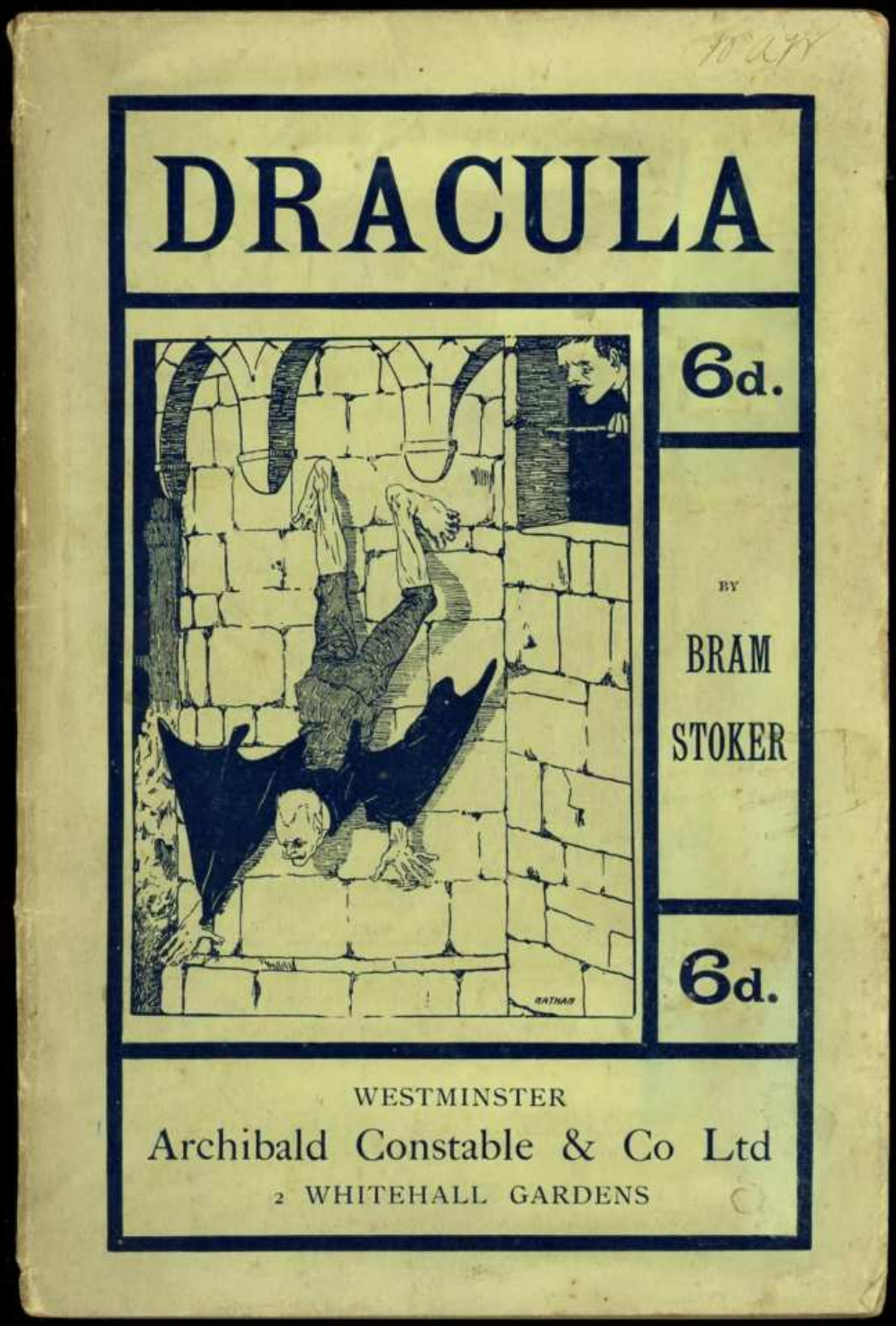
Dracula Jump

Version 1.0.0



Welcome to Europe of the late 1880s early 1890s - most likely 1888 or 1889. This is a world much like your own, albeit many years in the past. But at least some old superstitions were real. Somewhere in the Carpathian Mountains of what is now Romania there exists a relic of a dark past, an ancient un-dead who continues to exist in physical immortality since centuries long past. Once a prince among men, a noble man who stood as one of the greatest of his age and a credit to his race, and whose descendants included noble souls as well as villains, he still exists in his ancestral homeland as a predator which preys upon humanity. He is Dracula, and just as he was among the finest of the men of his age he is among the greatest of un-dead, one whose legacy in this world and in others is hard to understate.

Welcome to the world of Bram Stoker's 1896 novel, Dracula. *You will be arriving on the 3rd of May. If you do not interfere with events Dracula will be slain at the hands of Jonathan Harker and the American Quincy Morris, with the aid of a British lord, 2 doctors, and Mrs. Mina Harker. Perhaps you will intervene, perhaps you will just see what other things lurk in the dark corners of this world, or maybe you will challenge Dracula himself for the position of Lord of the Un-dead. Whatever you wish to do take this to help you determine your place and role in this world:*

+1 liter of blood. That is 1000 cubic centimeters (CCs) of blood.

Good luck, and good jumping.

Location:

You may begin in any general location you desire that showed up in the book and which would be appropriate to your origin. You won't begin in specific individual's houses or castles, but you may appear in a nearby town or village.

Age and Gender:

Your age and gender are your own to choose as appropriate for your origin - unless you drop-in in which case it is unchanged from the last jump. If you're a

vampire you may choose your apparent age you start at separately from your true age; and of course feeding can restore your youth.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CC perk and first copy of the 100 CC item for your origin which are Free instead.

Orphan (Drop-In): Like Wilhelmina Murray you are an orphan. You're probably an adult now, but you were raised as an orphan never really knowing your parents. If you wish you may have no in jump connections or history and simply appear in the jump as a Drop-In.

Doctor: You are a trained member of the medical profession. Whether you specialize in rare diseases, disorders of the mind, or some other aspect of medical science you are a medical professional and a well-respected one at that.

Easterner: You are a native of the Balkans, or other regions in Europe which have laid in the shadow of Turkey-land and the Ottoman Empire, whether in the Austrian empire or not, and which remain divorced from western Europe and backwards and superstitious in their beliefs.

Lover: You are a red blooded man (or woman) of western europe, hardy, fit, and vital. You probably have a beautiful girl you've got an eye on though that's not required. Either way you are a member of this world who has had adventure in your past.

Perks:

The 100 CC perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Blue Flames (50 CC): On Saint George's Night blue fires dance above ground in which treasure has been buried. Or at least they do in this world, or at the very least within the region Dracula is from. Now you carry this with you. On nights where evil is abnormally strong you can see blue fire dance above ground in which treasure has been buried. This won't be limited to just Saint George's Night, but any night where evil is or would be believed to be stronger than on other nights such as Halloween, the full and new moon, and the like.

King Laugh (50 CC): The laugh that comes without asking permission. You will find that when king laugh comes to you it helps to undo the weight and pressure of stress upon you, having a powerful cathartic effect on you. When it has passed things might not have changed, but your stress and the weight on your nerves will be lightened, making it easier to face whatever darkness hangs over your head and life.

