

VAMPYR (2018) – The Reddit Edition V1.0

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Take Blood. Save A Life.

VAMPYR is set in early 20th century Britain as the country is gripped by the lethal Spanish Flu and the streets of London are crippled by disease, violence and fear. In a disorganized and ghostly city, those foolish, desperate, or unlucky enough to walk the streets lay prey to Britain's most elusive predators: the vampires. Emerging from the chaos, a tormented figure awakens.

Jonathan Reid is a man returned home from the Great War in 1918. A high-ranking surgeon, Dr Reid implements new blood transfusion techniques to save lives. One night, Jonathan Reid regains consciousness in a mass grave. The memories of his life and who he is remain intact, but he realizes he's been transformed into a vampire. He has no recollection of how he came to be in the grave or how he was transformed.

When he attempts to return to a normal life, Reid quickly learns that he needs the blood of others to survive. As a doctor, sworn to save lives and heal people, Reid is faced with a damning reality of having to kill to survive if he is to last long enough to uncover the mystery behind his turning.

You will now be joining, or perhaps entirely replacing the good Dr Reid depending on your choices within this Document. Survive and thrive in the streets of London as they are swept by plagues both natural and supernatural, the chaos that will evolve in these terror-filled nights, and a looming danger upon the horizon that could engulf the world if it is not laid to rest once more.

You start off at the same time as Dr Reid would awaken in unpleasant circumstances, shortly before he would make a terrible mistake.

Will you work to save as many as you can without crossing the line, try to obtain more power at the expense of others wellbeing, or walk some middle ground? Perhaps you'll try to escape the quarantine entirely and leave the issue to resolve itself without you.

The choice is yours. Take 1000CP to spend to help survive the next ten years.

Starting Location

This is where you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you. You can appear anywhere within the location you have started off in. Just be aware you might not be allowed in some places, depending on your Origin or background here.

1. **Docks (London, England)** – This somewhat dilapidated area is split into the Western and Eastern Docks. The Pillar of this district is Sean Hampton, who you might be able to find at the Night Asylum that he runs for the downtrodden folks who inhabit this area. Bear in mind that unless you choose a different starting time or have made other choices that affect what will happen, you may encounter a newly born vampire desperate for a bite to eat in this area. If you're in search of a drink or looking for rumours, you might find something in the Turquoise Tortoise pub.
2. **Pembroke Hospital (London, England)** – An important area in this section of the city, particularly in these conditions. The Pillar of this district is Dr Swansea, who runs the hospital and might be interested in meeting you if you happen to be a vampire with some sense of self control. The hospital needs all hands on deck in this trying time, but there are some here who might be doing more harm than good if you decide to investigate. Just try and avoid the morgue unless you can handle yourself in a dangerous situation, it's been blocked off for good reasons.
3. **Whitechapel (London, England)** – You'll find, as the name suggests, a church within this area, as well as a mute florist, a journalist investigating unsolved cases, and someone trying to sell what they claim to be a miracle cure. The Pillar of this district is Dorothy Crane, a nurse working at Pembroke who is doing their best to look after those in this area who have some reason or another to not go to the main hospital.
4. **West End (London, England)** – A relatively wealthy area compared to some, and home of the Reid Estate. If you were looking for a good restaurant you might find someone who could recommend one. Perhaps you'd like to show your support for the local Suffragette Movement, even if they are currently missing a member or two. The Pillar of this district is Aloysius Dawson. You will also find a figure by the name of Usher Talltree in this area, who tells fortunes using cards.
5. **Sewer System (Beneath London, England)** – This place doesn't show up on the maps, or at least any limited to the surface of London. You start off within the network of artificial tunnels and chambers that are currently home to some of the nocturnal residents of London. The Pillar of this area is Old Bridget, the leader of this little community.
6. **Crumbling Manor (Scotland)** – You aren't in England at all, let alone London. You instead start off just in front of a crumbling ruin. You might be able to find shelter inside should you need it, though the current owner is in London at this time. Be

wary if you intend to explore more thoroughly, there is something beneath this ancient structure that could be dangerous if provoked, even in its weakened state.

7. **Free Choice** – You can choose to appear in any of the above locations, or anywhere else within this world.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history.

The Good Doctor – While you might not necessarily follow the Hippocratic Oath at its strictest possible interpretations, you certainly have the skills of an experienced doctor. Perhaps you are a co-worker of Dr Reid themselves or have found yourself in a position where you need to stand in for them.

The Inquisitive Researcher – The Brotherhood of Saint Paul's Stole is a secret society of scholars who observe and identify the presence and activity of the vampires in Great Britain. Known as Watchers, the Brotherhood vow to express a neutral attitude towards vampires, believing they can be useful guides for those immortals sometimes tempted to unleash their appetite. They postulate that vampires are not evil by essence over the centuries, they have witnessed that some vampires are able to transcend their predatory nature to protect mortals. You fit into this group, and perhaps you are a full member, dedicated to research and preservation rather than destruction.

The Cruel Hunter – Perhaps you're actually more reasonable, but most of the Guard of Priwen are not known for acting in a polite and subtle manner. While you might lack the detailed knowledge of the Brotherhood, it is inarguable that you are very good at hunting down and eliminating vampiric threats.

The Kindly Ancient – Not all vampires give in to their monstrous appetites or want to go on a killing spree just because they can. Sometimes those that have existed for a long time place a greater value on the lives of others, even if they are far shorter. You have probably been around for a while, and not only know the ropes but can show them to anyone who is just starting out.

The Proud Elite – Founded in 1837 by Lord Redgrave to honour and perpetuate the legacy of their Maker, William Marshal, the Ascalon Club is an association of gentlemen secretly aiming for the protection of the Crown's interests. All the members of the club must be of good extraction and flawless moral fibre. Since the club accepts mortal members, who are duly observed and valued as proper candidates for immortality, the goal of this club is to impose respectable traditions and behaviours amongst the good vampire society, but also to promote and expand the imperial hegemony of England. They see themselves as the true elite of British society. Note that none of this mentions they are particularly nice people. Perhaps you are different? Either way, you are at least associated with nobility of some manner or the upper classes, and probably have the skills and experience to run things, or at least the ambition to try.

The Abandoned Many – Not everyone grows up with a silver spoon in their mouths, and some would be lucky to get hold of a rusty utensil. You might be a mortal amongst the lower classes, or perhaps you are a breed of immortal below even them. Possibly literally. Either way, you are good at making do with far less.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks, is not denied by a Drawback, and makes sense for fitting in around here.

Species

Here is where you decide what you are. Will you remain amongst the mortals, or be a child of the night?

Human (Free) – You may choose to be a Human for free. Humans qualify for an extra 800CP in the Items section to make up for their lack of inherent supernatural qualities and being unable to choose from the abilities in the *Vampyr Powyrs* Section.

Vampire (Variable) – There are many branches on the immortal tree within this setting, though only Ekon, Skal and Vulkod are directly witnessed during *VAMPYR*. Unlike Humans, any type of vampire qualifies for extra CP in the *Vampyr Powyrs* section double to their cost, representing their inherent supernatural qualities.

Ekon (300) – The closest thing to what mortals refer to as vampires, able to easily blend in amongst the mortal population at night. Lady Ashbury is an example of this type, as is Dr Reid if his canon position still applies.

Vulkod (200) – A very large species of vampire, towering over mortals and strong enough to tear other vampires apart with their bare hands. Their immense stature and noticeably darker skin make them stand out more compared to other types of vampire. Fergal Bansha and Leon Augustin are examples of this type.

Skal (Free/See *Ill-Formed Jumper* Drawback) – The vernacular name of a different species of lesser blood drinkers. A Skal often seems to be the victim of a vampire attack who miraculously survived death and came back as a crooked version of its maker. They are generally despised and killed by vampires, who consider them lesser and despicable creatures. They tend to form small and discreet communities that stick together. It is more difficult for a Skal to hide its monstrous nature; pale skin, terrible teeth, strange emaciation, dilated and staring pupils. Many have lost all hair and they show wounds and scars which stay open without ever completely healing. They also seem capable of surviving by eating the flesh of the dead, while vampires need blood from the living. Most of the time, they fear to be seen by both humans and vampires. While most Skals are descended from Ekons and have humanoid forms, there are more uncommon varieties such as those that present a more canine aspect and behave like wolves, sometimes known as “Vulpes”, while others have more similarity to the shape of a bird or bat and are called “Corvus”.

Other (400) – Other species of vampires are mentioned within *VAMPYR* but never seen. Due to lack of information, this Document assumes that they possess some capabilities based on the mythological equivalents that normal Ekon, Skal and Vulkod do not. These include the Rakshasha from Hindu mythology, Jiangshi that are noted in Chinese folklore, and Peuchen that are noted in Mapuche and Chilote mythology pertaining to southern Chile. You may choose to be one of these species instead, with some capabilities that are equivalent to but different from the vampiric specimens seen in *VAMPYR*. Just be aware you might stand out a bit compared to locals.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free/100 – **Local Lingo** – You now have the ability to understand and use local language and accents, including any slang terms. This applies to the common languages and any cultures you are part of here. For 100CP, you can have the same sort of benefits in future Jumps.

Free – **Acceptable Standards** – This is not necessarily a pleasant time or location to be in for some, as while folks like Dr Reid have very progressive attitudes others are not quite so friendly. You will no longer be treated differently due to your race, age or gender. Essentially, if what you do would be acceptable within particularly free-minded places within the 21st Century, it will be acceptable here and in other Jumps culturally. This only seems to apply to you and your close associates, as it won't change the actions or beliefs of others.

Free – **(BI)HUD** – This is how you can keep track of your own statistics, such as your overall health, stamina, and any other sources of energy you have such as blood if you are a vampire. It also lets you keep track of your other abilities and what weapons or equipment you have on your person as well as which direction you are facing in for navigation.

Free – **Enemy Card** – When you spot an enemy, you can use this ability to display details about them, which are represented above their head. This includes what type of enemy they are, their level of threat, as well as their resistances to your various options of combat. There are four types here. The most common local resistances are Physical, which is separated into MELEE and RANGED, the former being represented by crossed blades and the latter being represented by a crosshair. A less common local resistance, usually found in supernatural beings, is Powers. This is separated into BLOOD and SHADOW, with the former being represented by a droplet and the latter represented by a circle sliced into fragments. These four types of resistances will show up on an Enemy Card, with the symbols either coloured or lacking colour. Orange indicates a medium Resistance, while red indicates a high Resistance. If the symbol is present but lacks any colour, the target has no Resistance to that method of attack. In other settings this will expand based on local methods of attack and your own capabilities, e.g. ELECTRICITY. Attacking using a capability that the target is resistant to will deal far less damage than using one they are not resistant to, allowing you to choose what is most effective for any given target.

100 – **Stun** – You can attack in such a way that it inflicts STUN damage rather than normal damage, allowing you to take advantage of an opponent's brief lack of defence. You can see a STUN bar above opponents who are actively combating you that must be depleted via this manner of attack before you can do something that requires them to be largely unable to resist, like Biting them as a vampire. You can also attack an enemy from behind if you are able to take them by surprise, e.g. by sneaking up on them, which instantly depletes their

STUN bar. While this bar will recharge after you have managed to get your hit in, you can deplete this as many times as you need to until your opponent is no longer an issue.

200 – **Resistance** – Some are partially resistant to some abilities or forms of damage, and you can join this number. For a single purchase this gives you medium resistance to something, like melee attacks or powers that use blood, while a second purchase boosts this to a high resistance that has a significant chance of shrugging off an attack or ability entirely. You can buy as many of these as you want.

400 – **Blood Of Her Blood** – Something potent lies within your blood, perhaps a recent gift from an ancient benefactor if you are a vampire or something slumbering within your forgotten ancestry if you are a human. Not only do you find it significantly easier to learn and grow in power within a far shorter time than others would manage, it has the potential to amplify your more significant capabilities. This is a Capstone Booster for the 600CP Perks here.

Human

100 – **The Pembroke Spirit** – Already making the rounds? Even in the midst of quarantine, you still have hope, and possess the determination to keep going even when things are difficult or seem futile. You don't have any issues switching between being awake during the day or night.

100 – **Black Market Bargains** – In times like this, it can be difficult to get hold of what you need. Especially if what you want to buy isn't usually allowed. You can help folks with issues like that, as you can now easily get hold of even questionably legal goods wherever you are. You know all sorts of ways to smuggle in any number or type of goods, even when there are restrictions against it. You can even substantially increase your prices if the situation is worse, such as in the middle of a plague, and will face no issues for this like customers being less willing or able to pay. If there's peril, there's more profit.

200 – **Crossley Referencing** – You are quite good at separating the myths from the facts amongst the information you can get your hands on. You are good at investigating mysteries and exposing secrets, and unlike one unfortunate figure you are also good at sharing this information with the public. You can use methods within a setting to share information without being censored or targeted in response.

200 – **You Know Who They Are** – And what they've been up to. Do they know how long you've been around? You know what is going on better than any other local. You've seen so many vile undertakings and despicable goings on. If someone is investigating someone, you are the best person to ask if there has been a case of medical error, debauchery, or other less than legal activities. Bear in mind that if you freely judge and share what you know of everyone's misdeeds with anyone who listens, you probably won't make or keep many friends. You might like questions, but they might not like your answers.

400 – **Vannabe** – You seem eager to abandon your humanity, Jumper. Something about you makes vampires and other entities that transform others into more of their kind more willing to turn you. You will safely be transformed by such processes, and it will be you, not just something like a demon wearing your corpse.

400 – **Swanborough Snake-Oil** – When others fail them, Jumper's elixir's will give them faith again! Or at least that's what you can claim. Even if what you make doesn't work, you are fantastic at selling them and convincing others that it does. Perhaps something does work, and you just need to conceal exactly how? You can do that just as easily. Those who are afraid or desperate will all come to you eventually for your remedies and the answers to all their problems, whether or not they work.

