

Out of Context: D&D 5E Vampires

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This document can be used as a supplement in any Jump that would not otherwise have D&D Vampires within its continuity. By taking this Supplement you have chosen to be a Vampire and you will enter into that continuity as a Drop-In, awakening in the middle of digging yourself out of your own grave. As a Vampire you are visibly similar to a Human, unless you choose not to be.

+1000 VP (Vampire Points)

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

There's no real origins here, regardless of who you were in life, you are now a walking corpse that craves the blood of the living.

Perks:

As a result of the lack of disparate origins in this Jump, you may choose to discount one Perk from the 100, 200, and 400 VP Prices with the 100 Perk being Free.

Regeneration - Free

One of the most useful traits of vampires, and one of the few that they all share, is the ability to regenerate from damage (unless wounded by radiant damage, or holy water, or in running water or sunlight of course). Naturally as a new vampire yourself you get the same level of regeneration as all Vampire Spawn letting you return from the brink of death to full health in under a minute. This regeneration will remain proportional to your own overall durability and might improve slightly over the next few centuries of your "life".

Bite - Free

The most famous weapon of a vampire is their fanged bite, and now you have your own. It's actually not that great by default really, but still plenty to kill your average common human, and it heals you according to the amount of blood you managed to take before the target died or your bite ended. That's only the basic version of course if you have the Legendary Perk you can upgrade your bite doing more damage with it, and allowing you to turn those who die from it into loyal Vampire Spawn of your own. You can have between 1 and 10 total Spawn at any time

depending on your own level of power, any further victims will simply fail to rise from their graves until you've removed another of your existing spawn from your control one way or another.

Or for an extra 200 Points your bite increases in power further if the target of your bite is already injured, and you can choose to turn those killed by it into Nosferatu instead of standard Vampire Spawn, the Nosferatu can be raised in unlimited numbers but will however be a fair bit more independent and far less obedient than the Spawn.

Spawn created by this Perk can be brought into future Jumps as Followers. Spawn cannot be taken as Companions until freed from your direct control.

Rise From the Grave- Free (Cannot be taken with “Not Drop In”)

This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting to digging your way out of your own grave as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Unusual Nature - Free

Surprisingly not included in every vampire (or other undead) stat block, but also always implied by them being undead. You no longer need to breathe and are just as capable of surviving in a vacuum or buried alive as you are in more normal circumstances.

Shapechanger -100 VP

Another classic power of the Vampire, you are now capable of shifting your form to take the shape of a Bat or a cloud of Mist. Additionally if you have the Legendary Perk and you would be killed by anything except for sunlight or running water you will automatically return to your Mist Form and will have two hours to return to your coffin to regenerate (which takes just over an hour), if you succeed then you may continue as you wish but only if you fail to return to your coffin will you die. you will gain the ability to turn into a Wolf as well as Bat or Mist if you Have the Legendary Perk. Finally for an extra 100 VP you can freely choose to take the shape and appearance of any medium or small Beast, Humanoid, or Undead creature, although that shape doesn't change your actual stats or abilities.

Spiderclimb -100 VP

A very useful power, and while suitably creepy, not a particularly dramatic one. You can now crawl, or even walk on both walls and ceilings as though they were the ground without effort.

Lifesense -100 VP

Sometimes seen in the media, but rarely given too much attention, you can innately sense the life of any living thing that has blood. By default this occurs as hearing an unnaturally loud heartbeat or the scent of the being in question's blood, but you can change the sensation it gives to something else that's thematically appropriate if you want. Naturally however as this requires the creature in question to have running blood, it doesn't work on Constructs, or other Undead.

Shadow Stealth -100 VP

A subtle power, not one that draws attention or which seems important but potentially very impactful. You are a creature of the dark now Jumper and so it only makes sense that while in the dark it's easier for you to hide and harder to be noticed, and of course easier to slip out of sight so you can ambush your prey all over again.

Sickening Gaze -100 VP

Another subtle power, this one perfect for getting someone split off from their group, alone for you to feed on. From now on, whenever you make eye contact with someone else (who's close enough to actually see your eyes) you can choose to enforce a feeling of general sickness on them, causing even the healthiest person to fall ill for a full day afterwards. Naturally as the sick tend to be isolated and left alone to recover this makes for a perfect opportunity to attack.