Three Proposals in One Day (50 CC): You are beautiful, attractive enough that - should you have a personality as fair as your flesh - you might be able to draw the love of a lord, a successful young doctor, and an American adventurer simultaneously with no effort on your part. And again if you had the personality to match your outer beauty with inner beauty, to stir them to face death and damnation at the hands of an age old vampire to avenge your death at his predations. While this won't give you such a personality, you will look positively lovely, and will have a beautiful and seemingly effortless grace to your manner and movements. This grace will not depart you even in frightening and startling situations, such as being awakened from sleep walking in a graveyard, or other unfortunate circumstances.

Bubbling Well of Good Spirits (150 CC): There is something pleasant about you. You seem to have an ability to express your joy - or fake merriment - in such a way that it is practically infectious. Even if you are not happy yourself, you are skilled at acting as if you were in good spirits, and in doing so you find it easy to cheer others and help them forget the weight of worry or misfortune upon them. Whether it's losing a fiancee, or being damned and unclean due to a vampire's dark baptism which is certain to kill them with time, you can get someone to feel mirth once more even if only for a time, with all the good it can do for their mind and soul. Even when you do not act with exuberance (false or true), there is something pleasant about your presence such as to lighten the burdens that others would feel, and make stress gnaw less upon them.

It's More Unselfish Anyhow (150 CC): Few things can get between or destroy a friendship like love. Whether it's a one-sided love which, when rebuffed, turns sour and to hatred, or a jealous love where seeing one's friend gain the heart of one they desired it withers and kills the friendship between the two. But this doesn't seem to be a thing when you are involved. As long as you treat them as befits a friend - honestly and forthrightly without attempts to deceive or intentionally hurt them - you will find that should you turn away a lover, friendship can survive should there have been any such friendship, and that hard feelings for the lack of romance will not form. Similarly this works should you win the heart of one they would aspire to win, as long as you do it without betraying their trust, deceiving them, or acting towards them as something other than a friend, will see them not holding it against either you or the third party. Winning someone's heart by accident, or openly courting the same woman, would be covered, actively trying to seduce someone's wife behind their back would not be. This will apply to other cases where friendship and spurned love would conflict. If you choose this may even apply to you, so that you will not hold bitter feelings towards one who you loved but chooses another, and the like, though that is completely optional.

Practicality of the Powerless (150 CC): Had Jonathan acted directly against Dracula in his castle he might have ended it all… but far more likely he would have ended up dead. Jonathan recognized this well, and he swallowed his pride and toed the line enough to test and seek a way out but not to upset his 'host' to the point of violent action. Jonathan had not yet recognized clearly what Dracula was, but he had recognized the vampire's danger.

Like Jonathan, you are keenly aware when another is in a position of power over you from which they can do great harm to you and your interests. This won't tell you precisely how, but you will have a good idea of how not to arouse their ire, and how far you can press before they will exert this power to your detriment. This will also help you figure out what ways you can act against them without arousing their anger or notice.

Power of Combination (150 CC; incompatible with Vampire): It is a power that the vampire lacks, but which man and woman for all their natural limits possess. When you are working with others as equals you're able to put your skills together and work together better. You just seem to work well in teams, have difficulties of cooperation go more easily, coordinate with others naturally, and find ways that your strengths compliment that of your partners with increased ease, and that you can more readily cover for each others' weaknesses and failings. In short you're a wonderful team player who makes everything about being a team go more smoothly when you're involved. This only applies when you are all more or less equals - one can benefit from this when acting as the leader but not the ruler or an unquestionable commander.

Angel Eyes (200 CC): You are a truly superb judge of character. This is not a guarantee of seeing through active attempts to deceive, though as a skilled judge of behavior you are skilled at noticing the inconsistencies and signs of liars and lies. Still this is best when you can observe someone acting naturally, as you can very quickly get a feel for someone's nature and behavior, and the quality of their character that way. Even just by reading their journals or writing, or even just being told about them by others who know them, you can get a better idea for people than most who know them.

Necromancer (200 CC): Van Helsing claims once that as a vampire Dracula is one, but Dracula - and his brides - never actually show it. So it won't come standard with being a vampire, but if you want the power you can compel the corpses of the dead to talk. Some may resist you, and those who bear you some substantial malice or believe that helping you would harm their loved ones will require more effort and while you can compel the truth they will try and give it to you in misleading ways, but you can force the dead to give you their secrets. More intact corpses will remember more of their earthly (or not so earthly) knowledge, and their mind and ability to answer seems to degrade with the more their body has been damaged or decayed.

Vampire (400 CC): *"... The vampire live on, and cannot die by mere passing of the time; he can flourish when that he can fatten on the blood of the living. Even more, we have seen amongst us that he can even grow younger; that his vital faculties grow strenuous, and seem as though they refresh themselves when his special pabulum is plenty. But he cannot flourish without this diet; he eat not as others. Even friend Jonathan, who lived with him for weeks, did never see him to eat, never! He throws no shadow; he make in the mirror no reflect, as again Jonathan observe. He has the strength of many of his hand—witness again Jonathan when he shut the door against the wolfs, and when he help him from the diligence too. He can transform himself to wolf, as we gather from the ship arrival in Whitby, when he tear open the dog; he can be as bat, as Madam Mina saw him on the window at Whitby, and as friend John saw him fly from this so near house, and as my friend Quincey saw him at the window of Miss Lucy. He can come in mist which he create—that noble ship's captain proved him of this; but, from what we know, the distance he can make this mist is limited, and it can only be round himself. He come on moonlight rays as elemental dust—as again Jonathan saw those sisters in the castle of Dracula. He become so small—we ourselves saw Miss Lucy, ere she was at peace, slip through a hairbreadth space at the tomb door. He can, when once he find his way, come out from anything or into anything, no matter how close it be bound or even fused up with fire—solder you call it. He can see in the dark—no small power this, in a world which is one half shut from the light. Ah, but hear me through. He can do all these things, yet he is not free. Nay; he is even more prisoner than the slave of the galley, than the madman in his cell. He cannot go where he lists; he who is not of nature has yet to obey some of nature's*

laws—why we know not. He may not enter anywhere at the first, unless there be some one of the household who bid him to come; though afterwards he can come as he please. His power ceases, as does that of all evil things, at the coming of the day. Only at certain times can he have limited freedom. If he be not at the place whither he is bound, he can only change himself at noon or at exact sunrise or sunset. These things are we told, and in this record of ours we have proof by inference. Thus, whereas he can do as he will within his limit, when he have his earth-home, his coffin-home, his hell-home, the place unhallowed, as we saw when he went to the grave of the suicide at Whitby; still at other time he can only change when the time come. It is said, too, that he can only pass running water at the slack or the flood of the tide. Then there are things which so afflict him that he has no power, as the garlic that we know of; and as for things sacred, as this symbol, my crucifix, that was amongst us even now when we resolve, to them he is nothing, but in their presence he take his place far off and silent with respect. There are others, too, which I shall tell you of, lest in our seeking we may need them. The branch of wild rose on his coffin keep him that he move not from it; a sacred bullet fired into the coffin kill him so that he be true dead; and as for the stake through him, we know already of its peace; or the cut-off head that giveth rest. ..." - The esteemed Abraham Van Helsing.