600 – **Adopted By The Dark** – You may not have been born of it, or a creature of the night, but you are cared for by one or more of its denizens. As a result, you know a fair amount about their nature and culture if they have one and can identify their kind on sight. You might even be confident enough to make fun of others of your guardian's kind you encounter, as they will be unwilling to harm you at the risk of enraging your parent. This only works if you do not deliberately try to harm them, as individuals will try to defend

themselves, and your parent may disapprove if you attempt to openly interfere with organisations of their kind, or obviously act in opposition to any overall goals or the survival of their kind. This sort of open rebellion will lose this protection. Here this will default to vampires, and perhaps you have been adopted by one of the immortals you could encounter in London. In other settings you can apply this to any reasonably intelligent non-human entities, selecting one per-Jump to have taken you in for some reason or another. They might not be the best parent depending on who or what they are, but in their own way they will have done their best to raise you.

Capstone Boosted – You certainly seem to have been moulded by the darkness in some way. Even if you are not a natural part of a species, it seems they have managed to pass on some ability of their own. You can now choose one inherent quality or ability of your adoptive parent, and now possess it as well. This will not be considered odd unless you want it to be considered as such, and perhaps your parent are proud that you are taking after them? Perhaps here you have somehow become as ageless as a vampire, but without any of the other abilities or drawbacks? This will only apply to your current parent, so you will need to swap it out in each Jump unless you decide to take them with you.

600 – Wisdom From The Tallest Tree – Are you really human? You might look and age like a normal mortal unless you have capabilities to do otherwise, but you can flawlessly divine the fate of others through Tarot cards and shrug off all but the most powerful Mesmerisation attempts. How you do this is unknown. Some secrets are not meant to be revealed, even to immortals. Bear in mind that you cannot see your own fate with this ability, and you can still be killed, or your mind might be overcome by particularly powerful vampires.

Capstone Boosted – Perhaps you are not entirely human after all. Your mind is a locked box, sealed from investigation. You are immune to mesmerism and attempts to read or alter your mind against your will.

Vampire

100 – **Bite** – Rotten or pristine, each heart contains the seeds of life. You can bite an unaware or stunned enemy. This damages them, provides you with blood to use your Vampiric Abilities and partially refills your health.

100 – **Quality Over Quantity** – As a Vampire, you need human blood to sustain your strength, as well as improve your abilities. Now you can perceive a Blood Quality Bar that indicates what you will attain if you feed on a specific target. Rather than simply gorging on as much blood as you can, you will find in *VAMPYR* and in following settings you are able to gain more value out of targets that you know more about. Perhaps the richness of the life you know they have experienced empowers what you can take from them, as you might get comparatively less from a complete stranger, than someone you know a lot of personal details about. It therefore pays to investigate your targets, asking them and those who know them questions, or perhaps looking for other records that could reveal more. While there is still a limit to what you can obtain from one person, you will find that those who are more influential on the world around them, or have accomplished more within their lives, will have a higher limit on the Blood Quality Bar. Poor health may reduce the amount that you can obtain, so you may want to cure your prey of any significant conditions you can before you drain the life from them. Finally, it seems that by enriching your own life with activities and discovering more about the world around you seems to slightly fuel your own reserves, perhaps allowing you to gain as much by investigating the secrets of an entire district as you would from draining one of its members.

200 – **A Bloody Pathway** – While you are here, you might find it easier to deal with problems by using a less ethical approach. Draining every district dry would certainly boost your vampiric power substantially, which could make earlier portions of your stay significantly easier but shedding that much blood could empower an enemy you might face later on. But perhaps those are problems for future Jumper. Now you can accomplish this elsewhere, taking less ethical or more violent approaches to make earlier parts of a Jump significantly easier, but making a single part of a later portion significantly more challenging. The more lives you take when you don't need to, the more unnecessary blood that you shed, the easier you will find things... till you face that challenge. This could take the form of some significant repercussion for your actions that you must deal with, or perhaps an enemy that has somehow been strengthened by it that you must fight. At least this trial will not be impossible to overcome.

200 – **Veiled Vampirism** – Walking around with obviously blood red eyes and teeth like a shark might attract the wrong sort of attention, or at least give the wrong impression. Now you can conceal your true appearance to mortals or reveal it at will. This isn't exactly shapeshifting, but instead something that causes observers to overlook unnatural features like visible veins, black sclera and glowing red irises.

400 – **Shadow Duplicate** – You and your shadow? You can now use a similar trick as some others here do, creating shadow duplicates of yourself. These are obvious in their shadowy nature rather than looking identical to you, being best described as a silhouette that matches your appearance. You can use this to attack at the same time you do in order to

distract or overwhelm your enemies or remain still while it does the work for you. It can only be used at a relatively short distance, so don't expect to send it out while you remain hidden far away.

400 – **Safe Siring** – Creating a new vampire is not fool-proof, some not surviving the transformation, others reacting badly based on your own lineage. This won't be a problem with this Perk acting as protection, ensuring that there are no mistakes or accidents when trying to transform others into your own kind or other forms of reproduction. It will always work as intended rather than having any chance of failure, extending to other forms of transformations that have some sort of risk. You will never transform someone or reproduce by accident either.

600 – **Ichor** – Of all the Skals to fight, you share the same capabilities of the worst even if you are not of that breed. Not because of fighting prowess or superior wit, even if you remain a powerful and cunning opponent, but because of your capability to spread diseases, contagions and epidemics. An Ichor is an incarnation of viruses and infections. Wherever such a being goes, sicknesses appear and quickly spread, even affecting supernatural beings. Even fighting you directly is dangerous, as you can easily infect those you wound or wound you, and if they can survive your poisons then you can batter at them with a grossly swollen and elongated limb that can rapidly stretch across a large room. Fortunately, you are able to control how infectious/poisonous you are at all times, so you won't doom civilisation simply by picking this Perk, but you could be a Disaster if you wanted to be, Jumper.

Capstone Boosted –The shadows heard your prayers. They heard you and answered. Something in the deep darkness. Quick...deadly...it asked you if you wanted revenge, and you answered yes. It spoke only to you and now it is silent, but it is born of hatred. That hatred can be used to considerably empower your abilities, at the expense of your control over collateral damage, and you can use your own negative emotions to fuel your power further. The more hate within you, the more powerful you will be.

600 – **Unique Ability** – It seems something within your blood, or within your own unique experiences, has awakened an ability that other vampires do not usually possess. This is something that is suitably thematic for you that is powerful and based at least partially on an ability you have access to even if you don't actually have it. One enemy within *VAMPYR*, as a mourner killed by the one they thought they had lost, could create fields of bloody flowers that exploded, partially representing the ones they had laid on graves and the one put on their own. A mother who was abandoned by her children could create shadowy duplicates of her lost family that fight like the originals do. Yours could be something along similar lines, for example if you had a traumatic incident involving a fire you could unleash streams of blood that cling to and ignite on your opponents, or if you had been imprisoned then chains of shadows could bind and painfully constrict your enemies. It should be possible to avoid these abilities, even if they have a greater active area than the ones found in the *Vampyr Powyrs* Section.

Capstone Boosted – Death is not a wicked thing, nor some holy retribution. A true punishment would be to never know its sweet kiss. And this is something you can lay down now. If you can defeat someone, you are then able to trap them in a fate that may be worse than death, whether they are usually able to die or not. Perhaps you

dissolve them into a living puddle of blood, where they have no mouth but desperately want to scream, or you could lock them inside their own rotting corpse. Exactly what you do and how is up to you, perhaps linked to your other abilities, but this cannot be used in a benevolent manner or to help you avoid your own demise.

The Good Doctor

100 – **No! There's Still Time! I Can Save Him!** – You might not be able to fix all their ills at once, but you know how to stabilise people who are injured or diseased so that their condition does not deteriorate further. Should you have access to some sort of medical equipment, even if crude, you will be able to effectively treat your patients. You are just as competent performing battlefield surgery as you are in a more sterile hospital environment, so you could stabilise a patient, fight off an attacker, and get back to them with no issues so long as they weren't collateral damage.

100 – **Now We Fight** – You're a doctor, not... well, turns out you are also a soldier, or at least trained in combat sufficiently to let you claim to be a veteran in an army. You are able to use a variety of weapons effectively, such as guns and knives, and can rapidly learn to use new equipment and capabilities in combat.

200 – **Killing Is A Lot Easier Than Healing** – It might never get easy, but it never seems to be somehow illegal or immoral to use deadly force as some sort of medical personnel. Do no harm doesn't seem to apply as a restriction to you. Your experience dealing with bodies alive and dead has also hardened you against gore and violence, so you won't feel queasy during the middle of surgery or too terrified to do anything in during brutal combat.

200 – **A Few Questions** – It seems that your hunger for answers is rivalled only by a newborn vampire's thirst for blood. Your trade is in the deciphering of mysteries and you need information to feed your mind. As such, you are very good at asking the right questions and tracking down clues to help you with any inquiries. You can easily determine a set of questions that should reveal more useful information, but you may need to work in order to get them to answer the questions. If they will not do so at first, you may be able to perform small favours in order to get them to open up to you or utilise other forms of persuasion.

400 – **I May Have A Solution** – During the war, drug shortages were a frequent problem and you had to use your wits to overcome it. If combined correctly, certain household chemical products can be used in a pinch instead. Even commonly used but ineffective fortifiers might contain substances that are actually useful. You have the knowledge to identify these substances and the skill to extract and combine them.

400 – **Medical Investigation** – You might not be a detective officially, but you have an analytical and observant mindset that allows you to carry out forensic crime scene investigations or locate missing people by tracking down clues. This could be bolstered if you have any sort of supernatural perception. You can examine someone living or dead and notice anything that your senses can pick up. Observing a corpse with purely human senses could allow you to note traces of pinkish foam at the corners of the lips that indicate some sort of drug overdose, multiple abrasions and scarring on the arms and legs are old and distinctive injuries of a sailor or a fisherman, that the chest was originally opened to perform the operation and that the sutures are clean but the chest has been reopened, telling you that the lungs were opened and a puncture over the left lung indicates a chest tube insertion. On top of that, signs of chest haemorrhaging combined with internal bleeding tells

you that the anaesthetics were incorrectly dosed which caused the patient's death, then someone tried to operate on the patient again.

600 – Physician, Heal Thyself – Perhaps there is an absurd poetry to your situation, as like Dr Reid you are considered one of the world's most eminent specialists in blood transfusions. You either know or can quickly come up with solutions to any mundane blood or cardiovascular-related issue, and quickly assimilate any other medical information to help you come up with additional cures to any sort of mundane ailments. You can quickly, easily and safely create tonics that can remove deleterious conditions and serums that provide significant boosts of capabilities for a short time. These medicines work quickly enough that they can be used effectively in the middle of combat.

Capstone Boosted – Are you a living paradox? You know the answers are hiding in your blood. Now you can come up with cures to any condition that you currently or have previously suffered from by using your own blood as a base, and immunities that you develop can be shared with others using medicines that use your own blood as a component. More significant or out-of-context conditions will take more time to deal with, and you will find research noticeably accelerating the more familiar you and your associates are with the condition. Using early 20th Century medical equipment and knowledge, you could come up with a cure for vampirism within a decade or two even somewhere that such a thing was previously considered impossible., as an example. More resources and knowledge will shorten this time considerably.

600 – Health Status – While most medical professionals may focus on curing single patients, you can operate on a larger scale. You can perceive the overall health of a large area, such as districts within a city, and the city as a whole. Based on the average health of those within it, which may be limited to influential figures in overwhelmingly large populations, this is categorised into multiple categories; Sanitized, Healthy, Stable, Serious, Critical and Hostile. Sanitized means nobody within the area is infected by a negative health condition or disease, and it is entirely safe from plagues or infections. Healthy indicates an area is largely good of health but there are cases that may need medical aid. Stable indicates that the condition of the area could be better, but it is not getting worse. Serious indicates the overall health of the area is declining. Critical suggests that the area has seriously declined and that its population is suffering from conditions threatening their life. Hostile indicates that the area has been lost to plagues or death entirely, and any remaining within it are likely to be looters or worse. The lower on this Health Status scale an area is, the more dangerous it will be and the less useful services will be available within it. You can use this Perk to keep track of the health of an area, and by looking after or harming key occupants you can make it increase or decrease. Any opposing forces trying to swing an area's status in a direction opposite to what you are working for will find it much harder to do so.

Capstone Boosted – Rather than spending a significant amount of time and effort for little overall impact, you can now identify figures as Pillars Of The Community. These are single figures within a given area, such as the head of a hospital or the leader of a military. Helping or harming these figures has a disproportionate effect on the Health Status of the area, so protecting and aiding them specifically may save an area on the brink of disaster, while targeting them may cause a domino effect that leads to the area becoming ruined and Hostile. It will be almost impossible for efforts

on the part of others to make a location significantly or permanently worse if you are looking after its Pillar, and face the same challenge in enacting positive change and recovery if you eliminate this Pillar.

The Inquisitive Researcher

100 – **Administrative Skills** – While others might be combatting deadly diseases or supernatural predators, you will hold the line against a more insidious and persistent threat... paperwork. While it might not sound like too much of a problem, it certainly becomes one if not done quickly and properly, and could have results like not getting enough vital supplies at the right time to the right place to save lives, or not keeping track of patients so the wrong sort of treatment is used. You have mastered this to the extent it seems to sort itself out for you, allowing you to single-handedly administrate a complex system under stress, like a hospital in the middle of a plague, and leave the rest of the staff to focus on keeping the patients alive and well. Hopefully your staff are competent enough to do that.

100 – **Lost Library** – Unlike a certain organisation, you value the preservation of knowledge over its destruction. The gathering, maintaining and study of even the most ancient texts comes easily to you, granting you a tremendous memory for the contents and a knack for acquiring records long thought lost. Given a bit of time and effort, you could even track down rare tomes like the Blood Bible.

200 – **Shadow Council** – It can be dangerous to associate with powerful beings that might see your kind as a food source. Now, so long as they are not openly antagonistic towards you specifically and you can provide them some sort of benefit with your association, you can safely establish a diplomatic relationship with dangerous beings. You can safely negotiate with them on equal terms, without the risk of being eaten by them on a whim. As long as you remain on their good side, they will at the very least be willing to listen to any advice you have, even if they will not necessarily agree with you.

200 – **A Benefit Of Your Position** – If you are in charge, or at least in a senior position, you can make decisions regarding duties and employees less high ranking than you are without consulting anybody else equal or lesser rank than you are. You can hire someone without consulting any of your other employees or make significant changes in policy. Things may not run as well thanks to your changes, and those you hire might be entirely unsuitable for the job, but somehow you will not be blamed for any issues arising from these sorts of decisions.

