to heal yourself, but not for anything else.

If you have either the Eternal Evolution or Blood Refinement perk, the number of slots you possess increases in number over time, by default granting one additional slot per jump.

You cannot use a Blood Token to gain this perk.

Variant Strain (Special): Vampirism is often described like a disease by those that hunt them, a virus, and in some ways, they are right. Besides its consistent spread, vampirism is prone to mutation and can develop unique manifestations as it is spread, and sometimes even within an individual.

This perk allows you to create a custom ability for your particular strain of vampirism, turning you into the progenitor of an entirely new and unique strain. This may be a specific ability you can always access, a transformation of some variety that augments your capabilities, or maybe something as simple as supercharging an existing ability of your strain of vampirism, augmenting a single perk or ability you may possess to a significantly higher level than it would otherwise be capable of.

Taking this perk requires you to spend a Blood Token. This perk may be taken more than once.

See the notes section for examples.

Items

You gain two additional Blood Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Cover Identities (100cp): With how long vampires live, they often need to establish new identities. Well, this is meant to make that a bit easier. You have all the paperwork for your identity and will be able to use this to establish new identities in a short period of time, should you ever need to create a new one, taking roughly a week to be fully integrated, with little able to get through to find the falsehood of your new identity.

Sunscreen (100cp): Maybe not actually sunscreen, depending on the nature of your vampirism. This item gives you a small buffer against your greatest weakness, such as sunlight for most vampires. While it is not a perfect defense, this does allow you to survive direct exposure for longer and with less discomfort for a time. This will last, at most, a few hours before another application is necessary. Contains enough for five applications and replenishes weekly.

Treasures & Souvenirs (100cp): Vampires live for a long time, and any vampire worth their salt will collect a lot of memories and experiences. These trinkets are reminders of those. This room, which will become a warehouse attachment post jump, is filled with a variety of trinkets and knick-knacks that remind you of past events, reinforcing the memories and allowing you to relive the moment in some small ways. A useful reminder.

Spectral Servants (100cp): All of your properties attract a small cadre of ghostly beings that haunt and maintain the property, acting as simple servants, cleaning and performing simple tasks for you, be it maintaining equipment, transporting objects to specific locations, or otherwise acting as simple servants. These servants, while not mindless, are simplistic and cannot perform complex actions such as cooking or logistical paperwork.

A small number follow you specifically and can help more directly, such as fastening straps on armor, maintaining equipment, waking you under specific conditions, and effectively acting as a third hand for you to use. With time and nurturing of these personal spirits, you may even be able to give them the ability to follow more complex orders, though this only applies to the ones that personally follow you.

You can share these spectral servants with your allies. Their appearance is up to you, though they are normally invisible unless specifically asked to be visible.

Blood Bags (100cp): All vampires need to Feed, it is a key feature of their existence. These items are a simple source of what you need to Feed on. While these will cover your needs in terms of feeding, they are bland and tasteless, just barely nourishing enough to survive, and cannot fuel any perks or abilities that require you to Feed. Moreover, they become less effective if they are all you use to Feed, eventually requiring you to feed normally. This will reset the effectiveness of this item.

These may be incorporated into other foods in order to allow you some more variety in your diet, and doing so will render the foods hypoallergenic as an added benefit.

Post-jump, these can cover for any special dietary restrictions.

Extensive Wardrobe (100cp/200cp): Exactly what it says on the tin. You have access to a wide array of clothing for nearly any occasion. So long as you go looking, you will always be able to find the perfect outfit for any situation. These are normal, mundane clothing by default, however, for an additional 100cp, you can include articles of clothing with more exotic features to spread their effects across the wardrobe.

Comfy Coffin (100cp/200cp): A coffin perfectly fitted for you and extremely comfortable to rest in, acting as a perfect bed for you. Resting in this coffin accelerates your healing, be it physically, mentally, or spiritually, and you can choose to remain asleep in this coffin indefinitely to aid in this, your biological needs put on pause while you sleep. If you wish it, time spent sleeping in this coffin does not count towards your time spent in a Jump.

For an additional 100cp, this coffin is protected from all scrying attempts, as is anything within it, including you while you are inside of it.