By taking this perk you shall become one of the un-dead, specifically a vampire. Unlike most vampires you shall not show a reduced cognitive capacity - such that even a man who was among the most brilliant and able of his age - such as Dracula himself - would be reduced to a simple predator requiring centuries of growth to obtain a mental capacity capable of interacting with humans on a level playing field once more.

Likewise you shall not obtain necromancy, as that was never shown in the book, and in fact only Van Helsing's research saying vampires have the aids of it indicate that it exists at all and when he did more research he never mentioned it again. Nor shall you have command of the meaner things unless you take the Boyar perk.

Beyond that this comes with all the powers and abilities, as well as weaknesses, of a vampire shown in the book. You will begin as a young un-dead, roughly equal to Lucy

who could be casually driven away or held back by a crucifix, who needed to return to her grave nightly and could be kept in it with garlic and crucifixes placed at its entrance (though these wouldn't keep even such as she out of it) or held outside by sacramental bread. Though you will be able to grow to equal Dracula himself with time and feeding. If you have the Life Strong Life perk you will begin as Dracula's very equal, and you will be able to grow unfettered through the taking of life and blood.

These strengths and weaknesses are mainly listed by Van Helsing above. You possess superhuman strength, the ability to call storms and fog, to see in the dark, to live forever, to change into mist, bat, wolf, moonlight, and shrink. But you are limited by crossing running water - only at the full and slack of tide - and your need to sleep on your grave-home, and an aversion to holy things - especially those of Christian (and Catholic) persuasion. It is worth noting, though, that upon the Demeter when active among his coffins he was able to allow blades to pass through him, becoming insubstantial and substantial once more, and that though he was slain so close to his castle resting in his coffin where if he had just rose to act once more he'd have been fine, he was not incapable of action during the day for at the house in Picadilly he confronted his hunters - and as it was day proved vulnerable to Jonathan's knife - during the hours of the day, and when Jonathan first saw him in his tomb he seemed perhaps to move. So it seems that while a vampire must sleep every day or their powers will begin to feed, it is only when they are not feeding regularly that they must sleep for all the day. And aye if you do not sleep or do not feed your powers will begin to fade. It is also worth noting that though Van Helsing did not mention it, Dracula showed a mesmeric ability able to force Jonathan to remain asleep as he preyed upon Mina and gave her her dark baptism, and to influence Mina's mind first through his bite and then much more strongly through the blood she had drunk. Even Lucy showed a touch of this in her voice which played oddly on the mind and filled it with temptation, and almost tempted her fiance into her arms even having seen her just attempt to murder a child, and even when asleep Dracula was able to induce terror with his basilisk gaze and his brides tried the iron will of Van Helsing and nearly made him fail at his task. This does seem to be more amplifier than source - to make

someone feel yearning for your embrace you must be attractive to them, to instill unnatural fear you must already stir natural fear, and mortal wills can resist. Your influence over those you have bitten is greater, and should they die they risk becoming vampires as well, and certainly will if they die from your bite; this comes with an especial reluctance to tell of events and details regarding you and even a compulsion against such speech. For those who you have fed your blood to it is even greater, creating a psychic link between them which will allow you to call them from any distance to your side, and even compel your aid or see through their senses in certain circumstances. This control is weakest at precisely sunrise and sunset and can be blocked by sacred things - such as a ring of communion bread - though once you have fed them your blood they will share a portion of your weakness to the hallowed such that the act of communion would burn them for you have made them unclean to God.

It is also not mentioned in Van Helsing's speech there, how the vampire smells of corruption and death, possessing a repulsive body odor and a putrefied scent to its breath. Nor does Van Helsing there list how a vampire's corruption of the soul seems to linger over the locations it dwells in, becoming palpable and felt in its tomb, or in the case of castle Dracula weighing on the souls of those nearby even as far off as just being able to see it from afar.

Though if you find these restrictions too cumbersome, post-jump you will be able to turn off this perk as one might change alt-forms losing all powers and weaknesses therein, but you may not turn it on again until you are in your coffin-home or grave-home and it is precisely dusk or dawn. When you are no longer a vampire anyone you have tainted with your vampiric curse - through bite or drinking of your blood - will be freed from its effects and while they may resume once you return to vampiric form instead of worsening over time they will heal over it and possibly even remove themselves entirely. As you're a traveler between dimensions finding a grave may be difficult. As such you will be given a tomb added onto your warehouse or a property of your choice to serve as unhallowed ground consecrated to your use, and as will Dracula the tombs of your vampiric spawn will be usable to you, as can dirt made

open to you by the interment of your kin - especially your descendents, but your ancestors as well - in any jump.

Orphan Perks

It Is Him but Not Him (100 CC): That letter from your fiance just doesn't quite read like him, does it? Your childhood friend sleepwalked since she was a child, but there's something odd about how she's doing it now, isn't there? You seem to be hypersensitive of when your friends and loved ones are acting uncharacteristically. Even small things will stand out. You won't always know why, but if someone is forced to write a letter under duress, or is being compelled to action by the mental domination of an outside force, you'll know something is wrong. Figuring out what is up to you; hopefully you won't have to run off to a convent to collect your fiance before you can.

The Dates are Everything (200 CC): You possess an excellent and keen mind. Besides an excellent memory for details of events and happenings around you, and the exact wording of things you hear, you have a natural aptitude for putting together information, and recognizing what parts of it are relevant to your purposes and circumstances. You are good at separating the chaff from the essential information, and figuring out how events which - at a glance - might seem to be disparate and separate actually weave and come together into a cohesive whole painting the full background of events. You'd make an excellent detective.

Targeted (400 CC): Monsters, whether human or otherwise, seem to take an interest in you when they are looking for a victim. Those seeking for a victim for the sake of a victim will pick you over other, even normally preferable, targets and find themselves pursuing you with more fervor, determination, and focus making them ignore other victims (unless they get in the way) and making them more likely to continue to pursue you in the face of growing danger, some ways past what they would normally accept. You do still have to fit the appropriate profile of a target; if they need virgin's blood and you're not a virgin this won't make them target you for it, or if they are looking for someone to swindle for money you need sufficient money.

You can toggle this off or on if you wish.

Chain Linking (600 CC): It is Wilhelmina, not Jonathan or Van Helsing, who connects all the parts of the story. It is her fiance who first encounters him and brings him to London, and it is her best friend he targets completely unaware of the connection, and it is the fact that by being involved with both she was able to provide a full picture of events which is the beginning of the end for Dracula.

Now you share this tendency to find yourself at the center of events. Unusual and extraordinary events seem to be drawn to your life. They do not necessarily happen to you, they may instead happen to those around you. You may toggle this effect on and off, though toggling it off won't extricate you from events already in motion.

This tendency also seems to draw you into the events of the main 'plot' of the world if there is one. In this world it would be Dracula's coming to England and the results therein. But one way or another circumstances seem to happen to pull you into events. They even tend to occur to give you a favorable chance at meeting the side you would naturally support. As with the other effect you may toggle it on or off, but toggling it off once you are already involved will not extricate you from things, merely ensure that this perk does not pull you back in.

Doctor Perks

Analysis (100 CC): You possess a psychiatrist's trained understanding of the human mind and how people think and behave. You are actually best at applying this to yourself, culminating in a keen and precise understanding of your own thoughts and behavior, able to easily recognize your own subconscious behaviors and even take conscious steps to cut them off prematurely.

