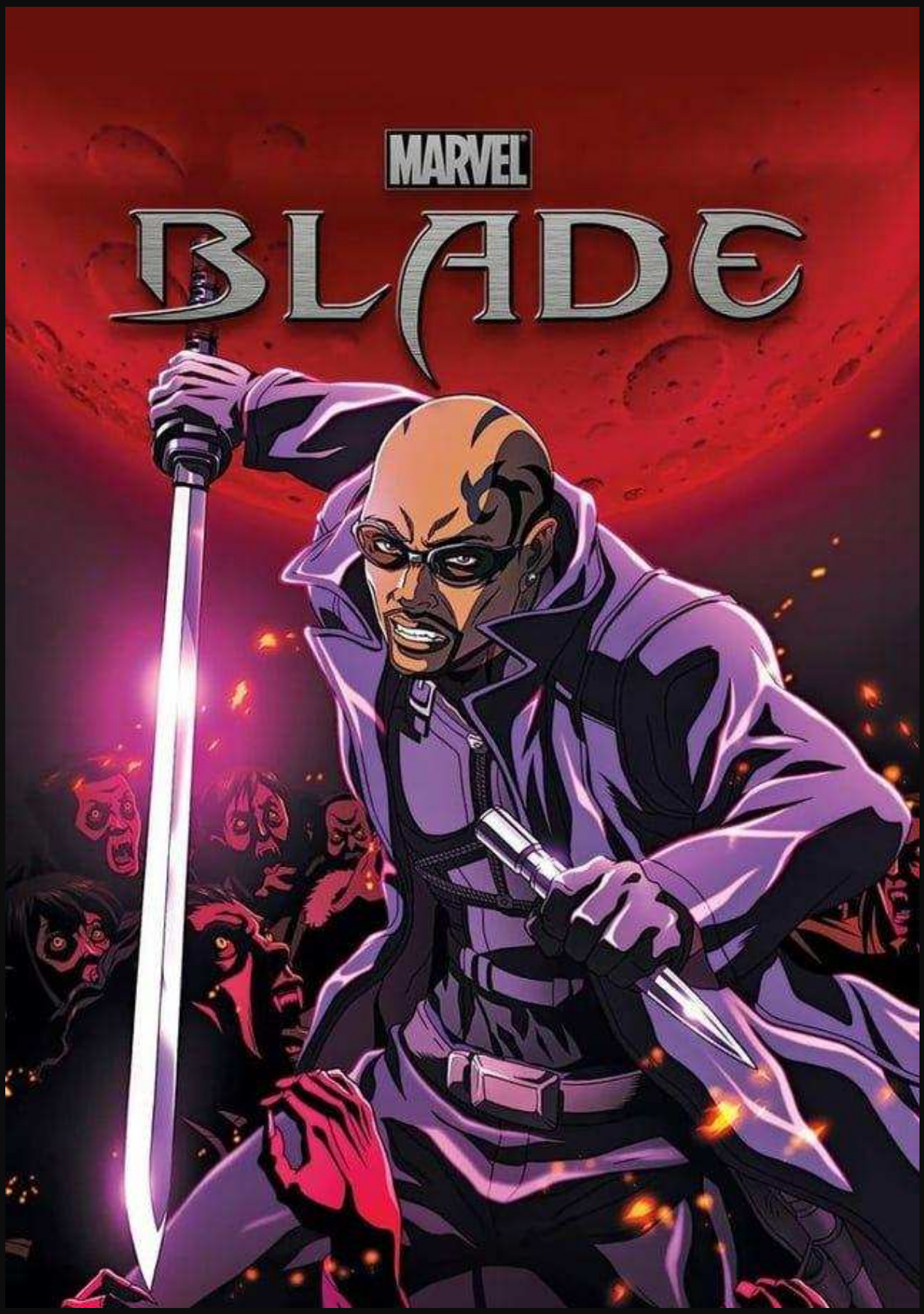

MARVEL
BLADE

Introduction:

Blade is a "daywalker" vampire hunter who was born with human and vampire blood in his veins after a vampire attacked his mother. Blade is visiting Japan on a mission where he not only confronts Deacon Frost, the vampire who had killed his mother Tara Brooks, but also goes up against a mysterious organization of vampires, known as "Existence". You enter the setting at around the start of the series. Here, you will be needing +1000 CP, for it is dangerous around these parts.