Laboratory (200cp): A large and expansive laboratory that has all the tools you'd need for scientific and magical pursuits, particularly in regard to the study and creation of various mediums you may have taken an interest in, including a supply of materials that will replenish themselves over time, some replenishing after a day, while the rarest will only restock once per jump. You can add new materials to this replenishing supply by dumping a good-sized portion down a chute in a side room. Everything will automatically clean itself once you are finished with it, without affecting what you are still working with.

Docile Township (200cp): A large plot of land with enough space and housing to hold hundreds of people, providing lodging, food, enrichment, and space for all housed within. And yours is special as it will be able to house all under your command, regardless of how many, comfortably. Those housed here are exceptionally tolerant of misfortunes of all sorts and are cowed enough to follow you with little, if any, resistance. They even seem to spontaneously replenish their ranks regularly.

Ritual Grounds (200cp): This small plot of land stands directly over a nexus of ley lines that comes exceptionally close to the surface, granting the land itself a considerable amount of magical energy. Because of this, rituals performed within these grounds have a much higher chance of success, need fewer resources, and are far more forgiving of any mistakes made, compensating for a lack of skill through raw magic and receptiveness to intent.

Information Network (200cp): This is representative of a network of informants and couriers that can perform research, gather information and rumors, start whisper campaigns and rumor mills against your enemies, carry and deliver messages, or otherwise spread information to or from you. The people that make up this network will perform the tasks given to them, then disappear until called again, being more akin to NPCs than proper people. They cannot cause physical harm in any way, nor can they perform sabotage of any kind, they can only be used for the collection and spread of information.

Familiars (200cp): A swarm of bats, a pack of wolves, a pair of gargoyles, or any similar creatures are commonly kept or associated with vampires of all sorts. You have a set of these creatures that have an innate mental link to you, are utterly under your command, can be summoned to you at will, and you can share in their senses in a form of harmless possession. You can even seemingly vanish into their numbers, seemingly becoming a part of the swarm or pack in the process or form from their numbers. These familiars grow in strength and numbers as you do.

Each additional purchase allows you to add another type of creature to the familiars. Additional purchases are discounted. You may take this item any number of times.

Vampiric Artifact (200cp/300cp): This artifact has its own instance of the Feed perk and may be used as a medium for your own, allowing you to benefit from this new form of feeding or extend your own in some manner available to the artifact's form. It also possesses an ability that you can fuel with what it has fed on or your own capacity to feed, you can even have it feed from yourself if you so wish.

For an additional 100cp, the artifact is able to store what it Feeds on and use what it has stored to grow in power and develop new capabilities, potentially growing to be a powerful artifact, in time. These developments are dependent on what it has fed on and how it has been used.

Gothic Castle (200cp/300cp): While not necessarily a castle, this is a comfortable residence or place of business that you own completely and is quite nice, even more so if you have anything higher than the free form of A Place in the World. This residence is warded against sunlight's harmful effects, allowing you to operate even during the day and see the sun without harm, and will adapt to any similar weaknesses you may possess. Moreover, it is easy to defend for you and your people, filled with hidden passages that only you and your allies can find. It has a full living area, and you may incorporate other properties into it easily.

For an additional 100cp, you gain almost total control over the castle's internal structures, can perceive everything that happens within it, and are strengthened while inside its boundaries.

If you have the Ritual Grounds item, then it extends to the entirety of your castle and has one chamber in your castle where its effects are amplified even further.

Ruby Chalice (300cp): An ornate silver, ruby-encrusted chalice filled with bubbling, dark red liquid that may or may not be blood. This chalice is able to take in and store up anything you've Fed on using the Feed perk, instantly adding it as you are Feeding without any additional action on your part than willing it. The chalice will distill the best qualities of each addition and mix them in favorable ways, mixing it into the liquid within. Each contribution improves the quality of the liquid within.

This liquid acts as a perfect catalyst for fueling blood magic and rituals, can be used as a potent restorative, is able to provide a temporary boost to vampiric abilities, and can be used to turn an individual into a vampire. The strength of these effects are all dependent and improve with the quality of the liquid. It will also carry any effects native to what was added into it, such as dragon blood giving resistance to fire.