We Learn from Failure Not Success (200 CC): It's a truism, but so many people seem to fail to learn from either, even Dracula himself among them. Not you, though. Whenever you fail you seem to internalize the lessons to be learned from your failure, making little improvements and finding new methods that will work better in the future.

Bedside Manner (400 CC): You know how to put people at ease and calm their worries. Whether it's a person dying from some unknown malady, or their mother who could be killed by a simple shock or the mere knowledge of the true extent of their daughter's illness you are excellent at understanding what information to share or not share to keep them calm, relaxed, and unpanicked, as well as simply how to get people to calm and relax in ordinary situations. You also find it particularly easy to gain people's trust as an expert or authority on a matter. It's as if you exude a sense of competence and certainty which helps people to trust you.

Philosopher and Metaphysician (600 CC): You possess a wide grounding in all of the sciences and academic fields of the 19th century; a doctor skilled in multiple fields of medicine, a philosopher, a lawyer, and if not a master at least a journeyman in any such field of study you care to name. But that is only a side effect of your brilliant mind. You are a true scientist, never blinded by dogma or what you have already learned, and always able to accept new evidence - and skilled at recognizing what actually constitutes evidence - without hesitation based on your preconceived notions of how things are. You also absorb knowledge and information like a sponge. Not only are you highly observant and able to easily, even unconsciously, pick out what details are significant and which are mundane, but your memory is sharp and clear, and you learn at a speed to shame other scholars. Even if you were not already a renaissance man, you could become one, picking up new skills and learning at a fantastic pace to match your lifetime of learning against Count Dracula's many centuries and come out on top.

Easterner Perks

Like the Rest (100 CC): You are able to quickly adapt your behavior to fit into new societies, and to pass as a native. It's not instant, but with a bit of research, and some interaction with a native, you could go from living for centuries in the depths of Transylvania, seemingly locked centuries in the past for even those who aren't literally from centuries past, to late 19th century 'modern' England and pass yourself off as a native of the latter, not succumbing to old habits, behaviors, and mannerisms which would make you stand out as an unknown outsider.

Grip of Terror (200 CC): Every native of Dracula's lands knows that Harker marches to his doom, and while they give him rosary and crucifix, honest pity and well wishes, and even encourage him to stay in another city for the night and miss his meeting with Dracula's 'coachman', they are one and all too scared to give him a true warning lest they incur Dracula's wrath. They dare not try to end his evil, even after all those centuries in which he steals and kills their children, they fear to approach his castle and only those who have already given up themselves as dead dare raise hand against him.Such is the dread and terror of Dracula which grips them.

You are now able to create such a grip of terror yourself. You find it easy to instill fear and dread in others around you, as if - when you desire it - your every action has about it the atmosphere of nightmare. But this effect is best as a cumulative one, as the longer someone lives in the shadow of this terror the more ingrained it becomes. After a few months in your presence it would take a brave man who felt certain of his death should he not oppose you and who felt equally certain that you were powerless to act for a long period to take action against you, and even then his nerve would always threaten to fail him. Should you reign for years over a populace they will become too terrified to ever act directly against you. Time away from your presence and the fear you bring can reduce this effect, but the deeper ingrained it is the longer it will take to be free of it.

Boyar (400 CC): You are no commoner. You are someone. You are an aristocrat. You are someone meant to be deferred to and obeyed. In a word, you are a boyar. And people can tell it. You have an imposing and impressive presence, one which people find themselves naturally deferring to and respecting, as if you exuded authority and command from every fiber of your being. Even those with the most democratic or republican ideals of human equality can feel it in their bones, and those who have been raised from childhood to serve their betters know you are a lord to be obeyed.

This is especially effective towards those who have sworn themselves to evil, black-hearted rogues, villains, homicidal maniacs, and the like. To the forces of darkness and evil you seem like a natural leader and authority who they instinctively can't help but to respect and obey. Such greed driven souls may still expect reward - it is their nature - and strong personalities or those with their own grand ambitions of dominance may resist subservience despite this, but even they will naturally respect you as a fellow lord of darkness.

Life, Strong Life (600 CC): Renfield seeks to feed on life well fed on life to gain in strength. Where his may just be zoophagous madness, Dracula does take this a step further, feeding on the life of humans to bolster his powers. And you can do the same. By consuming (still living) humans and sapients you are able to not merely restore your powers like any vampire could theirs but to grow them. Every such being you consume will not only restore drained or expended energies, as a vampire's powers would be, but see a small, but potentially permanent, growth to your supernatural powers and abilities. With time you could grow from the equivalent of one of Dracula's brides to rival the count himself, and perhaps even go beyond. This is only potentially permanent, though, as if you go too long without feeding the gains from this perk (and only those from this perk) will begin to fade and wither, but feeding will restore them faster than it would have grown your maximum.

There is theoretically no limit to how far this could grow your supernatural powers, besides how many lives you may feed upon. That said each life only provides so much power, and what doubled your strength once will take more to double it from the new

height. And of course while humans are high on the pyramid of life, standing above beasts and animals, they are not necessarily all made equal, nor are they the highest. While those below humans will provide little to no benefit regardless of quantity, you will find that a human with supernatural or spiritual powers is more nourishing than an ordinary one, and beings higher than humans provide substantially greater nourishment if you should find them.

Lover Perks

Noble Fellow (100 CC): It takes a certain bravery of the heart to face the likes of Dracula. It takes courage to scale across the wall of a castle with no gear or training, no experience in rock climbing, and nothing but a cliff below, and to go to face a vampire in his own unhallowed hall where his powers are the strongest. Even during the day. After all, Dracula is not completely inactive during the day. It takes courage to attempt to climb down said cliff, even if the alternative is something your reason tells you is death. For it takes courage to push yourself into the jaws of death, even knowing another death will approach soon.

You have this sort of courage. It is not infinite, and does not mean you do not feel fear, but when you have cause - whether your own life or something greater - fear will not control you, even if it might still remind you of caution or spur you to greater power. And with this courage comes a resilience of the mind, as no shock will permanently destroy your reason, and you can pass through the bitter waters of horror and trauma and taste the sweet upon the other side, passing through it if not greater for the experience, at least not permanently marred by it. With time and peace your psychological scars will heal.

Hunter (200 CC): You seem to have had many youthful adventures, whether in the American midwest, hunting foxes as a noble's sport, or savannahs and journeys to darkest Africa. These have taught you the nature of the hunt, and you have learned well. You are an excellent hunter, with the necessary patience and skills to hunt wild beasts - admittedly with the aid of 19th century firearms - and survive the wilds of the world, and the physique to pass for an active and skilled hunter.

Of course you do more than just make a passable one. You're a fair hand in hand to hand combat as well as a good shot with a rifle or gun. You have the stamina to stay up multiple nights without sleep if necessary, and to ride a horse all day and night if it is required of you. Neither of these are truly extraordinary, but your ability to push on through pain and injury is remarkable, even with a deep wound which is quickly

killing you, you could fight on in the midst of enemies undeterred and barely slowed until your body grew too weak from loss of blood to stand.