Location:

Tokyo, Japan| Manila, Philippines| Sumatra, Indonesia| Madripoor, Malaysia| Vietnam| Siem Reap, Cambodia| Golden Triangle, South-East Asia

Origin:

You may choose your sex, gender and age for free. Any origin may be a Drop-In.

[100 CP] Creature of the Night (CotN): Not necessarily related to or created by Existence but a vampiric creature nonetheless.

Hunter: Someone with equal parts of a grudge and a Deathwish but you won't quit until it every last one is gone.

[100 CP] Existence: Existence is an organization founded and headed by Deacon Frost in order to create and become a superior vampire.

Species:

Vampires in this series are of different types, all of them, except the standard Vamp, are genetically engineered creatures of 'Existence'. Most of them are able to pass as normal humans when they wish and become bestial or closer to their true appearance when their nature or abilities are actively used. All are fatally affected by sunlight, silver, and holy objects. Must feed on blood to survive, no word of how often or how much of it they need. Only one form may be selected.

[100 CP, Free for CotN & Existence] Standard: type most seen in the show, heightened physique and prowess, affected by silver and sunlight and holy objects, killed by decapitation or staking to their heart as well as high exposure amounts to sunlight or silver

+ [additional undiscounted 300 CP] Super Vampire: enhanced abilities above the standard fare, immunity to sunlight, can harden their flesh and also sprout hardened growths to use as weapons or appendages, and hypnotic ability

[100 CP, Free for CotN and Existence] Polong: starts off as one slightly small humanoid but can bud off into many vampiric gremlins/goblins that are not as strong individually but great in groups.

[100 CP, Free for CotN and Existence] Werewolves: highly resistant to bullets, unaffected by silver, can turn at will, only decapitation or wolfsbane coated weaponry can kill them.

[100 CP, Free for CotN and Existence] Water Tiger: an aquatic based vamp, good and fast swimmer, stealthy in water.

[150 CP] Mandurugo: a winged long-necked vampire capable of sustained flight at speeds akin to a bird of prey.

[150 CP] Upir: slightly more durable and stronger than the standard vamp, and has the ability to transmute their flesh into an organic steel-like texture and toughness.

[150 CP] Rat Chimera: can turn into a massive swarm of rats, can communicate with and directly control rats, and consume other rats adding them to your mass and army.

[150 CP] Sundel Bolong: Slightly more durable than standard vamps and has highly elastic joints and limbs that can stretch and shrink rapidly.

[200 CP, Discount for Hunter] Dhampir: a hybrid of human and vampire, has most of the strengths of a standard vampire but are not weak to sunlight, silver, or holy objects- they are still subject to blood lust and frenzy if not controlled or suppressed.

[300 CP] Manananggal: gorgon like creature, can split into two halves, is about 3-4 times the size of a man, is strong and durable enough to smash through stone temple walls and it can fly.

Perks:

Perks are discounted for their respective origins, with 100 CP perks becoming free with discount. General perks are undiscounted unless stated otherwise.

General:

[Free] Lay It All on the Line: sometimes you just got to in order to come out on top or even make it out alive. This grants you the confidence, physical fitness, toughness and mental willpower of a combat veteran while sadly giving none of the training or knowledge of one.

[100 CP, first purchase is free, discount for more purchases] Deadly Talent: Now we're talking, this grants you a high level of proficiency in a combat art or style of your choice (ninja, cqb, kenjutsu, natural weapons, etc).

[200 CP] Deadly Sword Technique (Savage Moon): a deadly and seemingly esoteric sword style that was taught to Blade and his cohort. Purchasing it grants mastery of the style and sword fighting in general.

1st blade-Residual Moon: create an illusory double of yourself and allows for a strike to be made from an unseen angle or position

2nd blade-Phantom Moon: a quick multi-cut/slash technique in which a dozen or so cuts are delivered within a short span of a few seconds.

3rd blade-generate miasmic appearing slices (that may or may not be your killing intent leaking and projected outwards) that are so convincing that your real killing strike become virtually undetectable by your opponent.