400 – **Neutral Territory** – Whether it is sacred ground, or you just had the carpet cleaned, you can designate a location as neutral territory between conflicting groups. They will not directly fight each other in this area, or act to damage or claim it for their own advantage or to put their opponents at a disadvantage. Bear in mind this protection only applies to others, and if you are removed by one of the factions or abandon the area then this protection will fail.

400 – **Affable Administrator** – You might ultimately be a self-serving weasel with a callous disregard for human life, but that doesn't stop you from being polite and friendly. You will be well regarded by those around you so long as you can maintain this appearance, false or otherwise. If you obviously act cruelly or your questionable actions come to light, you can expect this mask to fail. Your internal thoughts and desires are entirely your own, and even

draining your life and soul would not provide a vampire with any more insight, finding their usual source of information curiously silent.

600 – Revolutionary Techniques – In the last decade, so many mysteries have been brought to light with our microscopes. The human body: biology's penultimate frontier. The more we explore its boundaries, the less we are able to trace a clear line between life and death. You have knowledge and skill to experiment with natural and supernatural specimens, such as vampires, and using the properties of one on another. As an example, you could work to use the regenerative properties of vampire blood to enhance medical treatment for humans, or find a way to humanely transfuse mortal blood into a vampire to temporarily sate their desire to consume blood. Where one species may be limited or flawed in some way, you could use some nature of another to counter this issue. This does not guarantee that nothing will go wrong during your experimentation, so be careful you don't create some sort of disaster through shoddy procedures.

Capstone Boosted – You, it seems, have a foot in both countries. The view must be vertiginous. While some would say the vampiric condition defies scientific categorization, or that immortality might normally defy logic, this does not pose a problem for you anymore. You now possess a vast understanding and capability to manipulate supernatural natures through science, even when this would not usually be possible.

600 – Ban Of The Dragon – While the scholars of the Brotherhood are mostly affable and respectful whenever approaching an immortal, it should be noted that they are ancient enough to have some mysterious traditions. One of these is the so-called "Ban of the Dragon". In certain conditions, when the Brotherhood finds a violent or bloodthirsty immortal, they call upon this Ban. Little is known of it, but an established fact is that whenever a hostile or vindictive vampire has threatened London, it disappeared without a trace after the Brotherhood pronounced a Ban upon them. This is a lesson that all vampires must remember; never be considered a Dragon by the Brotherhood. Normally the knowledge of how to carry out this ancestral ritual is known only to the Primate of the Brotherhood himself, though it can be called upon by those who represent his authority when the time comes and proof has been gathered that another beast must be cast into the sea. Now, you are able to enact this potent ritual, targeting a single entity that can be conceivably defeated via means presented within the setting, and mystically banishing them to the depths of the ocean where they will be robbed of their power and eventually destroyed. The more powerful they are the longer this will take, and sufficiently powerful or abstract entities may be able to break free before they are destroyed, but like the Brotherhood you can certainly threaten any vampire that stalks the earth amongst mortals. The targeting portion of the ritual also requires a collection of proof of some sort that the target is a significant threat to others, which may require some time and investigation to acquire.

Capstone Boosted – It seems you are not to be underestimated either, as not only can you figure out how to counteract the effects of powerful rituals, but you can develop your own. This could range from an indirect application of one of your own abilities, to somehow strengthening or weakening another entity. More time and effort will be required for particularly significant changes in power or dangerous targets, but it is now possible when it would not otherwise be.

The Cruel Hunter

100 – **Leech Hunter** – They can't hide from the Guard. You are able to identify a vampire or other supernatural creature on sight, even if they are using some method to appear to be a normal human.

100 – **Strong Arm** – You don't need to rely on supernatural powers to do well for yourself in combat. While you might not have a lot of training, you are very strong and durable, enough to resist and harm your opponents, even if they have supernatural strength and durability. You might still be easily overwhelmed if you are on your own, but you are better at using group tactics against single opponents.

200 – **Adrenaline** – Even if you aren't a creature of a night, for short bursts you can nearly match them in speed. You can dart short distances in a blur, still within human limits but certainly at the higher end of them, to strike at vampires who think their unnatural physical attributes mean your trained body isn't a threat. While you can still be overpowered and they will be able to adapt, you can get in a few quick hits during their confusion.

200 – **New Tactics** – Some consider the best advantage against leeches is that they cannot go out during the day, thus they should be hunted down when they hide powerless in their sleep. This is regarded as a rookie mistake by Priwen, who note that vampires can be clever and have numerous ruses and tricks to avoid being spotted in their den. Second, they may deploy many deadly traps to kill any intruders. The tactic they have settled upon is to follow and destroy them when they are exposed hunting at night and can easily be spotted. You find this tactic to be particularly effective, able to easily track down vampires and other creatures that prey on humans during the times they are most active. Attempting to lose you in crowds, complicated streets and in abandoned buildings is futile. You can still track them back to their hideouts if you would prefer to use traditional approaches, but you should bear in mind the problems that have already been brought up, and that some creatures of the night hunt individually but rest in groups. But they cannot hide from the Guard.

400 – **They Set The Table For A Snake** – And they wonder why there's venom in their food. Some people can be awfully trusting and easily overlook or disregard allies or supposed friends working against them, but you are not so easily fooled. Some may call you cynical, but you know when someone is secretly working against you or your goals. By applying this on a larger scale, you can determine when there is corruption within an organisation and when any of its members are hiding something. This lets you narrow down who it is to some extent, but you will need to investigate thoroughly to be certain who is responsible for the problem. You can go through your own groups or organisations and weed out any snakes hiding in the grass.

400 – **The Great Hunt** – When there is a significant threat, you can call upon a Great Hunt, beginning a process of rapid recruitment and mobilisation of forces intending to combat the danger. This call attracts the attention of locals, and while you may not get universal support if the threat is disputed or concealed, you will muster a substantial number of people in a short amount of time, with greater overall mobilisation the more obvious the

threat is. Those recruited in such a way will receive at least basic training and awareness of the problem, as well as effective methods to combat it. While this is quick to establish, this series of methodical hunts do not carefully approach the threat and will do its best to destroy the creatures and all knowledge that could be acquired from their continued existence in their efforts to eradicate the menace from the world, with collateral damage being a real possibility. Against threats that locals cannot effectively face, you can still win a battle of attrition against some types of dangers.

600 – A Good Nose For Machinations – You can find the scent a mile away. Perhaps you're smarter than you look or act, as you can correctly trace infections to the source and identify patient zero, even determine the real source of an epidemic or other problem long before more cautious and methodical investigators get anywhere close. The downside for your rapid pursuit of the problem is that you may find yourself lacking crucial evidence that would explain the finer details of why it has occurred. You may be off about the reasons behind something, and there might be a lot of collateral damage, but you would be factually correct about what has occurred.

Capstone Boosted – You could be the greatest vampire hunter ever, as it seems you have become vastly more resistant to anything stemming from a supernatural source. Blows coming from someone that has been transformed into some great and powerful beast seem no stronger against you than their normal strikes, magic of blood or shadows seems significantly less effective even when used against you by powerful enemies, and attempts to transform you against your will seem ineffective. You can still be harmed but being a creature of the night gives your opponents no additional advantages against you.

600 – Embracing The New Century – An old enemy needs a new approach to replace ineffective traditional ones. You know how to create and implement new tactics, organise small and mobile patrols, and use tactics based on technological advantages, modern communication, and new equipment. You can create and use these new tools too, including grenades, white phosphorous, ultraviolet light, bulletproof vests, and flamethrowers. It is time for the Guard to embrace the new century.

Capstone Boosted – Now you can put these tools and tactics to good use. You can establish situations where you have advantages against even powerful supernatural creatures, such as getting hold of substances to boost your combat ability, arranging an arena with traps that target their weaknesses, or creating weapons they are vulnerable to. Your enemies might be more powerful than you are, but you can do a lot to stack the deck against them.

The Kindly Ancient

100 – **Patience With Age** – As decades or more pass, you have learnt the true value of patience and have accumulated a vast sum of it. You are essentially immune to boredom and can find something to occupy or entertain yourself with over even the longest life.

100 – **Are You My Maker** – You might not have actually been responsible for someone's creation or conception, but you can easily take on the role of a mentor or parental figure. Though this doesn't make you any wiser, you find it easy to dispense advice based on your own experiences in an understandable and memorable manner. You are good at raising children and the equivalent, adoptive or otherwise.

200 – **Tend To The Sick** – Your words are kind, the blessing of an angel. You are clearly a being of mercy, as you can bring comfort to those who are ill or dying, even if you are unable to restore them to health. You have a knack for finding people that are at death's door... and who might be better off if you used them for something that requires the death of another. You can make their passing painless and comfortable and see to any needs you have at the same time.

200 – **Invisible To Their Eyes** – It seems that not quite fitting into society provides you an advantage, as organisations and groups that might keep tabs on you will overlook and underestimate you. Perhaps because of your gender, or your perceived lack of influence, you may not receive the politest treatment from such groups, but perhaps this insult could suit you well as long as they leave you alone.

400 – **Discretion Is Both Weapon And Shield** – In this war, it might be your greatest asset. You have considerable ability to keep your identity activities and nature secret. Even if your visits to a hospital coincide with the dates of suspicious patient deaths due to massive blood loss, you will find ways to conceal this information or deal with blackmailers in discrete and indirect ways.

400 – **This Heart Of Yours** – It has always told the truth, even if you may be deceptive by nature. You can't lie to yourself when you care about someone, and by sharing this knowledge with them you can quickly establish a deep and lasting relationship. You might have been around for centuries and known someone only a week, but if you are genuinely in love with them you will know and will quickly determine if they are willing to reciprocate.

600 – **Less Limitations** – Time, experience and a lot of practice has made you much more skilled with your abilities, allowing you to use them for far longer than usual or on a far greater scale. You could use bursts of supernatural speed far more frequently and get over much greater distances and double the area of effect or range of some manner of projectile ability.

Capstone Boosted – The combination of some potency within your blood and your great experience has banished any illusion of absolute limitations to your abilities. Over time, you will be able to figure out how to improve the power of your abilities and find new ways to use them.

600 – First Earl Of Pembroke – It might be strange to fit into a setting as a being that has supposedly already been around for decades if not more, yet not have actually done anything before the time of the Jump starts. Now you can effectively establish alterations that are reasonably possible with your presence, establishing your own personal history and how it may have altered the world. You are effectively retroactively altering events that would have occurred before the Jump starts to more accurately reflect your presence, but bear in mind this is limited to resources you acquire thanks to the Jump itself and does not include capabilities you acquired from elsewhere. It also includes the limits the use of Items or abilities, as if you have been established to use something in your history that according to the description can only be used a set number of times per Jump and you have used this up with your established history, you cannot use it any further until the next Jump. This personal history is limited to a normal lifespan within the Jump, so be wary you are not in a position where you are likely to die of old age by extending your active history too much. You also need to justifiably survive getting to the point where the Jump starts, even if you are about to face near-certain death once it does.

Capstone Boosted – It seems that your potential influence on history has substantially increased. If you are some manner of immortal or long-lived being within a setting, you can extend your active history to a maximum of 772 years. You can also extend such time to activities you have used to improve yourself. 772 years of practicing with a weapon could make you welcome the swords others bear due to your familiarity with it, making you rather difficult to defeat. In terms of practice and self-improvement, you can split up this pre-Jump time into different activities so long as it is plausibly possible within the setting.

The Proud Elite

100 – **The Law Of Ascalon** – Getting in trouble for breaking laws you had no idea about when you are supposed to be part of an organisation that established and enforces them might be inconvenient, to say the least. Now you know all the laws, even secret rules that you need to obey, as well as possessing knowledge of manners and protocol to fit into high society.

100 – **The Makings Of A General** – You might not like the idea of getting your hands dirty in combat for one reason or another, but you do actually have some experience to back up your privilege. You have noticeable skill and experience at marshalling, organising and directing armed forces, with some degree of strategic competence to direct them.

200 – **Blunt Instrument** – Even if you are not a required species or other necessary category, you will still find a way to join societies that usually have limitations to their members. Perhaps your abilities can make you useful to others, or perhaps you have some manner of blackmail on their leaders. The others within these groups might still look down on you, but you will be a member with all the benefits when it would otherwise be denied to you.

200 – **Spies of Ascalon** – Like a certain club, your main occupation is gathering information and then deciding how to use it. You could certainly learn if there is a new competitor on the scene, or if there is going to be some significant change in international policy or economics.

400 – **On The Recreational Use Of Blood** – How could we deny the ecstasy the vermillion ambrosia brings us? And with what else could we toast with, as any good fraternity should? To answer this delicate question, the law of conduct inside the club goes as follows; as long as the original mortal vessel is not brought within our halls, each member is allowed to drink whatever he wants, for his own usage or to share it with friends. Drink what you want, deal the way you want with the original vessel, but never inside the club. Unless Jumper personally authorizes it on some special occasion, of course. You can establish rules and guidelines for any organisation you have authority within, so long as it does not restrict those that outrank you and leave loopholes for yourself or exceptions that require your permission. Nobody else will see this as an issue when establishing or enforcing the rules, so you could have something completely forbidden... unless you authorise it. You're quite good at throwing parties too, as well as getting someone to clean up the mess with no questions asked.

400 – **Do Not Defy The ChairJumper** – It seems that you have gained an important enough position within any organisation you join that even those older and more powerful than you will be wary to act against you or openly defy you. Perhaps you just have too many allies and influence. So long as you hold some sort of authority, a polite request will leave few people little choice but to obey.

600 – **We Must Not Forget Etiquette** – Your future and the future of your surroundings are one. Step by step, London or wherever you choose will become the centre of the greatest empire ever. Even if you need to order the assassination of your entire family to ensure that

you are the sole heir to your fortune, eventually your machinations could gain total control of Europe and the Western colonies, aiming to put an immortal ruler on the throne within a century. If you aren't planning a coup, you might want to turn a legitimate king or queen into a powerful Ekon and can certainly come up with a plan to do so.

Capstone Boosted – Victory seems to run through your veins, and mortals are but puppets in your hands. You are superbly good at coming up with far reaching and effective plots and schemes, ones that are so world-shaking in scope that few could oppose them once you get to the later stages of your plans. It would take an extraordinary amount of effort to stop you once you start enacting a scheme, and you will most likely be able to come up with countermeasures when others work against your grand plans. Given time and resources, you could manipulate things on a setting-wide scale.