And you are, of course, a hunter. You're good at following prey, either tracking the spoor it leaves behind or using your head to predict where and how it might flee. This functions best in hot pursuit, but you do have an understanding of the instinct of flight and how and when beings are prone to seek shelter.

American Sensibility (400 CC): You have uncommonly good common sense and a level headed practicality. You will not let preconception - or the impossibility of something - make you doubt your senses, though you're no fool, and have a keen eye for attempts to trick or deceive your senses. This even goes to the extent of making you particularly adept at spotting illusions and such trickery. It's almost like you have a sixth sense for when what you're seeing is really what you're seeing and not some falsehood.

This common sense isn't limited to recognizing the reality of things you see. You find it easy to almost unconsciously begin to take basic and practical precautions against threats you are aware of that others might overlook or forget - such as becoming cognisant of every flapping bat you encounter once you know an enemy can turn into a bat. This sort of alertness and state of high defensive awareness is less of a strain upon your nerves than for most; it's almost as if you can both relax deeply and keep your guard up simultaneously.

The Blow That Sets Free (600 CC): By killing a young vampire before they have taken a life, one can free their soul from the condemnation that the curse of vampirism places upon it. And you carry this with you. Should you kill one who has been twisted by corruptive powers beyond the norm, their soul will be freed from any trap that the corruption placed them within, and alleviated of the guilt for the sins that were committed due to that corruption.

If that feels like only cold comfort, there is another part to this, for there is another blow that sets others free. By killing a vampire you free all of their victims who have not yet fully succumbed to vampirism, destroying the curse. You carry a similar power. When you kill the source of any corruption or any supernatural transformation, any victims to it will be freed of it, reverting to their old forms and status; this won't revive the dead, if the transformation truly killed them - such as that into undead usually does - but if they still live it will prevent it causing their death and some transformations may skip over it. Your power in this regard goes beyond that of Morris and Harker, or simply killing a vampire in this world, as it can even remove undeath from those who have fully become undead at the original's bite. If you destroyed the first vampire you could uproot his entire vile tree, similarly if you destroyed patient zero of a zombie virus you could end the entire virus (though do be careful, some settings while the bite kills it doesn't turn you, such as Romero's where just dying makes you become a zombie).

Items:

The first copy of each 100 CC item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CC item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Additional copies of the same item are discounted if they were not discounted already (this will not stack with an origin discount). You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Epistolary Supplies (50 CC): This is everything you'd need to handwrite lovely letters. A replenishing supply of high quality paper, ink, and ink pens fit for the grandest of calligraphy and the finest hand-writing. Even comes with envelopes to mail them in. Everything here automatically replenishes itself so that if you just sat by them writing letters all day you'd not run out.

Silver Whistle (50 CC): This is a small silver whistle. When you blow on it it will summon 3 hunting terriers (that is the breed of dog) to your location. They will come from somewhere out of sight, taking perhaps a few minutes to reach you depending upon how far line of sight extends, and will appear outside of any buildings so if you're inside where a dog couldn't get in they won't be able to either. They are well trained and loyal, and will disappear until called again once you are done with them.

Skeleton Keys (50 CC): This is a set of skeleton keys. One of the keys on this ring will work for any lock designed to be opened by a key, you'll just have to find which one, and maybe jiggle it properly.

Winchester (50 CC): This is a Winchester repeating rifle. It will never jam, automatically maintain itself, will repair and reload itself over time when not in use, and if lost, stolen, or destroyed it has a way of finding its way back to you when next it would be appropriate.

Reference Library (150 CC): This is a well-stocked library. While somewhat lacking in popular media and fiction, it is very well-stocked with basic and intermediate scientific reference books, even some rarer and more niche ones, as well as things such as books of law, almanacs, and various books about the rules, regulations, and day to day life of certain countries. It will of course update to books from the local world at the start of each jump, and if you take an interest in a particular country will begin to develop reference books and documents from that country within a few weeks to months.

Orphan Items

Traveling Typewriter (100 CC): This is an old-fashioned, lightweight traveling typewriter. It always seems to have paper and ink, and when typing on it you make less mistakes and type more quickly. You may also make anything you type out on it come out in triplicate with no extra time or effort on your part so that you can share it around.

Journal (200 CC): This is a small journal. It will keep itself, writing an account of your day every day as if you had written it yourself to serve as an aid to your memory, or simply remind you of how you felt and saw events in the moment. Alternatively if you choose to write the events of the day in it yourself, you will find the act particularly calming and help you put behind you any horrors or events of the day, while making them better ordered and the details more clearly recognized in your mind.

Garlic Wreaths (400 CC): These are wreaths of fresh, white garlic flowers. Oh not dried cloves. These are the fresh flowers. By hanging these about a room so it is filled with their fragrance, dark supernatural forces and entities will find the area repulsive, and that they are weakened within it. This isn't limited to vampires, but any dark supernatural being or power - whether that's unholy, simply something that would be condemned as evil by 19th century England such as witches, or just anything supernaturally affiliated with darkness or the night. While this will cause a general disturbance and weakening of such creatures, making them uncomfortable in the area, giving an irrational desire to leave, and even actively weakening not only their supernatural powers but entire beings you will only find such powers weakened should you have them and not be actively repulsed from the area.

Golden Crucifix (600 CC): This is a small crucifix made of gold, and hung upon a silver chain to be worn around the neck. When worn in this manner it provides you protection against evil and corruptive influences upon your mind, spirit, and body. While it will not protect you from mere harm or attack by these forces, as long as it is worn they will be unable to supernaturally change or influence you whether physically, mentally, or spiritually. Any such corruptive or evil influence that attempts to do so will find itself to no avail, a vampire could not hypnotize or charm you and their bite would not grant them influence over you, as long as this is worn. This will not undo corruption or evil influences already upon you, and should they already have sunk their hooks in you they may continue to exert their powers through that connection, though it will be weakened and its growth - should it be growing - will be slowed. For example if you had been forced to drink Dracula's blood while not wearing this crucifix he could use that link to influence you, but his control of you would be weaker than it ordinarily would be and your change into his vampiric creature slowed.

Doctor Items

Blood Transfusion Kit (100 CC): This bag contains everything you would need to perform a blood transfusion in the field, including a small amount of opiate based narcotics to render the recipient unconscious through the operation, and a bottle of port wine to fortify the donor's body after the transfusion. When using this kit for its intended purpose, you do not need to worry about opiate addiction, or blood type compatibility from the donor to the recipient - as long as they're the same species there will be no rejection of the donated blood. Also the wine is extremely fortifying to a blood donor, helping them recover more swiftly than orange juice and a cookie, with no fear of alcohol poisoning or detrimental side effects of giving them alcohol immediately following a blood transfusion.

Accounts of Superstition (200 CC): This is a small portable library which contains books and stories of superstition and folklore. While not the most informative, they do seem to be strangely accurate, and when you find yourself facing a supernatural threat or danger, and go looking for it in these accounts, you will find - surprisingly if not always completely - accurate folkloric accounts about it among these, assuming any such accounts exist.

These accounts update with new jumps, and will slowly cycle through new accounts and books overtime to ensure you always have something to read and research.