Additionally, as long as any liquid remains within the chalice, you will find that your need to feed is reduced, giving you a very minor buff to all of your capabilities, and your capabilities as a vampire are less taxing on you.

The liquid replenishes slowly, but if ever completely drained, it will reset to its base state.

Blood Bath (300cp): This takes the form of a massive basin capable of acting as a bath for a person, though the specifics of its construction are up to you. While it starts empty, it can be filled and used as a regular bath, giving a perfect clean every time, holding at the ideal temperature, and promoting healing slightly. Its true strength, however, comes when fresh blood is used to fill it instead.

The basin preserves any blood poured into it and keeps it in a perfectly liquid state, maintaining the same benefits as if you had used water. However, before you start filling it, you can choose a trait that will be distilled from the blood and concentrated within the bath. When fully filled, the blood will take on a subtle glow and will have enough strength to benefit you. By bathing in the blood, the trait you have chosen will be transferred from the blood to the one bathing, granting that quality. A single person can only benefit from this effect once every decade (or jump, whichever comes first).

It should be noted that fresh blood means it needs to be poured directly from a still living creature, blood taken from the source and then poured in later is not fresh enough for this effect to be used.

A non-vampire using this basin may take on vampiric traits in addition to the selected trait, though they will not become a full vampire from this alone.

Vampire Lordship (300cp): Less an item and more a title, but one that comes with a particular item. You have an item, be it an accessory, a fixture in your castle, or a totem of some variety that resonates with your title of Lordship, and you, granting you access to a potent transformation that improves all of your physical capabilities and gives you access to three instances of Variant Strain for as long as the transformation is maintained. This transformation is obvious, inhuman, and naturally intimidating, often taking traits from an animal and using them in a manner that emphasizes the menace and danger the transformation is meant to represent.

At first, you will only be able to maintain the transformation for a relatively short time and will need to be in close proximity to the item to initiate it, though maintaining it once it has been used is no issue. However, you can extend this time, and the distance you need to be from the item, through practice, and eventually learn to access this transformation without the item, fully growing into your Lordship as a result. Vampires you sire after this point, and those they sire in turn, are compelled to listen to you and follow your commands.

Once this is done, you can link someone else to the item to grant them the same capacity for transformation, which they can then train up as well.

Non-vampires can use this, but their transformations are tied to what they are instead of vampiric qualities.

Time Well Spent (300cp): Time is a resource everyone has but is easy to waste, vampires know this better than anyone, but with this, you have more time than most. At the start of each jump, you gain an allowance of a century's worth of time, which you may then allocate towards particular activities as you wish, such as working on a project or developing a skill or skillset, granting you the benefits of doing so. This could allow you to, for example, prepare for a threat, giving you notes and observations on that threat as well as crafted pieces of equipment you may be able to access to counter that threat, so long as you could have made them.

You can allocate this time prior to the start of a jump, in which case you will have memories of performing those tasks as part of your history in jump, and gain the applicable skills and projects right at the start. However, you can also use this in jump to apply the effects retroactively, granting access to the skills in the moment and potentially providing you access to certain resources you may have collected as a part of this task. Once you have allocated time to a task, you cannot allocate more to that task, it is set until you reset your allowance at the start of the next jump. Time that is unspent must be spent before the start of the next jump, or it is lost, though you are guaranteed to have the opportunity to do so before the next jump starts.

The allowance is limited to things you can plausibly accomplish with the resources you have and cannot be used to actively change things within the Jump before it starts. To use the above example of preparing for a threat, it can only allow you to prepare for it, it cannot allow you to have been actively fighting against or getting rid of that threat prior to your arrival.

While you can make preparations for it, you cannot use this time to buff yourself or grow your power level before the Jump starts. However, as you are actually performing these actions, you can gain from them. Practicing with watchmaking, for example, may grant you a few high quality watches and give you steadier hands.

See the notes section for additional details.

You cannot use a Blood Token to gain this item.