Pack Tactics -100 VP

Only rarely held by vampires but always a useful trait for any creature that happens to have this. Any time you have an ally within 5 or so feet of a potential target it's far easier for you to land any attacks on said target, as though you were given the ability to attempt any given attack twice in order to ensure it hit.

Children of the Night -200 VP

Potentially very useful though definitely not sanitary, you can now summon swarms of bats, or rats, or a pack of wolves to assist you. They take a little while to show up but you may be surprised at how often an obedient swarm of small rodents or a couple of less than friendly canines can come in handy.

Charm -200 VP

One of the most powerful abilities of a Vampire, you can now cause those who see you to become charmed, viewing you as their closest friend and making them act to aid or protect you. Those with naturally stronger wills have an easier time resisting this power but for a normal person it's borderline impossible. Lasts for one full day (24 hours) by default but with the "Legendary" Perk Below you can potentially make it permanent.

Blood Disgorge -200 VP

Possibly the most disgusting ability native to a Vampire in D&D, albeit an effective one. You can now at whim choose to vomit some of the blood you've consumed onto someone as an attack. This comes out as a fifteen foot cone of semi-rotten blood filled with necrotic energy, which both causes a nasty bit of damage (slightly stronger than your bite), and prevents the targets from being healed by magic for a minute.

Rampage -200 VP

An odd ability, and honestly more befitting of the animalistic and savage vampire types, but useful nonetheless. This gives you a short burst of speed and strength whenever you kill a target, letting you move more quickly to a new victim to land another bite.

Innate Spellcasting (Psionics) -200 VP

Many vampires are famed for their ability to manipulate the minds of their victims, and while the Charm ability above does cover a lot of that it doesn't quite get everything. So to get the rest of those abilities D&D has given some vampires the ability to utilize magic directly as a natural ability. With this you can communicate telepathically at will, charm, immobilize, and put to sleep your victims, or make Illusory clones of yourself thrice a day, or craft a large-scale illusion or turn yourself into a cloud of fog once every day. Did you already have powers that could do most of these things, yes, but now you can do a little bit more, and can do those same things even in direct sunlight.

Spellcasting -400 VP

This is something that is rather rare among normal vampires, but also nearly necessary for those who wanted to really make a mark in the history books, and live long enough to read said books. You now have all the magical knowledge and capabilities of a Level 9 Wizard (with 5th level spells) with your own choice of subclass (Necromancy is of course always very thematic).

Energy Drain -400 VP

Another potent ability that's not really seen in most, you can now drain the life energy from others either on touch or from a short distance. This is a bit weaker than your bite and cannot raise Spawn from it, but it can instead create Shadows from those it kills. You have no direct control over these Shadows, but as you're a walking corpse instead of a living creature they're friendly enough. For an extra **200 VP** you can instead have the corpse of your victims immediately rise as Wights, that will themselves turn into Jiangshi over the course of five days if they manage to kill a living person before being destroyed.

Mind Siphon -400 VP

Rarer than both the above but still a decently well known power, you can now see the thoughts and feelings of your potential victims. It does have a short range, only around thirty feet, and takes a bit of conscious effort to do. Using this ability causes severe strain and damage to your victims mind, possibly killing them in the process of it works, but if it does succeed you learn everything the victim thinks, knows, or feels at the time, and if it doesn't work no harm is done and you learn what they're feeling anyway. Also of course nothing says that if it doesn't work you can't just try again until it does.

Legendary -600 VP

No more are you simply Jumper a lowly Vampire Spawn, now you are the Mighty Jumper, a full Vampire and Lord of the Night... at least that's what you tell your ~~Groupies~~ Thralls to call you. This is just sort of a general upgrade for all your abilities, your strength and dexterity is a bit higher, your about twice as durable as before, and your bites are stronger. Oh and of course you finally have the intelligence and charisma that Vampires are known for instead of being little more than a drooling animal (like the average commoner). This also gives you what the Games would call Legendary Resistance and Legendary actions, so basically three times a day if you get hit with an instant lose condition you can just decide "Nah I'd Win" and that actually works

for you, and of course you get to do stuff during other people's turns like a proper evil asshole does.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Clothing - Free

Appropriate clothing from the power types origin. As you're a vampire this is probably dark colored or red clothing befitting high status individuals, only a couple decades outdated, and a large black or red cape. but if you want to copy the style from another more specific Vampire in some other media then feel free to shamelessly steal their look.