Insane Asylum (400 CC): This is your very own insane asylum. It comes fully staffed by a competent - if not exceptional - staff of followers. It seems to naturally regenerate supplies to at least some extent, though it does get shipments from the outside, and you don't really need to worry about it or run it yourself if you don't want to; though you could. Mental treatment undertaken here seems to go better than it would in other asylums, or just other locations, as if the building itself helped in therapy and recovery.

The Host (600 CC): The most sacred of things, the very flesh of Christ himself. This is 5 pieces of wafer-like bread, like that which would be eaten during Communion, for it is the very same. Through the miracle of transubstantiation it is the flesh of Christ and bears His power within it, making it a holy and sacred thing with far more power than a cross or crucifix. Where garlic and crucifixes might keep a young un-dead within their tomb at night, they would not keep them even a young one from returning, much less an old and experienced vampire, but these sacred wafers possess power such that not even Dracula himself could cross a line of them, or pass through a doorway sealed with them, and held out it would repulse the vampire lord far better than a mere cross or crucifix. To place one within a grave, or even crumble one up and spread it through a half dozen graves, would render it too sacred for a vampire to lay within and forever bar them from that plot of land. And you will find that these sacred wafers are equally potent against all other creatures of darkness, unholy beings, and undead beings such that only one of transcendental power to be called omnipotent could cross over them, or approach one held out as a shield, and that they would burn with an unhealing wound should they touch it, and such that they may cleanse the unholy presence from objects or places.

You get 5 such wafers, and they will replace themselves at a rate of 1 per year should they be lost or destroyed, and they will not go stale, mold, or rot. Also as they are communion wafers they may be consumed as such, though it would be a sacrilege to consume them lightly or outside of sacramental purposes.

Easterner Items

50 Boxes of Earth (100 CC): These are 50 wooden crates containing soil from your homeland. Besides being necessary for a vampire to regain their strength through their daytime slumber, you will find that resting on the earth from one of these boxes helps you restore any of your other powers or abilities - or simply your stamina - more quickly than usual.

Brides (200 CC): These are three vampire women - or three vampire men should you prefer. While they are not as old or powerful as Dracula, they recognize your authority over them. This doesn't mean they lack their own desires and wishes, or are sometimes tempted to disobey, but they accept that your is law and should be obeyed. They even seem to care for you and love you.

They will join you in future jumps as followers. You may choose at the start of the jump whether they are vampires or match your species for the jump, being ordinary and unremarkable examples of the species.

Remote Castle (400 CC): This is a centuries old castle. Surrounded by cliffs on three sides, it is a defensible location, if it can be found. It does not seem to appear on any map, and even seems to resist satellite or mystical detection, and will insert in an isolated region, bringing with it its ancestral lands, an expanse of relatively untapped wilderness over which you are legally the owner. The castle itself is richly furnished with perfectly maintained antiques, and possesses stout, secure locks, and could easily hold off even a highly determined medieval army, and even seems to keep itself well maintained and undamaged by time and weather despite lacking any sort of staff. It does, however, absolutely lack any mirrors.

Szgany (600 CC): This is your very own group of nomadic itinerants, related to the romani - or gypsies as they'd have been called in the day - but separate from them. They are not all bound together in a single band, instead spreading out across eastern Europe as eyes and ears for your purposes, but number perhaps as many as a hundred, though you'd have to give them a good long warning if you wanted to gather them all in one place to find out, and are highly loyal to you and your purposes. Whatever purpose you assign them they will serve out loyally to the best of their ability no matter how immoral or repulsive the task.

In future jumps they will be a similar group of itinerant individuals, not the same specific individuals but new ones each time, spread out across a country or countries to serve your purposes loyally should you get in contact with them.

Lover Items

Polyglot Dictionary (100 CC): It might not be a universal translator, but it's the next best thing. This is a small pocket dictionary which seems to be able to translate between any modern and spoken languages. Just open the book to a page and it will be the one you desire and it will have the word in a myriad of languages, it even has instructions on the grammar and pronunciation. With time you could actually teach yourself any spoken language you encounter with this dictionary, though you'd probably end up with an accent and some odd verbal quirks without a native speaker to learn from.

Solicitor (200 CC): This is a nebulous follower. Oh they have a face and you can talk to them, but don't try and follow them about their day, or closely track their actions as it will make them less effective. They're a trained lawyer, specifically one in the field of real estate, though, and authorized to carry out business in your name. Specifically they will handle buying and selling property for you, arranging transportation of goods, and generally handling the affairs of business as you direct them. They seem to have a small staff, and are competent at their job - increasingly so if you would be more competent than a professional solicitor as they will always handle such affairs with the same level of skill as you possess, and even the same level of fortune and assorted abilities, though do make sure to keep them well informed of your desires.

They are also extremely discreet so don't worry about them leaking your secrets.

Kukri (400 CC): Or perhaps a bowie knife. Regardless of which type of knife you choose, this is a fine edged weapon, and one which cuts better than its weight and heft would suggest. It'd take only a blow or two to cut the head from a corpse, or stab through its heart. As befits a weapon which might kill the king of the undead, it is especially effective against the undead, not only will it cut deeper and its wounds seem more grievous there, but it can cut them as if they were tangible and material no matter how gaseous or spectral a form they take, ignoring their unnatural durability, and piercing their supernatural defenses. It is less effective against other unholy or dark creatures, but even there its blows seem to ignore part of their unnatural resilience and durability, and heal more slowly.

Noble Estate (600 CC): You are no mere Mr. Anonymous. You are Lord Jumper. You have the title and everything. And with it comes various estates, holdings, and a sizable fortune. You are an English lord with all that would come with it. In future jumps you will possess a similar position if applicable, and even if there are no - remnants - of such aristocracy you will possess lands and fortune similar to one. This won't necessarily make you one of the very richest people in the country, much less the world, but you have the holdings and fortune of one of the wealthy elite. If you are a drop in this will be something you have legal possession of and all the paperwork in order (and taxes for claiming it paid), if not it may incorporate itself into your background and origin, or be a sudden and unexpected inheritance.

Companions:

Companion Import (50+ CC): For 50 CC you can import or create 1 companion with 600 CC; they gain a background as normal. For 100 CC you can import or create 3 companions with 600 CC. For 200 CC you can import or create up to 8 companions with 600 CC. If you want more than 8 companions you can pay an additional 50 CC per companion to give them 600 CC (and ability to get an origin). You may pay 150 CC to import 4 companions if needed.

If you take the Vampire perk, you may pay the price to import one or more companions a second time each (using the same pricing scheme as importing that many the first time) to give them the Vampire perk for free. If you desire to give a companion more CC you may transfer CC to a companion at a 1 to 1 ratio. Each companion is given CC this way separately.

Canon Companion (50+ CC): For every 50 CC you pay you may recruit 1 canon character other than Dracula himself. Dracula will cost you 200 CC. If a drawback forces you into opposition to Dracula you can still recruit Dracula, but you will have to survive your opposition to him until the end of the jump before he will join you.

Drawbacks:

Need more than 1000 CC, you may take drawbacks for additional CC, gaining up to a maximum of 600 CC from drawbacks unless you take Playing Fair or Prince of Darkness. All drawbacks fade at the end of the jump.

