Dark shadows

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This world seems to be set in 1972 but with supernatural creatures existing.

You have 1000 CP to spend on this document.

Origin

Perks

Gothic Aesthetic (free)
You can add a Gothic aesthetic to any of your perks, powers, or items.

On the top of the world (free)
You get the soundtrack to the movie that you can play in your head whenever you want.

Governess (free)
You are really good at teaching people things.

wordsmith (free)
You have a way with words, making insulting people becoming an art form

Werewolf (100)
When you were just a baby a witch made a werewolf bite you in the crib turning you into a werewolf, how your family never noticed that once a month you turn into a wolfperson is a mystery, post jump you can turn into the werewolf form whenever you want.

Medium (200)
Like Victoria and David, you have the power to see and talk to ghosts.

Ghost (200)
Once per jump when you die, instead of staying dead you can instead come back as a ghost, since you are paying for this you can interact with the world of the living and wail like a banshee as a ghost. While a ghost you are a spectral blue specter appearing how you did when you died (drowning might have spectral sea creatures swimming around you or crawling over your skin)

Time travel (400)
Like Barnabas in the original Series you have the ability to travel to any point on your timeline, you can not go to previous jumps with this or skip a jump with this

Vampire (400)
Weather you scorned a Witch and been cursed or your blood was defined and replaced by vampire blood you are now a vampire, this comes with elongated fingers with sharp claws like nails, increased speed, strength, the ability to hypnotise people and immortality, but sunlight and silver will cause you to burst into flames when it touches you.

Witch (600)
You are an immortal practitioner of dark magic, this can be used in many ways like cursing a whole bloodline, levitating, or just using spells to kill someone, you can also have slight influence over supernatural creatures.

Items

Umbrella (free)
This black umbrella is good enough to keep the sun from burning a vampire.

Silverware (Free)
You get a full set of Silverware, and a cheap silver plated matching copy.

Comfortable coffin (100)
Unlike the coffin that Barnabas was trapped in, this coffin is comfortable enough to be trapped in for hundreds of years.

Bags of Blood (100)

Take these 10 bloodbags that refill each week with blood, perfect for any vampires that don't want to attack people.

Collenwood (400)
You can take the Colenswood manor with you when you leave in its restored state. It has many secret passages and hidden treasures.

Companions

Old Friends (Free)
You may import any of your existing companions into this Jump for free; they'll have **600 CP** to spend on anything they like.

New Friends (Free)
Anyone or anything that agrees to travel with you may be brought with you as a companion for free.

Drawbacks

Supplement Mode (free)
You can use this jump as a supplement on any other jump.

1960s Gothic soap opera (free)
Instead of being in the movie you find yourself in the original 1960s Gothic soap opera with a black and white toggle, in future jumps you can toggle the black and white mode

Extended Stay (+100)
Your stay here is extended by another 10 years. Can be taken multiple times.

Alone (+300 CP)
This is a lonely path you walk. You can import no Companions into this Jump or any that this JumpDoc acts as a Supplement for. You can still buy the option, and they can make purchases, but they will not be able to set foot into this Jump and will actually be placed in stasis for the duration.

Marked (+200/+400 CP)
It's unclear how, but the head of a local criminal organization knows about you in more detail than you'd like and has decided that you *will* work for him no matter what. He'll send his goons to hunt you down and bring you in. If you fall into his hands, expect all sorts of torture to be used to brainwash you into his employ. For the 400 CP version, they've already decided you're too dangerous to let live and will use the full might of their organization to end you. Don't underestimate mundane humans, Jumper. You might not live to regret it.

Scary Movie (+300 CP)

About once a month, a creature, monster, or villain from a random horror or slasher movie will manifest into this world you're about to enter and put the fear of *them* into your heart, their main objective. At least to start with. Their attacks will become more and more designed to kill you as time passes, and if you haven't killed/defeated/destroyed them within three weeks, they will go for the kill with no chance of being driven off anymore. None of them will be truly invincible or undefeatable, but that doesn't mean they're not dangerous. And before anyone asks, no! You can't get anything from them, no matter what power copying perks or whatever else you might have. They're not actually real like that.

Obligatory Power Loss Drawback (+400)

You know the drill: No perks, powers, or abilities from previous jumps. You only have your Body Mod, whatever you bought here, and maybe something from the Jump this acts as a Supplement for. If this is your first Jump, take the free CP. You'll probably need it.

Obligatory Warehouse Lock Drawback (+400)

You know the drill: No more access to the Warehouse or any of the Items you've collected from previous Jumps. You only have whatever Items you bought here, and maybe some things from the Jump this acts as a Supplement for. You get to keep Inventory or Pocket Space abilities, but you'll start off with them empty. If this is your first Jump, take the free CP. You'll probably need it.

Stay Here

Go Home

Move On