[200 CP] Shamanism: consisting of spirit magic rituals and a few spells and effects that can be cast at will. Focuses on communing with local spirits for help and guidance, can also help direct spiritual energy for you to channel into more powerful or pronounced effects. Some examples include finding hidden secrets or lost things, lower a targets resistance to damage from any source, sanctify water so that it staves off and slows the spread of afflictions, imbuing weapons or other objects with radiant power that is highly damaging to dark or evil creatures.

[200 CP] X-factor: you are either a mutant like Logan or have somehow developed the ability to heal visibly fast from all forms of damage. This effectively halts your aging, makes you extremely resistant to toxins, poisons, illnesses, diseases and even fatigue, while giving you inhuman levels of stamina and endurance.

[300 CP] 2nd Stage: you have access to a second more powerful form or status that effectively doubles your strengths and powers. The transformation's aesthetics are up to you and while it starts out as a temporary use can be trained up in time limit and power boost.

[300 CP] Weird Science: expert in comic book science of your choice. Your skill, for example, is on the level of isolating unique properties or traits within a subject, understanding how and what makes it work, and the being able to replicate those studied traits within other unrelated subjects.

Creature of the Night

[100 CP] Guise: You gain the ability to take on a human form/visage and convince anyone looking that there is nothing strange or inhuman about you. You also instinctively know how to present yourself as normal and innocuous as possible to onlookers and observants.

[200 CP] Ambush!: You are great at surprising prey and enemies, possessing uncanny stealth while intuitively knowing the best time to strike out and in what way to achieve the desired effect or outcome.

[400 CP] Run with My Pack: You now have expertise in living with your condition and with it increased ease at converting/creating others of your kind and cultivating within them increased loyalty towards you and reverence of your word and will.

[600 CP] Superior Being: Either through natural or super natural evolution, you are now heads and shoulders above others of your kind. Your natural abilities are as befitting an Alpha, at least two times that of a standard example of your species and more resistant to traditional weaknesses.

Hunter

[100 CP] On the Scene: You possess expert detective skills and intuition; you never find yourself without a lead for long and are likely to find clues other's overlook or miss.

[200 CP] In the Nick of Time: you always manage to show up at the right time to save an ally or at the best opportunity to thwart your foe's immediate plan. This also works in reverse granting your allies an increased chance of saving you from a bad ending.

[400 CP] Remarkable Skills: they would have to be in order for a normal human to slay Vampiric beings on a frequent basis. You are anime levels of physically tough and fit, jumping above someone's height, kicking down doors, dodging the blows from a vampire and taking out the regulars with a single well-placed hit are all to be expected from someone as experienced as you.

[600 CP] Hunter X Hunter: Hunt the night like the ultimate slayer, you now know all the tricks and weaknesses to every creature of the night. Even newly encountered ones will be revealed quite fast upon encountering them and even more so when actively studying or engaging in combat with them. Additionally, when exploiting a creature's weakness, you find your strikes are even more effective than usual and you are overall luckier when hunting or pursuing the supernatural.

Existence

[100 CP] Sophistication: You are the very picture of a noble. Possessing the air and countenance of a well-educated and financially secure individual, in addition to having the experience of one. Perfect for getting others to let down their guard and are now more trusting in general of your words.

[200 CP] How?-chemy: You have completed some strange and esoteric course in alchemy. This perk gives you uncanny knowledge of chemicals, substances, and plants to the point that with time and study you can come up with antidotes, suppressants, inoculants, and even cures to esoteric afflictions and conditions.

[400 CP] Runner Up: You somehow manage to be the last enemy targeted, with events and circumstances seeming to conspire to place bystanders, followers/minions, allies, and even other foes as the immediate priority to resolve, giving you ample time to plan your counter attack or to even escape.

[600CP] Council Matters: A cost must be paid to be the boss and you have paid it in full with the blood and tears of foes. You now possess an exceedingly high level of societal control as thorough and pervasive as that which the Vampire council exhibits. These tactics range from subverting law enforcement agencies, corrupting government officials, and securing loyal financiers to your many ambitions.

Equipment and Items:

Items are discounted for their origin. Items can be bought multiple times. Same or similar items may be imported into each at no extra cost.