600 – **The Supreme Shadow Cabinet** – Do you influence the destiny of the Empire, or merely protect it? Either way you are unnaturally good at manipulating things from behind the scenes and working in the shadows, even on a national scale. Such groups you create can be a mixture of species, mortal and immortal, and they will work together under you.

Capstone Boosted – While the others are entangled in a sticky web of shadow cabinets influencing trade, you are the one who pulls the strings. You can take advantage of existing plots and secret societies to extend your own reach, subverting members and keeping track of myriad schemes while concealing your own. You could even end up with loyal and perhaps unwitting servants within groups that would normally be dedicated to opposing you and your goals.

The Abandoned Many

100 – **Unsheltered** – You might have spent a lot of time working outside, or perhaps you don't have a comfortable home. At least you've gotten used to it, as you are now resistant to normal environmental conditions like the damp and cold. You're also slightly more resistant to poisons than most, possibly due to adapting to a poor diet, so at the very least you won't get ill from eating poor quality food.

100 – **A Hard Life** – You haven't lived a pampered existence, and after all the hardship you've developed a greater ability to deal with it. Though you aren't really more durable, you have a significant resistance to pain and noticeably more stamina than most.

200 – **Knowing When To Suffragette In Silence** – Sometimes it's a good idea not to pick a fight with an individual or organisation and just keep your head down. Even if your intentions are good, it could attract the sort of attention you can't deal with, like accidentally antagonising an elite club of powerful vampires that would brainwash you into eating rats for their amusement. Now you will know when you are planning on picking a fight you are unlikely to win. This doesn't stop you from doing it, but you can't say you weren't warned.

200 – **You Sense Their Pain** – You are a remarkably empathetic, able to understand and sympathise with lost and unfortunate souls. Your sense of purpose and calm give others relief, so even if you cannot directly solve their problems at least your presence can make them feel better.

400 – **Luck Of The Damned** – The world and its societies might be against you, but it seems you have some potent luck on your side. While this isn't the sort that could really make things better like winning a lottery, it does provide significant protection against things getting worse for you. As an example, you might choose to leave your home to talk to someone, only for it to turn out that this let you avoid a massacre that wiped out everyone else in your hiding spot. You might not be any happier, but at least you'll have survived to rebuild.

400 – **Beneath Their Feet** – Grovelling or not, you have an uncanny ability to navigate even the most complex and confusing environments. If there are ancient tunnels, forgotten caverns, catacombs or even sewers, you will know every inch of them like the back of your hand.

600 – **Old Jumper** – Some of the snootier types might try to slander you with a bad name, but you have your own people to take care of who respect you. You have all the talent, experience and skill to be a leader of the community, and you are particularly good at looking after and protecting the lost and outcast such as Skals who retain their minds.

Capstone Boosted – It might have made them, and it can sustain them. You can restore minds and mental stability to the mindless and unstable and can share your own blood to quench the thirst of those requiring specific substances to live.

600 – **Sad Saint Of The East End** – You might not always be sad, and you might not be part of a church. But no matter how bad things get, you will never break down or give up. If anything, the worse things get and the more horrors you experience, the stronger your will becomes. If you are religious, your faith will also become stronger, empowering any holy abilities you have. It would take something actively trying to subvert your mind to break you, and even that would take a while.

Capstone Boosted – You are blessed, can't you see it? Able to walk amongst the plague and aid those that need it. You are immune to infections such as those you might come into contact with while trying to help others.

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Vampyr Powyrs

You possess a new strength, perhaps a strength you never knew you had as a mortal. You can spend CP to buy and enhance the abilities within this section beyond the allotment given by the vampiric species. Some of them have branching paths where the features of abilities change to provide different advantages.

As a reminder, **Ekon** get 600CP, **Vulkod** 400CP, **Skal** 0CP *or* 400CP if they took the *Ill-Formed Jumper* Drawback, and **Other** types of vampire get 800CP. This CP can only be spent in the *Vampyr Powyrs* Section of this Document.

General

Free – **EVOLUTION** – When you are in a location you could safely sleep in without being disturbed, you can Evolve and rest, though this isn't exactly the usual definition of the process. You can invest blood (experience) to enhance (level up) your Vampiric Skills or re-arrange your investments (reset and reassign these stats) for a small amount of blood that will slightly increase every time you do so within a Jump, but resets to a lower cost at the start of the next. Greater heights of power will require greater quantities of blood, and it must be drained directly from living beings.

Free – **SUPERNATURAL SPEED** – *A vampire can act and move like a mortal in all their actions, but they have the keenest senses and can react quicker than any mortal. On the few occasions one has to flee, they can move so quickly that it is as if they have vanished to reappear somewhere else. This catlike attribute allows them to run, dodge or jump far longer and faster than a mortal. This speed is also exhausting, as the vampire is still bound to some physical limitations.*

While you do not actually teleport, there is little functional difference to this ability based on the appearance, though it is not possible to pass through barriers as you are essentially darting across the distance at fantastic speed. This could allow you to leap to a balcony in a single jump or make multiple rapid dodges on the ground to avoid attacks.

Free – **BLOOD AWARENESS** – *This may be the most catastrophic ability of all, concerning vampires, since it is the cause of so many tragedies for them and mortals. Vampires crave for blood. They must use their will to restrain themselves from frenziedly drinking every drop they can see. They need blood to function, and to express their full supernatural traits. A famished vampire can be very weak, even if they cannot die of hunger or thirst. This urge, this need for blood may explain why a vampire reacts to it in such a way. When they focus, a vampire can almost 'see' blood all around them – inside warm bodies, through walls, on a supposedly clean weapon, etc. They can also determine whether a mortal has clean blood or is ill, and with enough knowledge can even sense diseases, infected clothes, or even items in a room. This has numerous medical applications.*

You can focus your supernatural and natural senses, causing the world to become muted and grey except for a single substance; blood. Fresh, warm blood will show up brightly, such as blood within living beings that will be visible through the shadowy outlines they become to you with this ability activated, in enough detail that you can make out their circulatory system around their torso. Older, colder blood will be progressively duller and harder to track down with this sense, but if there is any trace of it you will be able to find something if you look for long enough.

Free – **MESMERISE**– *One of the most powerful abilities a vampire can deploy is the capacity to force a mortal to obey them. A vampire can bend a mortal to their will, and they can even break a mind. The more a subject tries to resist, the more permanent the damage will be, as if the vampire could literally fracture their target's psyche. This ability requires time to master, and the result can vary widely from one subject to another; implant a false memory, erase a painful one, the possibilities are endless and frightening.*

While this can be used in a more passive manner by persuading others to answer your questions honestly and reveal things to you that they usually wouldn't, there is a more self-

serving application that a hungry vampire might appreciate. Do you need to drain someone of their blood in a more private place? This ability allows you to place others into a docile and easily controllable state, letting you gently guide them somewhere quiet to do with them as you will. You need to start a semi-civil conversation with your intended victim, then when you want to use it you must quickly press your palm against their face, hold their head and pull them towards you as if you were whispering in their ear. You will then be able to gently guide them where you need them to be. They will be unable to resist a rapid, complete and fatal draining of blood in this condition. Not all will be susceptible to this ability until you grow strong enough to match them mentally. Consider yourself starting off as a 1 on a scale of 6, with the former being the dumbest, most easily led and weakest, while the latter are stubborn and have nigh unshakable will or are particularly powerful in some manner. This is based on humans, and some particularly ancient or powerful beings could conceivably be a 20 on such a scale. With time and investment, you can move up this scale, to the point you could conceivably mesmerise anyone.

While you start at **Mesmerisation Level 1**, you can upgrade this by 50CP per Level.

Defensive

These are abilities that can be used in combat situations but are not intended to cause direct harm, instead they aid your own survival by protecting you from harm in some way. Purchasing an ability gives you the first effective Rank in it, and you can improve its potency four more times.

100 – **COAGULATION** – You can block your target's blood in their veins, making them defenceless. While this does not directly cause significant harm, it is much easier to kill something that cannot move. This can be enhanced in two different ways:

Your control over your target's blood is stronger, and the time you control it is increased (25CP Per Rank).

or

Upon use, the target's blood now will burst out of their body, flowing towards your mouth to feed you without touching your prey (25CP Per Rank).

100 – **BLOOD BARRIER** – You create an invisible Barrier, absorbing direct damage until it fades or is destroyed. Unfortunately, it does not stop the user from being grabbed by enemies. This can be enhanced in two different ways:

When your Barrier disappears it now explodes, dealing damage to any enemy nearby (25CP Per Rank).

or

Your Barrier lasts longer, absorbs more hits and can be used more frequently (25CP Per Rank).

100 – **AUTOPHAGY** – *With time, this vampiric ability can be extremely powerful, and is sure to surprise any unwary Vampire Hunter.*

You drain your own blood to heal normal and aggravated damage instantly. This can be enhanced in two different ways:

You trade the instant health gain for a greater Regeneration over time, requiring less blood to accomplish the same amount of healing (25CP Per Rank).

or

You trade more blood to heal yourself instantly and gain an additional boost on your health regeneration and can use this ability more frequently (25CP Per Rank).

Aggressive

These are abilities that can be used in combat to cause significant harm to your opponents. Purchasing an ability gives you the first effective Rank in it, and you can improve its potency four more times.

100 – **CLAWS** – A close range strike that will cut through all living creatures in front of you. As natural predators, Vampires have received some gifts from Mother Nature, like claws instead of fingernails. These natural weapons can easily cut through tissue and are very useful for piercing a prey's arteries. This can be enhanced in two different ways:

You can use this ability more frequently and for a lower cost, while you cut through the flesh of your prey so deeply that you now gain blood with each hit (25CP Per Rank).

or

You have learned to use your claw's strength to damage your targets much more severely, and now strike your prey with a stunning effect, though at the cost of requiring more blood for this additional power (25CP Per Rank).

100 – **BLOODSPEAR** – You throw a spear made of blood which can pass through enemies in front of you. The Vampire wields their blood and throws it like a spear. This power can take time to charge but is deadly effective at medium to long range. It's a powerful supernatural tool for Vampires who don't like close combat. This can be enhanced in two different ways:

You can concentrate to create three small blood spears, which can hit all enemies facing you, though the range and individual damage of the spears is reduced (25CP Per Rank).

or

You throw a large blood spear which can pass through enemies in front of you and can do so more frequently. This massive projectile will deal greater damage than before (25CP Per Rank).

100 – **SHADOW MIST** – Place a cloud of shadows at the target's feet or yours. The cloud will explode after a short time causing heavy damage. The explosion will injure anything except you within range with needle-like living spears. Vampires often use this ability to wipe out groups of enemies from a distance. This can be enhanced in two different ways:

The shadows will pool in a single place and swirl around at great speed. All targets within this area are struck constantly by slithers of darkness, causing them to bleed. The Vampire will directly absorb the blood from the wounds (25CP Per Rank).

or

The shadow explosion has increased range and damage, and you can use it more frequently (25CP Per Rank).

Tactical

These are abilities that can be used in combat or to avoid it entirely. While they do not usually harm opponents directly or provide substantial defensive capabilities, they can be useful for gaining an advantage in combat or escaping it should you be overwhelmed. Purchasing an ability gives you the first effective Rank in it, and you can improve its potency four more times.

50 – **SHADOW VEIL** – Drain your stamina to fade into the shadows and become invisible to most enemies. Moving in this state will drain more stamina. You will exit the shadows if you attack, dodge, or when your stamina is empty. This can be enhanced in two different ways:

You can now use this ability to gain an advantage in combat, causing more damage and stunning targets by taking them by surprise (25CP Per Rank).

or

This ability uses less stamina consumption, and you are now able to dodge without breaking stealth (25CP Per Rank).

50 – **SPRING** – You perform a supernatural move to your target and cause damage upon landing. The common belief that vampires disappear into thin air is misleading. Rather, they can greatly increase their speed with blood, moving so fast that to human eyes it appears they appear and reappear at will. Correctly used, this ability can be offensive or defensive, depending on the Vampire's state of mind. This can be enhanced in two different ways:

You concentrate your blood in your feet to increase your impact upon landing and deal shadow damage around you (25CP Per Rank).

or

You concentrate your blood in your hands and feet to increase the impact on your target, and if they are stunned you embrace them automatically (25CP Per Rank).

Ultimate

Some abilities are so powerful that even Vampires fear them. The following are some of these abilities. Because of their dark nature, these types of ability cannot be used too often, though further investment into them can increase their potency another four times.

200 – **BLOOD CAULDRON** –The Vampire concentrates their power on one target and makes the victim's blood boil. Through this process, the Vampire will regenerate, and absorb part of the target's blood. The Vampire will release their prey after a few seconds, leaving damaging blood cells within them. These cells will continue to impact their host, before exploding after a short time. The blast will affect any living creature near the host, vampire or otherwise, though it will not harm you. Controlling blood is one thing. Modifying the blood cells is another... (100CP Per Rank).

200 – **ABYSS** –The Vampire concentrates, summoning the shadows in their purest, darkest form in a vortex at their target's feet. These shadows capture the vampire's prey and toys with it, like a cat with a mouse. After a brief moment the shadows strike, impaling their prey and causing a tremendous amount of damage. Even a powerful Vampire is terrified to be seized by the tendrils of darkness (100CP Per Rank).

200 – **RAGE** –The Vampire loses control and unleashes the beast within to do their dirty work. The beast seemingly teleports itself at targets around them, striking them with an unfettered fury (100CP Per Rank).

Body

These are not abilities per-say, but instead the ability to improve qualities of your own body to aid your survival. Purchasing one of these gives you the first effective Rank in it, and you can improve its potency nine more times.

50 – **BODY CONDITION** – You have reinforced your body, increasing the amount of damage you can take before dying (25CP Per Rank).

50 – **PHYSICAL PROWESS** – Your Stamina is enhanced, allowing you to fight or flee for longer periods of time (25CP Per Rank).

Blood

These are enhancements to your ability to store and obtain blood. Purchasing one of these gives you the first effective Rank in it, and you can improve its potency nine more times

50 – **BLOOD CAPACITY** – Increase your Blood capacity (25CP Per Rank).

50 – **BIG THIRST** – Increase your Blood absorption when using Bite in combat (25CP Per Rank).