Shard of Chaos (500cp): Possibly a fragment of a greater entity, this fist-sized shard of black material, somewhere between metal, stone, bone, and crystal, sheds a rapidly fading black mist at all times and smells of copper. Simply having this trinket on your person protects you from any weaknesses you may possess, suppresses curses, and keeps you hidden from those who would divine your location.

More importantly, however, this shard gives you the ability to establish dominion over a region, being able to spread your influence across the equivalent of an entire small-to-medium kingdom, blocking them from the rest of the world with mist that will redirect them back into the lands wherever you may wish, unless you allow them out, of course. You can shape and influence these lands over time, so long as you have a hold of this shard within the boundaries of this dominion.

Additionally, you can use the mist shed by this item to invoke curses, especially those that twist a person or creature into a monstrous form, and allows you to command those creatures in a manner akin to a charm or domination effect, depending on your preferences. You can also potentially learn to use these mists to simply shape new monsters and creatures directly, rather than twisting existing ones, though this requires you to invest power of your own to accomplish it.

You cannot use a Blood Token to gain this item.

Companions

You may spend your Blood Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Blood Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Vampire (50cp): This option allows you to create a new companion with 800cp and 5 Blood Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you and each other, if you recruit more than one.

Vampire Brides (300cp): By taking this option, you are able to import or create a companion that will automatically import each jump going forward, not taking up a companion slot, and gaining 800cp plus half the CP value of any drawbacks you gain, as well as the full benefits of any stipends (except those that can only be used for purchasing companions) the jump offers, with each import. Any jump that provides a type of token for discounts, including this one, the companion gains the same number as you do. If the companion chooses to stay behind or otherwise does not wish to follow you on your journey, you may select a new companion to benefit from this option. They do not necessarily have to be a bride and could instead be a trusted general or confidant.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Hybrid (+0cp, Toggle): You are not just a vampire, but also a werebeast. You may take this jump and the Generic Werebeast jump at the same time.

All of Their Weaknesses (+0cp, Mandatory): This drawback represents the weaknesses that vampires of all sorts represent. You must take the Malus perk at least five times, including at least one Major Malus, all of which become a part of this drawback and become tied to your strain of Vampirism. You gain no points from these Maluses. This drawback's effects are partially negated if you take the Dhampir perk, making it so the Maluses don't affect you unless you choose to gain the points from them.

The Thirst (+0cp, Mandatory): You need to Feed, at least, that's what your body tells you. You will regularly need to feed, or you will start to suffer from The Thirst, an increasing need to Feed that feels a lot like hunger and thirst building up, often coming with detrimental effects to your mental and/or physical health if allowed to progress too far. This will only be slaked by Feeding, and the longer you go without, the more you will need to Feed to alleviate the effects of this drawback. This drawback's effects are partially negated if you take the Dhampir perk, though you can keep this drawback for +200cp. This may be one of the Maluses for the All of Their Weaknesses drawback.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Malus (+50cp/+100cp/+200cp/+400cp/+600cp): Vampires have a wide array of weaknesses, and those are represented here as Maluses. There are several types of Maluses, see below for details.

For +50cp, you gain a Least Malus, which include repellent, inconvenient, or revealing effects. Repellent Maluses simply mean you can't approach past arm's length to that malus. Inconvenient Maluses are just that, inconvenient, such as being unable to enter a home unless invited. Revealing Maluses are signs of you being a vampire that otherwise have little to no real effect on you specifically. Examples of these sorts of Maluses include garlic flowers, not appearing in a mirror, or lacking a shadow.

For +100cp, you gain a Minor Malus, which include weakening or Hungering effects. Weakening Maluses, as their name suggests, weaken you, sapping something from you, such as your strength or clarity of thought. Hungering Maluses, on the other hand, force the effects of The Thirst to progress and cause you to act as if you had gone without feeding for a time. Examples of these sorts of Maluses include exposure to light, being awake during the day, feeding on contaminated or diseased blood, or shedding your own blood.

For +200cp, you gain a Moderate Malus, which include Harmful or Poisoning effects. Harmful Maluses are, simply put, weaknesses that physically damage you when you are exposed to them, often disproportionately to what it should be. Poisoning Maluses are those that cause you some sort of persistent, but temporary, condition when you are exposed to them. Examples of these sorts of Maluses include fire, recitations of holy scripture, holy water, or exposure to silver, particularly inside the body.