Short Stay (Toggle): The book's events stretch from May 3rd to November 6th. As such, if you wish you can reduce the duration of your stay to 1 year - starting on May 3rd - but taking this ensures that not only will you find yourself involved in events surrounding Dracula, if he is to be defeated you must play a pivotal part in that defeat, and you will not be able to leave until he is defeated if you manage to make it take longer than the scant months it normally would.

Class 1 Drawbacks

If you take any Class 1 Drawback other than Short Stay the CC granted by Class 2 Drawbacks is doubled; though you will still only be able to gain a maximum of 600 CC from drawbacks unless you take Playing Fair or Prince of Darkness.

Never Read the Book (Special): Let's be honest, Dracula is a gripping and suspenseful tale, but if the characters involved had known from the start the details of Dracula's plans he'd have been essentially easy to deal with. By taking this drawback you sacrifice all of your outside of context knowledge of Dracula and the events of the novel, as well as your knowledge of vampires, their nature, and their weaknesses. You can retain some knowledge of vampires instead should you prefer, but it will all be the most inaccurate to how they function in Dracula as possible - perhaps you believe he is completely inactive during daylight hours and destroyed by sunlight, or that you can just drive a stake through his heart while he's walking about during the day. Oh and don't worry that this might stop you from getting involved, this will ensure that circumstances get you involved in events surrounding Dracula one way or another, though the exact extent of this push will be determined by your benefactor - maybe he

targets one of your loved ones instead of Lucy, perhaps you're a friend of the Harkers, or will find yourself working on the Tsarina Catherine or Demeter.

This drawback does not grant CC on its own, though if taken with Instrument of God it is worth 100 CC and 200 CC if taken with Prince of Darkness (or both). However it will make you forget all about Dracula, all his strengths and weaknesses, and all the details of Prince of Darkness including that he is trying to kill you even if taken with it. Similarly with Black Baptized you will not know who or what it is that compels your actions, or with Your Companions That You Love Are Already Mine who has taken your companions from you or what they have become.

Instrument of God (+200 CC): Dracula and his spawn are no longer the only horrors you will have to face in your time here. You will find yourself being a magnet for supernatural threats and menaces drawn from medieval folklore and superstition and the annals of gothic horror. This also sets your stay duration to a minimum of 10 years, though you may still take Short Stay if you wish to be required to deal with Dracula yourself.

If taken with Playing Fair you can trust that while varied and dangerous, these threats will not be overtly greater than that which Dracula presented, and primarily closer to the threat from other vampires, merely more varied. Without Playing Fair you will not possess this guarantee, though they will not scale to you. There is simply not an extra safety net against beings more threatening than Dracula himself.

Points from this drawback do not count against the drawback limit (though the doubled points from class 2 ones, or points from Never Read the Book do).

Playing Fair (+300 CC; requires Never Read the Book): Of course even if you have never read the book, a world traveling being above gods should be able to handle things with almost contemptuous ease. As such by taking this drawback you are agreeing to play fair. You will have all of your out of jump perks, powers, abilities, items, followers, pets, and the like sealed away from you, reduced to your body mod and without access to your warehouse except for 1 week after the end of the jump but

before leaving it. No companions can join you unless you paid to import them at which point they will likewise be limited.

By taking this drawback you remove the drawback limit for the jump and may gain any amount of CC from drawbacks.

Prince of Darkness (+300 CC; incompatible with Playing Fair): One other way to level the playing field exists however. Dracula's power has swelled like a horrible, bloated tick, perhaps he drained the blood of your benefactor or something else equally blasphemous. Whatever the cause Dracula's power has risen to where defeating him will be as much of a challenge for you and your allies as it was for Van Helsing, the Harkers, and theirs... and that is before including other drawbacks you may have taken. And Dracula is fully aware of you as Jumper and is acting against you already, because there is a being - maybe you, maybe a companion, maybe someone else - who if Dracula turns he will gain the very prize you seek, sparking and escaping this universe while ending your chain in the process.

Taken with Other Vampires or Instrument of God you will find these additional horrors and threats in league with Dracula and empowered as well though not to the level to be his equal.

By taking this drawback you remove the drawback limit for the jump and may gain any amount of CC from drawbacks.

Class 2 Drawbacks

Your Companions That You Love Are Mine Already (varies): Your companions have become vampiric thralls of Dracula, completely twisted into his creatures as much as his brides, and your pets, followers, and all other autonomous things you bring with you between worlds now follow him with all the loyalty they would normally show to you. And Dracula is not one to share, so even if you manage not to antagonize the count, do not expect him and them to aid you during your time in this world. This is worth 50 CC if you imported 1 or less companions, 100 CC if you imported 2 to 3 companions, and 150 CC if you imported 4 or more companions. You must have companions or followers to take this drawback. Taken with Playing Fair they will - thankfully - still be likewise limited; and you followers will not be at all (and thus you must have companions to take this drawback with Playing Fair).

A Woman's Flesh (+50 CC): You are a woman. Whether you were before, you are a woman, and will be unable to leave a humanoid, female form during this jump. You will also have to bear the full brunt of late 19th century sexism, and it even seems somewhat increased in your case.

But the Train Was Late (+50 CC): Whenever you attempt to travel long distances - say between cities - you seem to encounter difficulties. The train is delayed, your carriage loses a wheel, unseasonal weather blows in and slows you, your teleportation power lands you off target, etc. You can expect it to always take you more time than it normally should for the time, season, and starting conditions.

Grave Stench (+50 CC): You smell of rot and death like a vampire. You cannot remove its scent from you, your breath will always be horrible and disgusting, and your body odor is particularly rank and foul, and this scent will linger in any place you make domicile. If taken as a vampire this scent will be greatly increased, so that even humans can smell you from quite a distant and even perhaps track the lingering aroma of your foul form.

Other Vampires (+50 CC): Dracula may be an uncommonly old and powerful vampire, but he and his brides are not the only ones. By taking this drawback you will ensure that you will be here at least 10 years, and in that time you will face several vampires not merely Dracula. It will be rare that you face one who was his equal in life, nor one who has lived as long and grown the 'child brain' of a vampire to nearing a fully functioning brain of a man once more, and almost certainly none who combine the two in one such as Dracula, but you will be encountering vampires regularly in your time here and you and your allies will often find yourselves their prey.

Sleep Safely (+50 CC): Whenever you sleep in an unfamiliar bed for the first time you seem to suffer for it. Sometimes it will be just nightmares and horrible dreams, other times it will be worse and you will be attacked or something horrible will happen in the night.

Sleepwalker (+50 CC): You have a tendency to walk in your sleep. You seem to especially like wandering to interesting locations.

The Answer is No (+50 CC): People are oddly recalcitrant about being bribed by you and uncharacteristically loyal to their (one off) employers. The opposite is true of those in your employ.

To Be Known Not (+50 CC): You are obviously a foreigner speaking with an overt accent, and seemingly incapable of figuring out proper norms of dress and conduct. You won't do anything too outlandish, but you will always be obviously a foreigner and will be treated as such.

Uncommon Thirst (+50 CC): You are an alcoholic and can get drunk even if you would normally be immune to intoxication. If you're a vampire you instead feel a much greater desire to drink blood and it is intoxicating to you.