Bite

These are enhancements to your vampiric abilities to damage others with your fangs and obtain more from them during combat. Purchasing one of these gives you the first effective Rank in it, and you can improve its potency nine more times

50 – **HARD BITING** – Increase the damage inflicted when using Bite in combat (25CP Per Rank).

50 – **FAST REGENERATION** – Increase your life regeneration when using Bite in combat (25CP Per Rank).

Items

As a reminder, Jumpers who are Human here get an extra 800CP to spend within the Item Section.

General Undiscounted

Free – **Copy of VAMPYR** – You now have a copy of the game and something to play it on, as well as a collection of some of the concept art.

Free – **Soundtrack** – You now have access to the full soundtrack of *VAMPYR* and can make it play at any time for anyone you like to hear it. This will not distract anyone or be considered strange. You even have your own Leitmotif, *“The Traveller”*, and can assign others their own.

Free – **Ominous Latin Chanting** – You can call upon ominous chanting at tense moments or when committing appropriate acts. This could start playing while you feed on someone as a vampire, as an example. While this will only be audible around you, you can use this to unnerve others if you so choose. Or you could just be particularly dramatic.

Free/100 – **Map Of London** – If you aren’t familiar with the layout of the city, this could come in handy. It is not limited to the area of London you are in. For 100CP it will update to any city you are in, indicating where you are in it with a red mark of an unusual shade.

200 – **Crucifix** – You might not have some sort of religious faith, but that doesn’t matter for this particular Item. You or any other wielder you lend it to will be able to use it as a potent repellent against creatures which are somehow unholy, and it is a remarkably effective symbol for channelling any faith-based powers, yet it won’t work against you. You can have it take on a symbol of a different religion at any time if you prefer.

The Good Doctor

100 – **Change Of Clothes** – You might need this if you don't have something suitable or clean to start off with. Curiously, the coat seems to contain almost any number of items safely in its pockets, so you can fill them with blood samples, vials and tools with no issues, something that is entirely overlooked by everyone else.

100 – **Physician Position** – You have been given an important position within Pembroke Hospital, on the night shift. You will be adequately reimbursed for your efforts here and can introduce yourself as a Doctor with no issues. In future Jumps, you can apply this as a general practitioner not assigned to any specific location, or to a specific institution.

200 – **Personal Office** – With your name on the door, this is a private space within some convenient place of work. It includes a surprisingly comfortable bed to rest on, and you will not be disturbed during the day if you are on the night shift.

200 – **Workbench** – You can craft *Medical Treatments* to heal sick citizens, *Serums* to boost yourself, and *Weapon Upgrades* to improve and customize your weapons. Analysing the appropriate samples using this Workbench allows you to create more variations of each of these, e.g. recipes or blood samples for the former two and schematics for the latter.

400 – **Motorcar** – While this will be of very limited use in London at this time, should you need to travel out of the city this is a better option than walking. You will find it has unlimited fuel, and the trunk can be locked from the inside should you need to shield yourself from daylight on long drives. Despite the chaos, it will be entirely overlooked while it is parked. This doesn't protect it from natural disasters, but at least no frenzied mobs will vandalize or steal your car.

400 – **Medical Library** – You must have had something to study to become a medical professional, and this collection includes at least some of it. You have a vast collection of texts and records on medical conditions present here, though curiously enough there is also a section on supposedly fictional cases such as vampirism, though this is far less detailed and more speculative. In other settings this collection will update to provide comprehensive medical information within the setting, including records on more supernatural problems. You can add any medical information you acquire or develop into this collection automatically.

600 – **Family Home** – There's no place like it. Or perhaps there is if there are a lot of similar buildings where you live, but this one certainly feels far more familiar and comfortable. This spacious estate, found within one of the nicer areas here and in similar locations in future Jumps, has enough room for a large family and comes with a butler and other staff to maintain it while you aren't there. Disagreements and feuds between family and friends are far less likely to occur here, and any you invite will feel welcome. Any who are not invited will find it far harder to enter, as due to the staff this home is technically always occupied and will bar any supernatural beings that require permission to enter unless you or your blood family specifically allow entrance.

600 – **Old Blood** – Do not fear this sample, oh Good Doctor. This sample and the recipe that comes with it allows you to make a Serum that will fully restore your Health, Blood, and Stamina as well as any other stores of energy or substances within your body, and will make your Stamina regenerate almost instantly for several seconds. Curiously, you will find that the original vial seems to replace itself after every two weeks, should you use its contents to make a serum. Perhaps you have also obtained the attention of a little helper who will make sure you don't run out for long.

The Inquisitive Researcher

100 – **Boat** – You have your own personal transport, one that could be used to navigate areas connected to the Pembroke Hospital via a series of waterways. Even in this time, the canals seem quite peaceful. This is a small steam powered boat, one that runs quietly maintains itself and doesn't seem to run out of fuel. Feel free to call it 'Pendragon's Shield' if you particularly want to mock a certain group.

100 – **Labcoat** – A self-cleaning labcoat with particularly spacious pockets. Quite comfortable, and while wearing it you will find that your hands are far steadier. This could be useful for performing experiments or delicate surgery.

200 – **Self-Updating Records** – Keeping detailed notes when your hands are full can be difficult, and recording equipment isn't really easily available during this time. This should help, taking the form of notebooks and sketchbooks that automatically record any of your findings and can make detailed sketches of what you might observe. Nobody else finds these properties strange.

200 – **Entry Pass** – Some areas of the city are currently sealed off due to the plague sweeping through it, denying entry. This pass can be used to get past the blockades here without issue. In other settings, this adapts into a pass that can be used to enter other restricted areas.

400 – **Medical Staff** – In a situation where you need all hands on deck to save as many as you can, it can be unfortunate not to have enough hands. Now you can call upon some more. Specifically, you can call upon a group of medical staff who will be at least average competence and skill for the setting. They might not necessarily be experts, but they will have at least some idea of how to stabilize and care for any patients you have. These ones follow the Hippocratic Oath very strictly, so don't expect them to even try taking part in active combat or provide much help outside of medical emergencies.

400 – **Assorted Blood Samples** – You need some sort of samples to investigate, but actually acquiring them can be difficult. Some potential test subjects might be unwilling, and on other occasions you might not have a handy syringe on you. This is less of an issue now. Not only do you have a collection of securely stored samples from some of the locals, you can extend this collection to automatically include anyone you associate with for any amount of time. This will not harm anyone they are collected from, nor will they be aware unless you inform them, and the sample itself will only be approximately one syringe's worth. Samples taken do not decompose, decay or degrade in any way while they are being stored, and should you run out of a particular sample it will be restored within 24 hours. They will be stored in a manner you find it easy to track down specific samples no matter how large your collection grows.

600 – **Orichalcum-Powered Ultraviolet Trap** – Ultraviolet curtains and Orichalcum powder... someone's been resourceful. This creates false sunlight that is just as potent as the real thing against supernatural effects and entities. Nobody except you will know you had this installed in the case of vampire attack, which might say a lot about how much you trust the

immortals. This is a useful fallback if it turns out your trust towards the immortals is displaced, capable of sending even the most powerful vampires to their knees and burning them severely. This one won't malfunction and is triggered by a small device you can hold in your hand.

600 – True Dragonbane Sword – While this could potentially be unlocked by solving a complex cryptology puzzle using hidden documents, you can instead buy it outright. This is easily the most powerful melee weapon in this setting. This ancient sword with a Latin phrase engraved on the blade had been forged in Wales during the 6th century and belonged to Paulus Aurelius, founder of the Brotherhood of Saint Paul's Stole. Legend says that he had this blade forged before he chose the path of exile and left England with his people. Dragonbane has been passed to each new Primate of the Brotherhood and may have been used in secret ceremonies, when a Primate was sent on a path of war to defeat a hostile creature. The sacred sword was supposedly lost during the schism between the Brotherhood and the Guard of Priwen in the middle of the 19th century, and it seems a few copies have been made, but this is the true and original Dragonbane. As you might want something a little more potent than a very sharp and durable sword, you will find you can attune it to be immensely potent against a single type of enemy found within your Jump, causing them to act like they have been exposed to a major weakness and preventing them from regenerating in the face of your onslaught. Here it will default to vampires.

The Cruel Hunter

100 – **Priwen Uniform** – You have a full set of coats, caps and scarfs to cover your face, as well as heavy boots and gloves, protecting you from contagion and exposing skin to creatures that want to drain your blood. While this is limited protection against supernaturally strong opponents, at least you will be kept warm and dry at night, and easily fit into any groups of beast hunters here and in other settings.

100 – **Torch And Club** – The basic weaponry of the Guard of Priwen, a sturdy if simple club to bat at the vampires, and a lit torch to fend them off and impair their regenerative abilities. This torch will ignite or go out whenever is most convenient for you and cannot easily be extinguished against your will regardless of the conditions.

200 – **Incendiary Rounds and Garlic Spray** – For when you need to do a little more damage at greater range, or perhaps affect more than one target. You now have a regenerating supply of ammunition for any firearms you use that includes white phosphorous in its makeup to burn your opponents, and a large tank that can fit onto your back and unleash clouds of smoke mixed with garlic, poisoning vampires and leaving your mortal allies unaffected. Even if the latter doesn't hurt the target much, it will certainly obscure their vision for a few vital moments.

200 – **Garlic Grenades And Arm-Mounted Stake** – Some more of the specialised equipment of the Guard. You are now armed with a set of grenades that unleash clouds of garlic-infused smoke upon detonation, and a stake that can be secured to your arm. You can use the former to distract and debilitate your vampiric opponents, then charge forwards and stab through them with the stake. Even if you are not that strong, you will find a propelling mechanism within the latter will drive it through the chest of even powerful vampires, so long as you can hit the target.

400 – **Reinforcements** – You don't have to hunt alone, and you can now call upon aid if you find yourself in trouble. Simply calling out to alert others, such as yelling that there is a "Leech" will summon a squad of Priwen's finest, armed to take on the threat. They might not be the most disciplined of forces, but they are certainly brave and enthusiastic. They will also be equipped with what volunteer forces could reasonably acquire and use within the setting, here being equipped with shotguns, clubs, knives and perhaps some of the more advanced equipment of the Guard.

400 – **Arm-Mounted Crossbow** – A somewhat primitive but very effective ranged weapon against vampires. While it might have a slower rate of fire than a pistol, you find it surprisingly easy to precisely aim, and a well-aimed bolt is equivalent to a stake when fired through the heart. You might even be able to pin enemies to walls or the floor if they're close enough, as it has significant piercing ability. It also seems to automatically load itself when needed, reloading itself from an apparently infinite supply of bolts.

600 – **Flamethrower** – You want one of these? Alright then. Not only does this come with an unlimited amount of fuel, but you'll find it only burns what you want it to, and you can extinguish the flames that spread from it. This should make it a significantly safer option to

use than the ones you could get your hands on here, at least if you want to avoid accidentally burning London down or setting your allies on fire. As a flamethrower, it is also particularly effective against vampires, burning them and limiting their regeneration. A tank fits onto your back, and a hose connects from it to the sprayer you can wield.

600 – **Blood Of King Arthur** – A flask filled with the lifeblood of the supposedly mythical defender of the Britons, a champion in their own time. Somehow it hasn't coagulated or aged to dust, and this flask will replenish itself over time. A single drop is capable of boosting a human sufficiently to be a significant threat to a powerful vampire, but perhaps it could have other properties in the right hands...

The Kindly Ancient

100 – **Favourite Blend** – You might not be able to eat, either due to a particular diet or just not having access to it wherever you are, but that's not such a problem with this Item. A tea tray that when set down unobserved for a moment will summon upon it whatever mundane food or drink you like. Perhaps you like the smell of a particular tea? It won't grow cold, or melt, or otherwise decay, and any leftovers will vanish once it is done with.

100 – **Fashionable Attire** – Clothes of your preferred design that somehow fit into the setting and time you find yourself in. Even if it is somehow illegal or frowned upon for a specific gender to wear something, it will somehow be overlooked or accepted, as long as it doesn't stand out too much.

200 – **To The Inspiring Jumper** – It seems you have managed to inspire something. You have a book, signed by the author, with the story or stories within based on your own. The author's signature includes a dedication to you that thanks you for your inspiration. If you are a vampire, perhaps you have one of the first editions of Dracula signed by Bram Stoker thanking you for the idea?

200 – **Ancient Tome, Updated Text** – Language changes a lot over time, so trying to understand records written over a long period of time might be a difficult task. Even changes over a century or so could make what is written become gibberish. Now you will be able to use this tome, which might act as a personal diary, to update any sort of record so it can be understood with modern languages.

400 – **Renfield Family** – An entire family seem to have pledged their loyalty to you, and they have a large number of members with a diverse set of skills and qualifications. You can call upon them whenever you need them, and they will act quickly to send the best equipped for the job. Need a lawyer? Or perhaps someone who is dying anyway and willing to feed a vampire with their last heartbeats. They won't include mighty warriors, powerful politicians or highly skilled doctors, but the Renfield family otherwise has a diverse set of skills.

400 – **Historical Collection** – One advantage of living a long time is getting the opportunity to meet famous artists, musicians and creators. You seem to have picked up a few mementos, which take the form of a collection of things based on or of you, like songs by famous musicians dedicated to you or paintings of you by famous artists. You could sell them for a high price if necessary, though you'd likely need to pass them off as remarkably well made fakes unless you can somehow explain why you show up in multiple works of art dated centuries apart.

600 – **Secret Scottish Manor** – If the situation gets too dangerous, you can retreat here. Your Domain is not on any maps, and though it may look abandoned and dilapidated on the outside you will find it perfectly liveable. Others will not investigate it or be able to find this location at all, unless you leave obvious evidence of its existence like a painting or tell others of it. You could willingly seal yourself in and not be disturbed even as centuries pass.

600 – **Tear Of Angels** – A holy beverage sought by William Marshal himself, supposed to appease the inextinguishable hunger that all vampires feel. It is up to you whether this serum contains insulin instead of garlic to enhance protection against the Disaster's infection, as relying on the garlic formula will only render a subject a healthy carrier rather than completely cured and immune.

The Proud Elite

100 – **Sabre** – You have a sword, which comes with any sort of decorations or engravings you like, though these do not make it more effective in combat. It is very sharp, looks expensive, and it seems to slightly drain the blood of those you strike with it to refill your own reserves should you be a vampire, or reduce the reserves of your opponents if not.