Gear:

[Free for all] Sense of Self: an identity in this world with matching papers and documentation to go along with it. Will stand up to any scrutiny and register as legit, also updates when entering a new jump or setting.

[Free for all] Plainclothes: any common attire or outfit that someone from your origin would wear. Self-Cleaning, tear and damage-resistant. Can change form at will.

[First free, 100 CP, discount for all] Vehicle: a standard car, truck, or SUV but with the added bonus of being damage resistant and never needing fuel or maintenance.

[Free for CotN & Existence] Blood Supply: a small fridge containing the requisite amount of blood for whatever species you picked. Will refill daily when used up.

[Free for Hunter] Holy Water: a bottomless flask of blessed holy water. Can be splashed or sprayed onto dark or evil creatures and will burn them like strong acid.

[100 CP, discount for Hunter] Silver Knives, Knuckles, Knails: a silver alloyed collection with a set of each: set of knives, a pair of 'brass' knuckles, and a set of giant (K)nails.

[200 CP, Discount Hunter] The Finest Silver: Defaults to a single-edged sword but can be any melee weapon you like. Constructed from a blessed silver-vibranium alloy, which renders the weapon unbreakable through use or damage and will remain sharp, never losing its edge.

[200 CP, Discount for Existence] Retrovirus: a base molecular compound that when combined with other DNA sources or specifically selected gene sequences to create an enhanced method of turning a subject into a desired creature or species. Using this allows for greatly reduced weaknesses and enhanced potency of strengths or abilities.

Properties:

[One free for all, 100 CP] Ship-In Container: can be a makeshift domicile and service as a functional and unassuming shipping container allowing for discreet smuggling and infiltration/exfiltration into sealed off areas.

[200 CP, Discount for all] Warehouse: an abandoned warehouse in an unassuming part of town that can be specialized to one of five configurations: a nightclub, bloodfarm, munitions plant, secret lab, a generalized headquarters of operation.

[300 CP, Discount for CotN and Existence] An existence of your own: Your own secret cabal organization with international connections and influence. Starts out with several dozen members of a 100 CP species of your choosing.

[300 CP, Discount for Existence] Modern Castle Fortress 'Amarat': a huge complex centered on a modern like castle that can house 1000's and is highly defensible against even modern military armaments.

Companions:

Import or create (100 CP): Import an existing companion or create a brand new one. They are given an origin and 800 CP to spend how they like.

Canon (100 CP): Invite someone from the setting to go along with you on your journey.

Disadvantages:

Unlimited drawbacks may be taken

Short Stay [Free]: the Anime's story probably takes place over the course of just a couple of weeks to inside of a month, so if desired you may leave the jump after three months of in jump time has passed.

Just Get Involved [100-200]: You will essentially be on the story's rails until conclusion, no matter what the world will conspire to have events happen in front of you or at least near you, additional tier forces you into plot and action no matter what.

Self-Insert [100-200]: the lead cast is somehow indisposed; you will now effectively take the place of Blade within the story; additional 100 for doing it all by yourself as you will now go through every single trial and ordeal they go through in the story.

Punk Ass [100-200]: Everything hurts more, no extra damage just hurts more; additional tier does include extra damage.

Haters [200 per faction]: an opposing or hostile faction hates your ass, and has significant manpower and resources to do something about it; additional tiers increase number of factions or groups after you.

Nemesis [300 per adversary]: someone really has it out for you and is actively against you; they will always be a threat to you regardless of power or ability. Additional purchases increase the number of adversaries.

On-site Procurement [300]: You're locked out of your warehouse and all out of context items are confiscated until the end of the jump.

Ready for the Raw [300]: All out of context powers, perks, or abilities are disabled for the remainder of the jump. You are stripped down to your body-mod and in jump purchases.

The End
Where will you go now?
Will you stay in this world? Will you call it quits and go home? Or continue on your journey through the blind eternities?



Notes:

Changelog
>Ruffdraft started, basic outline structure of jump finished, added species (10/28/26)
>Added general perks, added origin perklines, added items (10/28/26)
>Added drawbacks, finished perklines, finished items and species (10/29/26)
>current document is jumpable, finishing touches (10/30/26)
>Finished version 1 (10/31/26)

Jump by Pharaoh_X Version 1.0