For +400cp, you gain a Major Malus, which includes Neutralizing or Lethal effects. Neutralizing Maluses render the vampire unable to act in some manner, be it through paralyzing them or leaving them unable to use their abilities. Lethal Maluses are an upgraded form of Harmful Malus where the effects are significantly greater and will leave wounds that last significantly longer. Examples of these sorts of Maluses include holy grounds, damage to the heart (causing full body paralysis until healed, leaving a stake in the wound counters the healing), or sunlight.

For +600cp, you gain a Great Malus, which includes fatal effects. Fatal Maluses are Lethal Maluses taken to the absolute extreme, making them near instant death. For example, if a Lethal Malus of sunlight would make you simply start to burn as if you were aflame, a Fatal Malus version would have you go up like gasoline and turn you to ash in mere seconds, akin to the vampires from Buffy the Vampire Slayer.

Each Malus requires you to choose something to trigger its effects. You can choose the same thing for multiple types of Malus, combining their effects. This drawback can be taken any number of times.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence, and a final purchase makes it nearly daily.

Obsessive (+100cp): Something more traditional about vampires, at least in their original, European interpretation, was their obsessive compulsive behaviors, particularly in counting. By default, you have a low-level need for things to be a particular way, and if they aren't, you grow increasingly irritated or anxious. With an additional instance of this drawback, you become compelled to 'fix' the issue unless you are in active danger, and if prevented from doing so, the irritation and anxiety will build up faster. With a third instance of this drawback, you will gain the old-fashioned vampiric quality of feeling a need to count, particularly in smaller objects, in addition to the above effects. With a final instance, this can even stop you in situations where you are in active danger.

Man Eater (+100cp/+300cp): Your ability to feed is limited, to an extent, you cannot gain sustenance from Feeding on non-human targets, progressing The Thirst as if you hadn't fed if you try to feed on anything other than a human. For an additional +200cp, you can't even benefit at all from feeding on anything other than a human in any way.

Guilt (+200cp): You are guilty about the people you harm to Feed yourself, and can never really get over this fact. You can push through it to prevent your hunger, but you simply can't bring yourself to indulge beyond what you need to sustain yourself. With a second instance of this drawback, you actively avoid feeding due to the guilt you know you will feel from doing so, often suffering from the effects of The Thirst as a result.

Hunters (+200cp): Where there are vampires, there are vampire hunters, and you will encounter your fair share of them. By default, they are simply normal humans who are well-informed and have some decent level of personal skill. With an additional instance of this drawback, they are instead incredibly well trained and work in organized groups, have tools and equipment custom-designed to handle dealing with vampires of all sorts, and may even have access to some augmentations they can utilize. With a third instance of this drawback, they are a well-funded, world-spanning organization with access to augmentations that bridge the gap between a normal human and a vampire and have access to supernatural powers to combat those that vampires would possess.

Item Lockout (+200cp/+300cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp/+300cp): Your perks and powers from previous jumps are locked for the duration of this jump, and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Blood Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Vampiric Vigor, Turning, Feed, Hobbyist, Career Path, Craftsman, Combat Skills, A Place in the World, and whatever freebies you gain from your Blood Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Vampiric Vigor, Turning, Feed, Hobbyist, Career Path, Craftsman, Combat Skills, A Place in the World, and nothing else. You can still work towards gaining or learning the effects of the perks you have purchased.

Rival Vampire (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Blood Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of, and it is easy for your enemies to find out the specifics. This will also spread the common weaknesses of your particular strain of vampirism to the same degree as normal vampire weaknesses are known. An additional purchase gives them a complete dossier of your abilities. This will also spread your specific weaknesses, all of them, in the same vein as the previous tier.

Normal Human (+400cp, Requires Delayed Gratification Tier 2): Well, this is odd… you aren't actually a vampire, lacking the Vampiric Vigor, Turning, and Feed perks as well as any actual benefits for being a vampire. You can become a vampire in jump, if you can find a vampire you can trust not to simply kill you by draining you dry, or acquire another way to become a vampire. Items purchased in this jump that would turn you into a vampire do not work on you. This isn't all bad, though, as you will not suffer from All of Their Weaknesses or The Thirst so long as you do not become a vampire.