100 – **Stain Resistant Suit** – Despite its light colour, this suit seems to actively repel any sort of stains or dirt that could make your appearance worse.

200 – **Membership List** – You have somehow obtained a copy of a list naming every members of the Ascalon Club, one which will curiously update should any new members join, or existing members be killed or expelled. Perhaps it's something to do with the way everyone signed their names in blood? In future Jumps, you can set this list of bloody signatures to instead reflect any single given group or society within the setting, which could be useful in the right circumstances.

200 – **Finsbury Theatre** – You own a particularly distinguished theatre in the West End. Though it might not be as popular as it usually is due to the current situation, you could still try to use it for some manner of public gathering. Once the crisis is over it will be up and running again, and you will find that not only does it attract distinguished actors, anyone on the stage seems capable of performing to the very best of their ability every time. In other settings, you can either establish it as a new building or own a notable theatre or similar entertainment venue.

400 – **Assassins** – It seems you have gained access to some of the Ascalon Club's servants. While limited in number, you can call upon these Ekons to hunt down those you do not want to face yourself. They are not guaranteed to succeed, but they are armed with blades and very fast, with the Blood Spear ability as well as the ability to drain stamina from their opponents.

400 – **Dawson Family Fortune** – How did you get access to this? Perhaps you were able to obtain it through your connections within the elite circles of society, or you were the beneficiary of one of its members before they perished? However you decide to explain it, you have legal ownership and control over a substantial sum of money, making you the richest person in London. You could do a lot of good with this for a great many people or use it to finance your own more selfish goals.

600 – **The Ascalon Club** – Perhaps Lord Redgrave has voluntarily stepped down, or perhaps he has mysteriously disappeared. Either way, you are now the Chairman, or perhaps even Chairwoman, of the Ascalon Club. Use its influence to push any agenda you like. In future Jumps, you can either include the Ascalon Club as an influential organisation with contacts across the setting or assume control of a comparable organisation within them.

600 – **Ancient Blood** – You own a vase containing the blood of an old and powerful vampire, a relic sacred to the Ascalon Club. Either you own the original, or you have a second vase and can safely leave the original in Ascalon's hands. While the blood is from the Vampire

Knight William Marshal here, in future Jumps it will contain the blood of a similarly powerful and influential figure, alive or dead. You can choose this before you start the Jump, or later so long as you have not yet opened it within the Jump. This might be useful should you want to found a group in someone's memory, or if you have uses for the potent blood itself. This supply will somehow fully regenerate every year if lost or used up.

The Abandoned Many

100 – **Pet Rat** – Perhaps a friend, or if you are somewhat more despicable it could act as a small but regenerating blood source. It doesn't seem to hold a grudge even if you kill it, remaining fond of you. You could even train it if you wanted. Should it die for any reason, you will find it alive and well one minute later.

100 – **Dull Overalls** – Not the nicest set of clothes, rather plain and not particularly well made, but it seems to have a benefit in making you much easier to overlook or ignore when you need to be. This could be anything from a dockworker's uniform to a clergyman's outfit.

200 – **The Turquoise Turtle** – Either you now own the bar of the same name, even if you do not run it, or you own something very similar here like a restaurant called the Jumping Jackrabbit. While it will get a modest income, enough to support itself and its staff, it is a particularly good source of information as it will attract all sorts of customers with interesting stories. Getting them to willingly share such things is up to you, as is what you do with that information.

200 – **Illegal Dispensary** – One that buys and sells medical products. Either you are working with Nurse Crane running her own in Whitechapel or you have set up your own independently. If you are short on vital medicine, you will find those working here can buy, sell and sometimes steal medicine for you. Should you use it to aid the less fortunate citizens, they in turn will do what they can to protect you from any snitches and spies. Your access to the black market could prove useful, here and in future Jumps.

400 – **Summon Thee** – Your children of the night, perhaps? These are up to three generic Skals, bestial and unarmed but relatively powerful, that you can call upon to aid you. If they die, you will have to wait a short time to be able to call more. If they are killed, they will explode into a cloud of noxious gas that will poison unwary opponents.

400 – **Racketeering Operation** – Perhaps you're working with the Wet Boot Boys or you're running something yourself. Either way, this is a source of funds, albeit illegal ones, and a number of people that you can use to extort or interfere with other businesses. In other settings, it will update or alter into similar mid-scale illegal operations that are appropriate to it. You could perhaps find a way to convince members to protect the poor and act in a more benevolent manner, but don't expect to make much if any profit by using that approach.

600 – **Night Asylum** – Need somewhere for poor, unfortunate souls to stay? Now you have somewhere that can keep your flock safe at night. Bequeathed to you, this large structure has enough room to house the majority of an entire district or more if needed. Either you are the actual owner and sharing it with Sean Hampton, or you have another building separate to his one in the Docks. Those staying here feel safe from persecution by those outside its walls, and you will find sufficient supplies of bedding, food and other materials to look after as many people as you can fit within it. Should you run into any issues, you will find the building is connected to a tunnel system that can be used to get in or out discretely,

and can be connected to any similar networks found locally or that you somehow import or create. Those seeking shelter will come here to find it.

600 – **Skal Warren** – It seems you have access to London's extensive underground networks, currently inhabited by rats and the tame population of Skals. In other settings, you will have access to similar overlooked network of tunnels and underground spaces made up of whatever is suitable for the setting, even if there is not usually one where you are. Could be anything from disused maintenance tunnels to a natural cavern network to an elaborate maze of sewer systems. There are enough large spaces to house a reasonably sized population, and the network is complicated enough to hide it from any intruders and ambush unwary visitors. Those without permission will find it almost impossible to navigate.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin and Species, and one of the Free options within the Item lists for their Origin. They can be the same species as you for Free, or if you are human you can pay to make them a vampire with all the inherent abilities and weaknesses. You would have no instant experience with any abilities you obtain and inherit all the weaknesses for no CP bonuses if you persuade them to turn you into a vampire. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Old Buddy** (Free The Good Doctor) – An old friend of yours, who might have fought in the Great War beside you but got back from the front a little earlier. They've seen a few things they don't quite believe since then and will enthusiastically aid you in your endeavours if you can back up what they thought were delusions with real evidence. If not, they'll still be glad to see you.

200 – **Enthusiastic Assistant** (Free The Inquisitive Researcher) – Quick minded enough to keep up with you and bounce ideas off, you first started associating this one when you needed a hand with a particularly fiddly bit of work and they stuck with you, fascinated by it. Despite their enthusiasm, they are cautious enough to not get carried away with their work and will keep an eye out for anything you might overlook or forget.

200 – **Friendly Guardian** (Free The Cruel Hunter) – When it comes to you at least, as they are significantly more brutal towards the dangerous creatures threatening the city. You bailed them out of certain death on one occasion and they'll do their best to repay you by watching your back. They have very good aim, precise enough to shoot someone trying to bite you without hitting you in the head as well. How they accomplish this even with a shotgun is a mystery.

200 – **Young Ward** (Free The Kindly Ancient) – They might be your biological child, or perhaps they were adopted. Either way, they are fond of you and your parenting has led to them embracing the same values as your own. They are quite enthusiastic in championing any cause or other that you support, though they will heed your advice if you warn them against certain groups or activities.

200 – **Aristocratic Associate** (Free The Proud Elite) – Not everyone in these circles is out to sneer at you behind your back, or stabbing you there. Somehow you got along with this one, initially due to mutual advantage, which developed into mutual respect. They aren't quite as high ranking as you might be, but they are rather good at collecting and spreading any rumours they might hear if it's beneficial to the pair of you. They're apparently part of the civil service, so are quite a hand at politics as well.

200 – **Cheerful Sinner** (Free The Abandoned Many) – Not exactly a law-abiding sort, but they will avoid breaking laws in front of you if that's really a problem. They're fond of you though, and despite the situation afflicting London and the aftermath of the Great War they are quite cheerful, apparently seeing advantages to take in this situation that they'll happily include you in if you wish. You'll find they're also rather handy with a knife should they need to use it, up to and including juggling and throwing them.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – I Still Have So Much Left That Needs Doing – Is a decade not enough? You can stay longer than 10 years if you want to experience this world for longer, or if you need more time to accomplish something. Just bear in mind the danger of dying of old age if you have the limitations of an ordinary mortal.

0 – The Great Fire – You start somewhat earlier than 1918. Specifically, you now start in 1666, around the time William Marshal fights a Disaster and the Great Fire of London is started to ensure the Disaster is killed. You will still be here for a total of 10 years.

0 – The Land Calls For A Champion – You are Dr. Jonathan Reid, or perhaps have entirely replaced him as the champion of Myrddin, chosen to save England from the vampire epidemic. Bear in mind that this does not automatically give you any knowledge or abilities this champion would normally possess, so you may be ill-suited to face the dangers ahead if you are not careful.

100 – No Rats Were Harmed During The Making Of This Jump – Let's keep it that way, shall we? You will now feel considerable guilt should you harm any rats, either killing them as vermin or using them as a food source. Even when it would be convenient, you will shy away from any option that requires killing rats.

100 – Déjà Vu – Your Benefactor made a bargain with you, it seems. That might explain why you always have feelings of déjà vu when you talk to people here. Something seems to have gone slightly wrong with this world, though nobody else seems to notice it. You keep encountering familiar faces, or those around you end up sitting on invisible benches or abruptly standing in a pose with their arms sticking out. Corpses might suddenly vanish, and you might find someone you thought was dead is somehow alive again. This won't help you or get you in trouble, but it might get quite confusing for you.

100 – Buffering – Every time you leave an area, you and the rest of the world will seem to stop for a short time. This will vary in time, lasting from just a few seconds for up to a minute, and while you will be able to think still you cannot use any abilities within this period, even those that are purely mental. Once it ends, the world will snap back to normal and you can continue as if nothing had happened. This will not be harmful but will certainly get annoying if you have to stop and wait every few streets. At least this apparent temporal manipulation of the world isn't the result of a vampiric threat.

100 – Jumpyr – You may or may not be a vampire, but you seem to keep putting Y's in different words instead of I or E, and perhaps leaving one or the other out entirely. This might pose some problems if you need to communicate via writing, and some might notice your odd pronunciation.

100 – **A Leech! A Leech!** – (Non-Humans Only) Whenever you are spotted by a vampire hunter, they will immediately identify you as a vampire or other supernatural creature regardless of any disguises or attempts to conceal your nature. They will always call out that they have spotted your particular breed of vermin upon sight, so at least they won't sneak up on you unless you're utterly careless.

100 – **Die, Vermin!** – (Humans Only) Getting the drop on the creatures of the night isn't going to work very well, as it seems you instinctively call out that you have 'found a Leech' whenever you encounter such a beast. While this might call in reinforcements, it will also attract the attention of the creatures you have spotted.

100 – **Doesn't Like Fire Now, Does It?** – A weakness of the nocturnal predators that is now shared by you. You will instinctively recoil from fire, as well as sunlight. While the latter can burn you to a charred corpse, you will regenerate once the sun sets. It will not be pleasant, however, and you may be better off finding somewhere dark to stay during the day lest others take advantage of your weakened nature.

100 – **Uninvited** – You share a vampiric weakness, for one reason or another. You can only enter homes that are occupied when invited, or buildings with multiple occupants or "public" places without invitation. You can still mind-control your way inside if they are weak-willed enough, but this could slow you down if you are in a hurry and force you to find ways around the problem.

100 – **Can't Keep It Down** – You are unable to subsist on normal food and will require an alternate source to sustain yourself. At least you can still enjoy the aroma.

100 – **What Is Glass but Tortured Sand?** – What is Jumper's speech but a mangled pile of metaphors? You now communicate entirely in a way that could be considered poetic but is going to be frustrating for anyone else to understand. It will be difficult to get an understandable and concise answer out of you. It seems that while your words are as clear as crystal lakes to you, others seem unwilling to drink.

200 – **Ill-Formed Jumper** – You are a Skal and disfigured enough that you cannot hide this. Attempts to cover up with robes or shawls will result in your body mutating to be more obviously deformed, such as a hunched back or grotesquely swollen limbs.

200 – **Crude Instrument** – Like a newborn vampire, your control over your abilities and powers is lacking, such as Mesmerism if you have that ability. Even if you usually have precise control over your abilities and can limit their fatality, you will be unable to control this enough. Trying to erase a memory could break someone's mind entirely, should you have access to such an ability.

200 – **Every Action You Take Can Have Consequences** – And you will not only notice them but be unable to accurately predict them if you usually had that ability. Sometimes what immediately appears to be the best option may have negative outcomes if you do not carefully consider and investigate the issue. Any sort of precognition and special predictive

abilities will fail while you are here. You get to make choices, and you will have to live with them.

200 – **Flames Are Under The Skin Burning Away** – That's certainly what it feels like to you, Jumper. You are not actually on fire due to the effects of this Drawback, but you will be in nearly constant pain during your time here that cannot be cured with mundane medicines.

200 – **A Blight On This World** – That's certainly what you think this vermin is. Vampires? No, the smaller, far more numerous kind. You have musophobia, a fear of rats. This will not be pleasant when there are a lot around them at this time, or if you are a vampire and need to use them as a more ethical food source.

200 – **Sight Of The Sky** – That's certainly what you're going to want while you are here, as you now have severe claustrophobia, a fear of enclosed spaces. This will not be pleasant in the cramped conditions you might find yourself in during isolating yourself from the plague, or if you are a vampire and need to be in an enclosed space during the day.

200 – **Kingsberry Curse** – You aren't quite as mute as a certain florist you might encounter here, but that only means you can be forced to talk. You have undergone a significant trauma of some sort makes it very difficult for you to talk to others, like being the only survivor after an accident that killed the rest of your family.

200 – **Colossus Jumper** – You might not have such a flattering title, as you now have a criminal reputation. This will colour the opinions of others towards you and will make it very difficult for you to get a legitimate job.

200 – **Thirsty...So...Thirsty...** – Oh Jumper, what have you done? You will feed upon someone you care about the first time, and even if they are a Companion they will be limited to the restrictions of the nocturnal species you are in terms of revival. You and your Companions will not be aware you took this Drawback until after it triggers, and their cooling body is in your hands. You will be completely unaware that they will revive as either an Ekon or a Skall after a time and will most likely resent you for this until you can find a way to reconcile. If you are not a vampire, you will cause an accident that somehow causes this.