Broken Coffin - Free

It's the coffin you were buried in, unfortunately you seem to have smashed the lid when you were escaping your grave. Should be simple enough to fix and you'll probably want to as you need to sleep in this thing, you can of course leave it broken but that just looks trashy.

Drawbacks:

Not Drop In +100 VP

You are no longer a Drop-In or from an alternate Reality. You are instead Local who somehow "has this power". You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Traditional Vampire Weaknesses +0/+100

All vampires share a number of weaknesses, and for the duration of the Jump that includes you as well. For No Points this just includes damage from Sunlight and Running Water or Holy Water, Paralysis when impaled by a Wooden Stake, and being incapable of entering a Private Home unless invited by someone who lives there. For +100 VP Each you are instead killed by a Stake, and gain the more famous vulnerabilities of your kind, burning on contact with Silver or a Holy Symbol, an aversion to Mirrors and Garlic which slows your regeneration and transformations, the ability to die from Decapitation and being stopped and forced to count spilled rice, beans, or similar in front of you.

Regional Effects +100 VP

A lovely effect thematically, and very good in games to warn players what they're going to be facing... not so good for you given you'll be the monster in the dungeon now. Anytime you stay in one place for more than a week the typical regional effects of a Vampire's Lair will begin manifesting around your apparent home. This has several noticeable effects, first for several miles around your lair the population of pest animals (bats and rats along with wolves) will

noticeably and dramatically increase, second all plants in the area will wither and die, and their branches twist and sprout thorns, third shadows will stretch and move on their own as though alive, finally a persistent mist and fog will cover the ground forming eerie shapes such as grasping claws and coiling serpents. It's all very atmospheric, but it also tends to draw attention and warns anyone nearby that something's very wrong in the area.

UV Sensitive +200 VP

Typically a vampire is only vulnerable to sources of light that are specifically direct sunlight or a magic light source that produces sunlight. You however are going to be vulnerable to any source of Ultraviolet Light, in more medieval times this won't really change anything but this could be lethal in more modern settings.

Enemy Power User +200 VP

Normally you would be the only 5E Vampire within this continuity, however with this drawback four more Vampires will appear without perks who are each going to "Do bad stuff".

Perk Users +200 VP/+400 VP/+600 VP/+1000 VP

Normally there would be no other 5E Vampires within this continuity, however with each purchase of this drawback, a new Vampire will dig themselves out of the grave at some point during your Jump, somewhere on your Planet. For +200 VP only Cazador Szarr will appear. For +400 VP both Cazador Szarr and Jander Sunstar will appear. For +600 VP Cazador Szarr, Jander Sunstar and Strahd Von Zarovich will appear. For +1000 VP Cazador Szarr, Jander Sunstar, Strahd Von Zarovich and Kas the Betrayer will appear.

Generic Drawbacks:

Wanted +100 VP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 VP

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 VP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 VP

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 VP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 VP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 VP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 VP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 VP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 VP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 VP

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 VP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 VP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 VP

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 VP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 VP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 VP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 VP

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 VP

You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 VP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 VP

Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 VP

You can Increase the duration of this jump by 10 years. You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 VP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 VP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 VP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 VP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 VP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 VP

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 VP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 VP

You have lost your eyesight and will not regain it this jump.

Pet Food +200 VP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 VP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 VP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 VP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 VP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 VP

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 VP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 VP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 VP

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 VP/+600 VP

For +300 VP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 VP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 VP

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 VP

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 VP

All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 VP

All companions, followers, and pets are barred from this jump.

Mortal +400 VP

All of your perks are all disabled for the duration of this jump.

Boss Rush +600 VP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 VP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

<https://www.bestrands.com/random-movie-generator?genre=Fantasy>