Bloodmoon War (+400cp/+600cp/+800cp/+1000cp): Vampires are not a united people, and they come into conflict with the living beings they feed on. Vampire clans, vampire hunters, and common people are entering a tense state as conflicts steadily escalate. During your time here, a sort of shadow war will break out between at least two of these factions, and you will likely be caught in the crossfire, either dragged into one side or another or just a casualty of the circumstances.

For an additional +200cp, the tensions have already boiled over, and a third party amongst these factions will enter the fray. You will need to either join up with a side or find a way to avoid the fighting, possibly even fleeing entirely, if you want to be safe. While you may not be a direct target, in these situations it is easy to be caught in the crossfire or to be in the wrong place at the wrong time.

For a final +200cp, all factions are fighting, and you are already in the thick of it. In fact, you have become quite the target for whatever side you are not on, even should you leave. Especially if you leave, as your former allies will come after you just as much as your enemies should you attempt to avoid the fighting.

If you've taken the Hunters drawback at the 3rd tier, you will receive an additional +200cp, as they will be well optimized to fight against the vampires and will begin recruiting from the rest of humanity's ranks.

Choices

Now, at the end of the jump, you have one final choice to make… do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On the Specifics of Vampirism: This is highly fanwank on what counts as being part of your vampirism and what is personal power, but generally speaking, you can decide what perks are part of your vampirism and what ones are not. The only rule of thumb I encourage is to keep perks that are clearly personal or skill based to your personal abilities and Variant Strain is counted as part of your vampirism (unless it is granted through another perk or item), but that is just a rule of thumb, not a hard rule. Feel free to do what you want with your story.

This also includes 'feeding schedules' for your type of vampirism. Some vampires need to feed often, some feed much more rarely, and some simply don't need to feed but are weakened by not doing so.

I otherwise *cannot* clarify what is and isn't vampirism for this jump, that is up to your benefactor and you as the writer, after all.

On the Feed Perk: It should be noted that this isn't meant to be a power all its own, it's meant to be a method of feeding your vampiric abilities. While this is something that is innately harmful, it is not meant to be an instant win button or anything. You feed on some physical or metaphysical medium, this cannot go into the conceptual side of things, so no drinking someone's sense of identity to turn them into a blank slate you can command, no sending someone back in time to feed on generated temporal energies… these are vampires, keep it reasonable.

On the interaction between *See It Through To The End* and *Death Is Not The End*: If you have used *See It Through to the End* after the end of the jump to continue on, then you can stay with *Death is Not the End* as long as you want. If you haven't hit the end of the jump and have to use *Death is Not The End,* then you need to be revived before the jump comes to an end, or you will fail your chain.

On Pureblood: The boost from this is something you are encouraged to fanwank, though I will note that it does specify all capabilities, including all perks.

On Time Well Spent: This is a personalized item, but it is not meant to allow you to actively involve yourself in things and history. It is meant to allow for preparation; learning skills, designing equipment, figuring out a plan of attack, but not actually actively doing changing the world.

It also applies only to what has happened prior to the jump's start, it is not something you can use right before a battle to buff yourself with spells. This is a background adjustment that grants you information, experience, and preparation, not changing the history of the world in any meaningful way.

While it can provide you with things like supply caches, blueprints for things you've designed, etc. it is all based on your own actions and capabilities prior to the jump's start.

Please keep these in mind when making use of this item.

Variant Strain Examples

1. *Vicissitude:* The signature of Tzimisce in Vampire - The Masquerade, effectively fleshcrafting.
2. *Mistform:* An ability possessed by the vampires of the Forgotten Realms.
3. *Dreamwalking:* A specific application of telepathy utilized by vampires in The Vampire Diaries.
4. *Teleportation:* An ability utilized by the vampires of Castlevania, particularly Dracula.
5. *Possession:* The Ubir of Turkish folklore, the local vampire equivalent, possess this ability.