200 – **What Are Riddles But Unanswered Questions?** – You are going to be getting a lot of these. Unanswered questions, that is, despite asking them and quite possibly multiple times. Everyone seems to communicate in the most unhelpful, unclear or roundabout manner possible. Maybe they'll speak in metaphors, ramble about philosophy, or perhaps they'll want you to do something for them first before they will help you. Getting a straight answer is going to be difficult, though everyone else seems to communicate with each other just fine.

400 – **That's Impossible** – Are you trying to rely on 'rational thinking only'? Well, fantastic abilities from other worlds doesn't fit into that. You have no access to any Perks from other Jumps.

400 – **No Sense At All** – Fantastical tools from other worlds seems out of place. You have no access to Items or resources from other Jumps.

400 – **Difficulty Is Tied To Your Actions** – And because you may have different capabilities than the one this was intended for, things have been mixed up a bit. Whatever is the easiest route to you will actually make things worse somehow. If you are great at combat or have no compunctions of shedding blood, going on a crusade will cause things to become worse for everyone else even as you succeed. If you are instead a skilled social manipulator, you will find talking your way through problems seems to have negative consequences. The best way to ensure that everyone else is better off is to rely on approaches you are less capable of using.

400 – **Jumper Just Lacks Hope** – You are not going to be helpful here. Not for lack of talent, but you don't possess any sort of hope or motivation to improve things, or even just ensure that they don't get worse. You may be prone to depression, and hopefully there's someone else that can pick up the slack as you won't be going out of your way to help anyone.

400 – **Always The Discarded** – Poor Jumper. You have gotten on most people's bad side, which could be due to your attitude or something you've done in the past. People really don't like you and would probably be happier if you died. Only the most patient and saintly are going to be willing to put up with you now, Jumper.

400 – **Centuries Of Unholy Life Have Strange Effects On One's Mind** – This might be a problem if you are actually centuries old, whether you are a vampire here or not. Measures that would usually protect your mind from overcrowding it with memories or the ravages of time will fail here. While this will not be fatal, your ability to remember new things and recall times of old will be disrupted. If it has been long enough, perhaps you won't even remember who you were when you started out on this journey. If you are a mortal and have only had a lifespan less than a century this will be less severe, but you will easily lose track of conversations and mistake people for others you know.

400 – **Somewhat Antiquated Attitudes And Opinions** – While you might usually protected from certain cultural attitudes, you have decided to dissolve this safety net in exchange for more CP. Be prepared to be treated exactly as you might within this time, which could be poorly if you are a foreigner, or female, or oppose established institutions. Even wearing the wrong clothes could get odd looks at best, and at worst you might actually be breaking some sort of law.

400 – **Antediluvian Considerations** – You have certain opinions about the natural order of things. This could be anything from a distrust of anyone you consider to be of a different race, class or gender, to deciding that anyone who strays from a particular religion have been abandoned by that deity and will be punished for it. Even in this time you're going to be a bit much for most people. You might fit in with the Ascalon Club, though even then you might be one of the more extreme members.

400 – **So Much For Modern Technology** – Well, modern for this time. You will find that any systems you use or create here that would be more advanced than the early 20th Century

have a tendency to malfunction and fail even when it shouldn't be possible. Perhaps it's time to rely on the tried and true?

400 – All I Did Was Administer Vampire Blood – While you may claim you have nothing to hide, nothing at all... there are likely going to be a great many mistakes that you will want to hide from. While you might have no diabolical plan or evil plot, you tend to perform actions that have terrible consequences. You might test the regenerative properties of potent vampire blood on a particularly hateful specimen, only to mutate them into a horrible monster, even if you only intended to find the cure for influenza, and you won't admit it if you accidentally start an epidemic. You will see no issues with keeping samples from your friends and allies for testing, and you consider yourself an innocent soul and just another victim of the tragedies you are most likely responsible for. You will never consider these situations will come back to bite you, figuratively or literally. You're certainly going to be infuriating anyone who at least admits they are monsters should they find out what you've done.

600 – Blood Of Hate – You might want to be careful what happens with your blood while you are here. You are now what is called a 'healthy carrier' of the Blood Of Hate, and while you are not going to be twisted by the supernatural infection others are not so fortunate. Your blood may cause a Disaster if any mortal is exposed to it. You cannot cure it during your time here, and exposure is guaranteed to happen somehow at some point. Perhaps you get scratched, or have an accident, or someone you trust decides to experiment with it.

600 – This Hollow Shell Of Flesh – You can hear your body crumble from the inside as your flesh cracks and fades. You sense the last pulse of postulant blood within your drying veins... you need new blood. You have no need for the medicine of mortals. Blood is the only drug you need. Is that not enough? What do you require? Proof of your powers? Perhaps it's just best to leave you to your nocturnal activities, as while you sincerely believe you are a vampire... you are not. This delusion is utterly convincing to you, and you will insist on your dark nature to others. Some may humour you, others will act in disbelief, and hopefully you will not encounter any who would hunt you down for this sort of admission. With this Drawback, you are stuck as a human and cannot use any vampiric abilities even if you have bought them or chose Vampire as your species. This delusion will last until your time in the Jump ends, one way or the other.

600 – Science Without Conscience – It seems somebody has gotten hold of your blood, decided to experiment with it, and now the plague already threatening London has mutated so some of the infected are demonstrating some of your own Perks and abilities. Because the plague is partly based on you, it seems to be able to override any defences you would usually have against infection. If you are successfully infected, you will suffer from the plague just like anyone else.

600 – Royal Visitor – There is a new voice inside your head. The Red Queen has noticed your potential, wants to turn you into their host and will be constantly whispering in your mind and trying to tempt you into giving in. Even if you are not inclined to start an apocalypse, they will also be fighting against your will to take over your body. If you give in or she overwhelms you, you will effectively die and fail the Jump.

600 – **Priwen Prevails!** – They might not kill humans, but extradimensional entities are a different matter. The Guard of Priwen are aware you are here and will come after you with everything they've got. Even if you should think yourself above mere mortals, you will find that they somehow arm themselves with tools that can still harm you, and should you be lured into a trap they might come up with something particularly devastating. Their leader has access to King Arthur's Blood, which will now put them on a level where they are a significant threat to you, and they will do everything they can to arrange any battlefields to put you at a disadvantage. The organisation as a whole are convinced you are going to create another Disaster, and any attempts to persuade them otherwise won't work even if you have abilities like mesmerism.

600 – **Ascalon Will Smite You On Sight!** – You seem to have alienated one of the most influential societies in Britain, one composed of vampires and mortals. They will do what they can to make your life more difficult through more subtle economic and political manipulations, as well as try to kill you with Ekon assassins.

600 – **Reid's Raid** – While it might have been an off-colour joke of the Doctor, it seems either he or somebody else sharing the same idea have decided to create an army of vampires. They will turn all they can, and will attempt to convert or kill you, while also spreading to turn everyone they can into vampires.

600 – **A New Champion** – Your presence is now considered a threat to one who watches over this world and seeks to protect it from the ravages of the Red Queen. While they will not be likely to act against you directly, they will invest power into those they think are best suited to take you down. Even if their chosen ones fail, they will keep raising new ones until you are destroyed. They will even find a way to resurrect and empower old champions to send them against you, a number which includes William Marshall himself.

600 – **Bloody Consequences** – If the Red Queen were not enough of a threat normally, it seems they have now been empowered not just by the blood you have spilled or drained here, but elsewhere. Normally her mere avatar could be more powerful than Dr Reid could potentially become if he gorged himself on blood, or she would be weaker than her chosen host if he abstained entirely once he had control of himself. Now she will be empowered by the consequences of your own actions here and in previous Jumps. The more blood you have spilled, figuratively or literally, the more powerful the Red Queen's avatar will be.

600 – **Wide Awake** – Oh, how infinitely, how intensely, how irredeemably are you all going to suffer now. It seems your presence has finally roused a great threat from their long slumber. The Red Queen will fully awaken during your time here despite your efforts, and this event will be apocalyptic if they cannot be stopped and forced back to sleep. To put this in perspective, the periodic Disasters that could each provide a significant threat to civilisation if they had not been stopped were something that occurred while she was still rousing from slumber at most. If combined with the Drawback *Bloody Consequences*, you can expect their awakened form to be exponentially more powerful than their avatar, perhaps even empowered by the abilities of foes you once slew.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Not Even Once – (Must be Vampire)

Do not feed on anyone at all or kill any civilians. This is going to be more difficult than you might think, as even if you refuse to feed on any innocents, you will find that there a lot of people around here that it may be very tempting to get rid of. You might even consider the world better off without some of your prospective meals still inhabiting it.

Reward = For all your hard work, and the difficult choices you have had to make, you deserve a better set of choices. You will find that there is now always a better option. You will always be able to find a way to resolve a situation without harming any innocents. It won't necessarily be easy or quick, but it exists, and you will manage it with enough effort.

A Taste For Blood – (Must be Vampire)

England is safe, the price paid most dear. But what do you care... you are the one who keeps killing. You've chosen your path, fallen champion, like others before you. Prey to lust and desire, slave to the everlasting thirst. You may have survived the Jump and stopped the rise of the Red Queen, but you murdered and embraced a good number of civilians in the process to fuel your power.

Reward = You want to be rewarded for walking a path drenched in blood? Very well. You are now capable of playing the part of a monster, striking terror into those around you should you choose to do so, and the acquisition of power through spilling blood and committing murder comes far more easily.

What Measure Is A Mortal? – (Must be Human)

It seems you have not needed to resort to abandoning your humanity for power or relying heavily upon the mystical or supernatural in order to survive and succeed during your time here. So long as you do not take on a supernatural form during this Jump or rely on abilities that are outright and obviously supernatural, then you can succeed at this Scenario.

Reward = It seems that clinging solely to the 'rational' and 'purely natural' during your time here has benefitted you in a peculiar way. Resilience, resistances and defences that are supernatural in nature and normally require something supernatural to penetrate, or at least make easier to counteract, are no longer so absolute. You can use mundane means to harm or defend from what is supernatural even when it would not normally be the case, somehow enforcing your own brand of logic, cause and consequence on the world around you. A mystical barrier against harm that could normally only be beaten by an enchantment can now be bypassed by something as simple as a pistol in your hands, or a being that could only be harmed by a special artefact is now just as vulnerable to a common club you wield. You might still want to rely on more advanced tools like a shotgun or a flamethrower, as this does not stop something supernaturally strong or fast from ripping your head off if you close in, but a creature that thinks itself immortal against a mundane foe could quickly find otherwise when faced by you and five quick gunshots.

Regicide

Take not a step further, child, for you are unprepared. You cannot confront the monstrosity unleashed upon this land without due preparation. You must provide a final answer to this ancient, mystical threat. Only you can save this land once and for all, end what is hunger and anger, destroy or forever seal the well from which the Blood of Hate flows. The Red Queen is beyond the comprehension of even the one once called Myrddin Wyllt. To perform an act so noble, you must protect yourself from its poisonous kiss, and discover a way to do something none here thought possible. Are you worthy of this challenge? Be brave, for you must find a way to permanently kill or imprison the Red Queen.

Reward = The servant of the Red Goddess, the protector of this land, the one of many names... is grateful for your actions, accomplishing something they did not see as possible even over a hundred lifetimes. As they no longer must stay vigilant for the Morrigan's awakening, they have decided to reward you with their power before they take their final rest and retreat from the world of mortals. You can take a form not made of blood but somehow *being* blood. You can create avatars to act in the world in your stead, create champions with some fragment of your own capabilities and potential, and communicate with those you have empowered within their minds. Should you physically manifest in such a manner, you can conjure and manipulate blood in vast quantities, forming puppets or weapons. You will not be a god, and fate will still be in the hands of others, but you can arm and guide these hands. When you do not desire to act in the world of mortals, you can fade from it and sleep for as long as you like, even deciding beforehand to awaken when certain events occur. It's up to you whether this sleep is filled with dreams or not.

The City Must Survive

You need to look after the city and it's people, even if you are not a doctor. To succeed at this Scenario, all districts within London must remain at least Stable during the main events of *VAMPYR*. You could accomplish it by going around and curing everyone of their ills personally or influencing things in a less direct manner.

Reward = Taking care of an entire city is a difficult job, but you'll find it much easier in the future thanks to your efforts here. You instinctually know how to support any populated area during even the direst circumstances and possess a preternatural sense of what resources are needed before anyone else is aware of the requirement. You also have a keen sense of what threatens the safety and wellbeing of the residents of any given populated area.

Capital's Punishment

Some people just want to watch the world burn, or perhaps drown in blood. You seem to be amongst this number, as to succeed in this Scenario you must ensure that all districts in London become Hostile during the main events of *VAMPYR*.

Reward = You have become almost unnaturally skilled at destruction and thriving within chaotic and dangerous circumstances, whether they are of your own creation or not. You know what dire circumstances need to be arranged to bring down any populated area and can make it impossible to rebuild.

Cure Vampirism

This will not be an easy task, but to succeed at this Scenario you must find a cure to the local form of vampirism. You only need to discover the cure to being an Ekon specifically, though there is nothing preventing you from finding cures to other types of vampirism present here. The cure must allow the permanent and safe transformation of a vampire into a human, rather than another type of vampire like feeding a Skal potent blood to turn them into an Ekon. It must also entirely remove the need to feed on humans and be reproducible within the means of the *VAMPYR* setting. This task may take a number of years, or even decades of work, depending on your resources and how much knowledge you have on medical and supernatural matters.

Reward = Managing to find a cure for a condition thought to be incurable here has paid off significantly, and your determination to accomplish such a feat when it seemed the whole world was working against you has given you a boon for future efforts. You are now able to find ways to cure any supernaturally enforced state, disease, virus or other form of plague, even when it should be impossible. Even if the disease or its creator would usually actively interfere in your attempts, they will not do so. A sentient virus would not target you if you were examining samples in your labs, and a plague deity would not attempt to smite you for undoing their work. Nor will they be able to undo your efforts by intentionally altering themselves or creating new variations of their work.

Ending

Now the song is sung, and your path is chosen.