Atheist (+100 CC): You, and any you bring with you from other worlds, are unable to make use of any holy or sacred objects or powers from this world or others, nor the power of faith (in God, yourself, friends, or anything else). They won't burn you or repulse you simply due to this drawback (if they normally would they still will), and you can still touch them, but if you were to scatter the holy host before a vampire it would have no more power over them than ordinary bread, and a crucifix in your hand will do nothing to stop a vampire… other than yourself and yours.

Brain Fever (+100 CC): You are prone to schizophrenic breaks and bouts of hallucination and madness. These won't be constant, but great deals of strain can bring on these attacks.

Days of Sun Lay Far Behind (+100 CC): You are old and feel the infirmities of age. Not so old to be unable to function unassisted, but like Van Helsing your vigor is diminished with it. You are simply not as strong, agile, fit, or physically able as you would normally be.

Dear Dear Madame Jumper (+100 CC): Your friends and loved ones (especially your companions, followers, and the like) dedicatedly attempt to keep you out of the loop and uninvolved in matters of danger and import. And yes this will mean your thralls and minions do so if you're a vampire.

Divine Fervor (+100 CC): You have got yourself a god complex. You believe you are if not a god yourself, chosen by a god-like being, and it shows in the arrogance with which you act and treat your fellow human beings. In your worse moments you may treat the head of the insane asylum holding you the same as the lowest attendants because they are all ants to you. The greater your power the worst this will become. If taken with Brain Fever you are prone to homicidal outbursts.

Nosferatu (+100 CC): You're ugly. You're ugly to the point of seeming overtly inhuman, looking more like Count Orlock than a rather portrait accurate description of Vlad Tepes III (save for the hairy palms) or some beautiful Victorian maiden. And however you change your shape you will remain thus, looking freakish, unnatural, and hideous, such that anyone seeing you will immediately note you for the way in which you stand out. This hideousness will even make it so that descriptions of you - much less seeing you directly - in different forms will immediately make those familiar with you recognize it as somehow related to you, and is too much to hide or disguise with any true success.

This Style of Conversation Might Not be Pleasant (+100 CC): You ignore warning signs of danger, and will even cut off people who you went to speak to specifically to get information about possible danger from in the midst of them giving a clear and direct warning. You can expect to be sloppy in your preparations and defenses even against well known threats.

Black Baptized (+150 CC): You have been forced to drink Dracula's blood. If you die during the jump - and he will eventually attempt to ensure you do - you will become a vampire. More he is able to tap into your senses, and influence your behavior. You possess relative freedom only at dusk and dawn, and even then acting against him even indirectly will be a great strain on you, and to directly act against him is impossible for you even then. At all other times even indirect opposition is impossible, and he may even be able to compel you to take action for him. This does create a psychic link between you both that your allies may make use of, though he can sever it with act of will, or re-establish it with a greater one.

Child Brain (+150 CC): Like a vampire, your memory of your past life as a jumper has been tattered and reduced to scraps. This has reduced your skill with your powers and abilities to those of a novice, and your ability to learn has been substantially retarded, along with your mental maturity. You are incapable of putting yourself into the shoes of another and thinking through things from their perspective - either to show

empathy or just guess their reactions - or focusing on multiple goals at a time, as when you switch goals you will do so utterly and completely.

Vampire Weaknesses (+150 CC): You possess all the weaknesses of a vampire. If taken with the Vampire perk and Playing Fair drawback this not only makes them drawback enforced (so you can't get around them) but increases them as you are no longer able to move in the least while you are upon the water - even on a boat - sunlight will burn you and kill you a true death within moments of exposure, even dried garlic, or any cross-shaped object (or even 2 sticks held together) will repulse you utterly, and pointed wood will pierce your flesh no matter your resistances and push into your chest as if you were made of soft jelly before giving you true death if it is even close to your heart.

Chain of Doom (+200 CC): It would seem that when it comes to you, and those you care about, anything that can go wrong will go wrong. While this will not cause much misfortune in day to day life, you can expect it to feel almost like the Devil or Fates of old are interfering in your life to sabotage your efforts in anything of particular and great importance, and rest assured your life - or worse - will be threatened during your time here, either by Dracula or some more mundane monster. And you can say farewell to any protection of luck, fate, narrative, or plot, or any such shielding against consequences of your nature or actions.

Heart Sickness (+200 CC): You have a weak heart, one which could fail you at any time. Beyond preventing any heavy exertion on your part, a strong shock, surprise, fright, or just worry about someone dear to you could kill you. Better hope you are able to live a simple, quiet life.

Jonathan - Scenario:

To take this Scenario you must take the Playing Fair drawback and the Lover origin. You will insert into the position of the - newly promoted - solicitor Jonathan Harker starting a little later than normal as you will begin the jump as you first walk into Dracula's castle. You will possess all of Jonathan's memories, and his place in this world - including his romance with Miss Wilhelmina Murray. Your items from even this jump - except the Polyglot's Dictionary - will be back in London. If you took the Vampire perk it will be locked to inactive until the end of the jump.

Your goal is to survive from this most precarious of positions, and see to it that Wilhelmina becomes your wife, survives, and does not become a vampire, and that Dracula is slain. Before you think that starting in his castle makes that easy, you are not aware of these conditions as of yet, and will not be until you succeed at them or the end of the jump, so do not know you need to kill this old, strange, somewhat creepy man, and moreover you are in his castle; while he is not too active in the day, and he did move in response to Jonathan probing at his tomb, and had Jonathan persisted to try something actually fatal to the count may have killed him even then during the day with his more than human strength. It is not wise to fight a vampire in his place of power.

Still if you can succeed at the scenario then may bring along with you your wife, and any of those who aided you in the hunting and slaying of Dracula as companions for free; even if they died in the act as long as they did not rise again as the un-dead. These fellow hunters - save for Wilhelmina herself - may share a companion slot at your discretion. Also, in case it needs to be said, you can bring any children you and Mina have along with you as well. I'm fairly certain that's a standard rule, though.

In addition as your wife, and presumably true love, Mina will be able to import as a companion using the cheapest option for free each jump (or have the cheapest option's cost deducted from that to import her), or will be able to import as a

companion with 300 CC and the ability to take an origin if there is no import option, and you will be able to transfer CC to her at a rate of 1 to 1.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I thought about replacing Life Strong Life with Culmination of Vital Principle, a perk that would have made you - like Dracula himself - a man among men for whatever race you chose, just generally a bit below peak in every regard for your species. Which might have been more accurate, but I thought Life Strong Life was the better perk and made fewer perks on other trees redundant, even if Life Strong Life requires a bit more head canoning and inference (though they do give mention to Dracula growing with blood, though admittedly the bigger danger is explosive population growth of vampires, and how much more quickly Dracula could grow with people to actually talk to and his ability to integrate into society).

American Sensibility is definitely a stretch. Still Quincy was the most level headed of the suitors (and Jonathan), and the only one who never once played the non-believer, but saw what he saw and believed it despite the ways it upended reality as he knew it. Similarly he is the one who immediately started taking small precautions against Dracula - like going out to shoot at bats - and seemed consistently the least stressed and tired by the act of being on guard.

I had to just bs a 600 CC Item for Orphan. I feel bad about that. Still I felt it fit thematically at least, and Van Helsing did wear a golden crucifix throughout.

Changelog:

Version 1.0.0: Released.