Is England safe? Have you prevailed? How dire was the cost? Did you lose your way? Does the Red Queen sleep until she once again rises, woken by the hunger never fed? Perhaps you have found a more permanent way to deal with the Morrigan's unending wrath?

Regardless of what you have accomplished, you will make your final choice here.

Go Home – *Did you fall here, Champion, or do you simply want to rest at last? Your journey is over, and you shall be returned to your home. I wish you a peace duly earned, and I bid you farewell, traveller.*

Stay Here – *Perhaps you have found a newer quest here, a reason to stay for the decades and perhaps centuries yet to come.*

Continue – *You embark upon a journey to a new world, and so I leave you to it.*

Notes:

General:

-Thanks to those who came up with Jumpchain, *VAMPYR* (2018), and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This document is based on the video game developed by Dontnod Entertainment and published by Focus Home Interactive.

-Regarding staff or other followers for properties you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it. As an example, taking the *Ichor* Perk allows you to transform into the monstrous and deformed state as described, but unless you have something forcing you to remain in that state you can change back to a more palatable form. A Skal with *Ill-Formed Jumper* Drawback is stuck looking like a Skal, since the Drawback forces them to be ugly.

-This was made largely because this author could not find a specific Jump Document for *VAMPYR*. This author has no complaints if anyone wants to make their own version.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

On Vampires In This Setting:

-According to *The Adversary* by Kendall Stone, Founder of the Guard of Priwen, vampires can reproduce by giving their blood to others to drink, some can survive being bitten and are transformed via exposure to vampiric blood, and they can also breed via standard reproduction between vampires as well as vampires and humans. A vampire gestation is only a few weeks short and the pain is unbearable for the mother. If she is mortal, she will not survive the violent birth, while a vampiric mother will most likely regenerate from the damage. The newborn vampire will quickly grow and turn into an adult vampire in only a few months.

-Holy Symbols only seem to affect vampires as long as the user also has faith in whatever it symbolises. A cross, a Star of David, even an olive branch might work. Some vampires seem to be able to hold or wear holy symbols without issues, though this might be due to possessing them rather than some sort of additional immunity.

-Vampires are harmed by sunlight but will regenerate when no longer exposed. One vampire chained to a tree blackened within a few minutes as if burning from the inside, the

rest of it melting, to the point where only a desiccated corpse remained. This started to slowly regenerate when the sun disappeared behind the horizon. Direct exposure to fire seems to stop the regenerative effect to some extent, as a vampire reduced to ashes does not regenerate. They can also be killed by decapitation, and one of the most powerful enemy attacks involves impaling Dr Reid through the heart, so that is likely a weak point as well.

-Though it may be a gameplay limitation, Dr Reid cannot partially drain Citizens and leave them alive. The only real exception is during combat using the Bite ability, as it is not necessarily instantly fatal if it does not deplete the enemy's health to zero, but as this is used on enemies who are subsequently killed due to additional damage or the Bite itself, this does not provide a reliable alternative. All who are properly 'embraced' die during the process, and this might be a safer option considering the possibility of creating vampiric offspring unintentionally. Even Lady Ashbury seems unable or unwilling to 'partially' feed on humans while letting them live, despite her desire to be a more benevolent and merciful vampire.

-While vampires can exist without feeding for a long time, it seems to severely weaken them. The example within *VAMPYR* has been reduced to a decrepit old man who can barely stand or hold a sword, and it is noted that despite his phenomenal self-control the one caring for him was unwilling to let him leave his self-imposed imprisonment, suggesting they may have been tempted to harm innocents in their starved state. This example was once an incredibly powerful vampire, and it is possible they were able to last for so long without feeding due to raw power that drained away over centuries. Another newly turned Ekon-type vampire seemed content to subsist on rats rather than harming their human acquaintances, though it is unknown whether this is viable over a long period of time. It is possible that such a food source is the equivalent of a near-starvation diet. It would be best to go with what is a logical option for each individual rather than establishing a strict rule on starvation in this Document when there does not seem to be a clear official judgement on the matter. The **Pet Rat** Item is intended to allow bare minimum survival on blood regardless of the case within the setting.

On Vampire Species Selection:

-The cost to be an **Ekon** can be covered by taking the Drawbacks **Doesn't Like Fire Now, Does It?, Uninvited**, and **Can't Keep It Down**. They represent the classic weaknesses that seem to apply to vampires here. Due to things like Alt-Forms, Weakness Removing Perks and other workarounds, it was decided to put these in as effectively optional weaknesses that can allow the most notable vampire type here to pay for itself. These same Drawbacks can also be taken for extra points in the powers section for all species of vampire.

-**Vulkod** costs less due to their appearance being somewhat obvious compared to an Ekon or less ugly Skal, and have correspondingly less CP available in the powers section due to their main attributes within the game being extremely strong and durable rather than having a plethora of capabilities. It is unclear if this species of vampire share exactly the same weaknesses as an **Ekon**, and if intended to be an enforcer for a group of them it would

make sense that they are physically more resilient, perhaps lacking the same vulnerability to fire due to having tougher skin.

-**Skal** is Free, which means it does not cost anything to be one but they do not get additional abilities within the **Vampyr Powers** section for a Jumper, which is intended to balance out the lack of reliance on fresh blood that other known vampires here have. If taken with the **Ill-Formed Jumper** Drawback, getting them 200CP, this is intended to represent being a 'proper' Skal with the potential of having some of the abilities that Skal are shown to have within **VAMPYR**, but ultimately being less powerful than an Ekon. If not taken with **Ill-Formed Jumper**, then the Jumper may not necessarily be the prettiest of people but could reasonably pass themselves off as an Ekon rather than obviously being a Skal.

On EVOLUTION:

-The game allows you to invest XP to level up your abilities, and you can reset and reassign these stats if needed. This same capacity to improve your abilities or readjust what you have invested is represented by the **EVOLUTION** Perk. The cost for this full reset increases slightly each time you use it within a Jump, but by the next it will go back to the original lowest cost.

On Quality Over Quantity:

-Within **VAMPYR**, as a game, the Blood Quality Bar indicates the XP you would earn by feeding on a target and investigating a target and successfully finding out more about them increases the maximum XP that you can obtain. Conditions such as fatigue also reduce the XP, giving an incentive to cure targets before feeding on them. It is also usually possible to get XP just by investigating, finding information you can use and generally progressing through the game, but this is significantly less than it is possible to obtain by feeding on civilians. Pillars Of The Community, highly influential figures, tend to provide the most XP if fed on. The **Quality Over Quantity** Perk is an attempt to translate the game's mechanism of player empowerment into something that can be used within Jumpchain without trying to figure out precisely how many 'experience points' somebody is worth. As a general guideline, you can assume that you could get significantly more power by draining a head of state that you know a lot about the personal life of, compared to a random guard you might only vaguely know the name of.

On Abilities:

-Within the game, Blood taken from citizens, rather than obtained in combat, acts as XP for levelling up abilities, with a very limited amount taken from enemies during combat. As an example, draining a citizen could get you 500XP, while an active enemy might get you 5XP after you defeat them. XP can come from Quests, discovering things, and the largest quantities can be obtained from draining Citizens that you have gotten to know well. Exactly how you apply this here and in other settings is up to you, but you can use the general rule that knowing more about a victim personally will get you more should you decide to drain them.

-Within the medium of a game, there are set figures for the amount of damage and the amount of life a player has. This does not necessarily translate well into Jumpchain, such as trying to figure out what '220 damage' means when not actually in a game, so precise figures have been left out of the section regarding abilities. It would be advised to estimate the overall effect based on reasonable expectations. More potent abilities will logically require more to use but have a substantially greater effect, while weaker ones might not last as long or be as potent. Some guidelines on what the specific values, XP and limitations are within VAMPYR are as follows. Feel free to ignore them or stick strictly to numerical values depending on how you usually use such capabilities Jumpchain:

- Coagulation = Maximum possible stun period of *ten seconds*, or *three seconds with 20 Blood Gain*. Split into 5 Levels, of 600/1300/2000/2700/3400 XP
- Blood Barrier = Maximum possible Hits Absorbed of *2, lasting for 5 seconds, causing 250 Blood Damage when destroyed* or *3, lasting for 10 seconds*. Split into 5 Levels, of 600/1300/2000/2700/3400 XP
- Claws = Maximum possible Melee damage of *450 with 6 Blood Gain*, or *720 with 10 Stun*. Split into 5 Levels, of 1000/2000/3000/4500/6000 XP
- Bloodspear = Maximum possible Blood damage of *650 at up to Long Range*, or *600 at up to Medium Range*. Split into 5 Levels, of 1000/2000/3000/4500/6000 XP
- Shadow Mist = Maximum possible Shadow damage of *820 over 2m*, or *90 Per Second over 4m*. Split into 5 Levels, of 1000/2000/3000/4500/6000 XP
- Autophagy = Maximum possible healing of *300 instantly*, or *500 over time*. Split into 5 Levels, of 600/1300/2000/2700/3400 XP
- Spring = Maximum possible Shadow damage of *250*, or *50 with 30 Stun*. Split into 5 Levels, of 500/1000/1500/2250/3000 XP
- Shadow Veil = Maximum efficiency of *5 Stamina per second when walking and 2.5 Stamina per second when standing still, with 2.5 Stun and 250 Melee damage bonus*, or *2.5 Stamina per second when walking or standing still*. Split into 5 Levels, of 500/1000/1500/2250/3000 XP
- Rage = Maximum possible Melee damage of *600*, with recovery time of 99 seconds. Split into 5 Levels, of 1000/2000/3000/4000/6000 XP
- Abyss = Maximum possible Shadow damage of *2000*, with recovery time of 99 seconds. Split into 5 Levels, of 1000/2000/3000/4000/6000 XP
- Blood Cauldron = Maximum possible Blood damage of *1300*, with recovery time of 99 seconds. Split into 5 Levels, of 1000/2000/3000/4000/6000 XP
- Body Condition = Maximum possible Health increase of *500*. Split into 10 Levels, of 300/300/600/600/1000/1000/1500/1500/2000/2000 XP
- Physical Prowess = Maximum possible endurance increase of *150%*. Split into 10 Levels, of 300/300/600/600/1000/1000/1500/1500/2000/2000 XP
- Blood Capacity = Maximum possible increase of *50%*. Split into 10 Levels, of 300/300/600/600/1000/1000/1500/1500/2000/2000 XP
- Big Thirst = Maximum possible increase of blood absorption when using Bite of *200%*. Split into 10 Levels, of 300/300 /600/600/1000/1000/1500/1500/2000/2000 XP
- Hard Biting = Maximum possible Bite damage increase of *1400%*. Split into 10 Levels, of 300/300/600/600/1000/1000/1500/1500/2000/2000 XP

- Fast Regeneration = Maximum possible Healing bonus of 50%. Split into 10 Levels, of 300/300/600/600/1000/1000/1500/1500/2000/2000 XP

-There is also a *Science* category in the game's Vampire Abilities which determines how many Serums and Bullets you can carry, but since that can be a limitation worthy of a Drawback due to being 10 Serums and +100% Bullets at most, it is waived here as 'how many things can the Jumper plausibly carry'.

On Less Limitations:

-The Capstone Boosted variation is an uncapper, so while you might hypothetically reach a limit to your vampiric abilities like the ones within the game without it when you have fully upgraded an ability, with the Capstone Boosted **Less Limitations** Perk you are definitely not limited in the same manner, even if it might plausibly take more time and effort for each improvement. Go with what works for your approach to Jumpchain and such Perks.

On Vampyr Powyrs:

-This is intended to be your 'starting level' of abilities, and it is plausible that you can increase them up to the maximum levels seen within *VAMPYR* during your time here, though it may involve a vast amount of work or a large number of unwilling victims. In the canon series of events, Dr Reid improves at least Mesmerisation to Level 6 on a good route just by progressing the storyline, and on a more power-hungry path can easily max out several of their abilities. It should be noted as Champion he has the equivalent of the Capstone Boosting **Blood Of Her Blood** Perk, which allows his rapid progression of skill and power with his newfound abilities over a short period of time. To simplify things, this Document uses CP for buying and improving these abilities. It would be reasonable to assume that each rank is substantially more powerful or gives substantially more resources or capacity than the previous rank if you are not sticking to the exact figures used within *VAMPYR*.

-In terms of branching ability paths, this could potentially be seen as a gameplay limitation and a being with actual capability to use something like BLOODSPEAR could choose whether to use the shorter range attack with the wider area or the longer range single attack if they have effectively 'unlocked' these abilities through time and practice. In this Document it is possible to buy and upgrade both branches, though this will be more expensive than just upgrading a single ability along one path, and may not be applicable if the paths are completely contradictory rather than having a workable combination. As an example, CLAWS costs 100CP to buy and 25CP Per Rank along each path, so doing both with the intention of using the ability more frequently and getting more blood from your opponents at the same time as damaging your prey more and stunning them effectively costs 50CP to keep improving it as you are going along both branches of the ability at once. If the same is applied to SHADOW MIST, while costing would work the same way, you would need to choose between using the single explosion or damage-over-time applications when using it, rather than combining the effects.

The Dreams Of The Red Queen (Full Poem By Myrddin):

*“Twelve dreams for the Red Queen under crown of stone
That she may linger longer with eyes kept closed*

*Eleven thorns blooming from her troubled brow
Awaiting the next harvest to be gleaned at brisk springs*

*Ten copper veins ripped from the belly of the earth
Melted into tears flowing towards banished brothers
Nine glorious pyres on the scorched plain
To punish those whose hands were slow to obey*

*Eight voracious beasts born from eight restless nights
Their backs hardened by their race with the sun*

*Seven notes of warning in the summer sky
Compelling child to shielded sheets of sleep*

*Six watchers bent on the hunting trails
Shadows of their spears trace the tired furrows*

*Five houses to fall before song’s end
Then five more reborn from their blackened ashes*

*Four nails piercing the flesh of the sinner
Restlessly hung to the dark wood of his crimes*

*Three books scribbled by pen of the dancer
Who refuses to answer the call of the abyss*

*Two giant rival snakes slither in ageless forest
Coiled to the bones of mortals destined for the grave*

*One prayer for the summoned called by this song
Child born from darkness whose path he must find.”*

-While the last part seems to refer to the Champion, you might find some sort of relevance in the rest of it that you could use to your advantage, possibly as something to do with a ritual or to find out more about the Red Queen and their origins.

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.