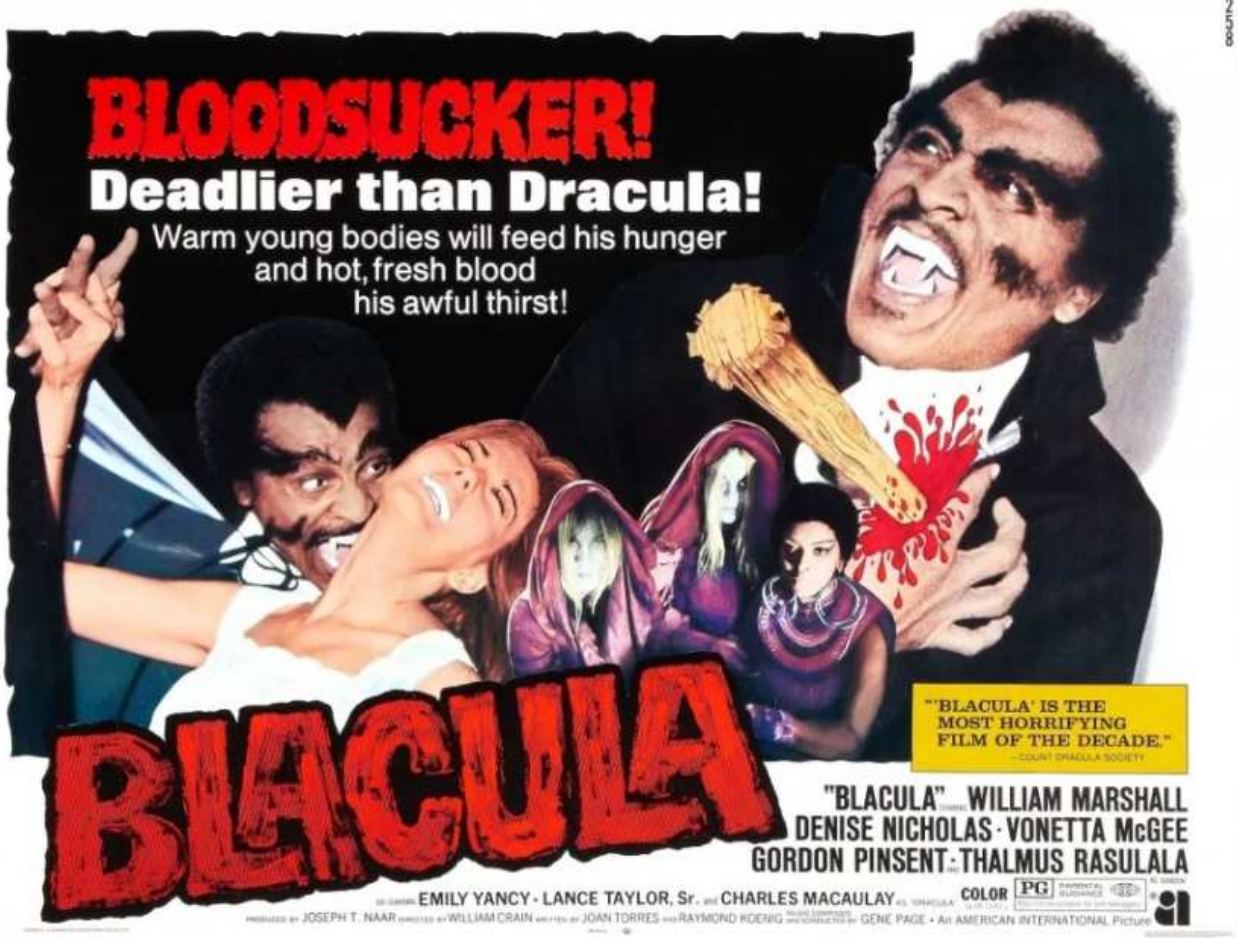

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Deadlier than Dracula!
Warm young bodies will feed his hunger
and hot, fresh blood
his awful thirst!
BLACULA
"BLACULA' IS THE MOST HORRIFYING FILM OF THE DECADE."
– COUNT DRACULA SOCIETY
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EMILY YANCY · LANCE TAYLOR, Sr. · CHARLES MACAULAY
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an AMERICAN INTERNATIONAL release

73/211

Blacula (Film Duology) 1.0
By Horrorshowjack

Prince Mamuwalde visits Count Dracula back in the day for help ending the Slave Trade. Instead, Mamuwalde is cursed with the name of Blacula, turned into a vampire, and locked into a coffin. His wife is likewise entombed with him to die a slow painful death listening to his cries.

Then in the 1970s, a pair of antique dealers buy the entire castle's contents to resell in Los Angeles. Sadly, Blacula's coffin was among the items they bought and hoped to sell to Dracula fans. Going on a bit of a killing spree, he meets a woman he is convinced is the reincarnation of his wife. And might not be wrong.

Even death can't keep the Prince down, as he's resurrected to take part in a voodoo feud a few years later in Atlanta. Which gets messier, and he tries to free himself from his curse.

Better take these:

+1000 Vampire Points.

Locations:

1. Los Angeles CA
2. Transylvania
3. Atlanta GA
4. Someplace Else

Origins: There are no backgrounds here. You can choose something plausible if you want an origin.

As there are no origin discounts you get 6 Blood Bags. These can be redeemed to get anything costing 200 points or less at a discount (100 Point items free when discounted), or you may stack two Blood Bags to get a 300 point purchase free or discounting anything more expensive.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated.

Perks with the [IMP] tag may be purchased more than once. Additional purchases have an additive bonus unless noted otherwise.
Perks with the [MULTI] tag require you to pick a specialty from the perk's topic, and have the option of purchasing multiple specialties at the normal price. These are then treated as separate perks for the purpose of acquiring the additive bonus and other features.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Black is Beautiful: Being black, or a member of a minority leads people to be more likely to view you as more attractive (exotically attractive at worst) and more likely to ignore negative stereotypes. Twice as effective if you are, in fact, both black and a minority.

Dewey Decimator: You know the entire Dewey Decimal system by heart, and are really good at researching things in books. Also gives you borderline absurd luck bonus when researching things at public libraries.

The Stroll: You have the skills of a veteran streetwalker, and a successful one at that. Does not require you to be female, since male hustlers are a part of the first movie.

Cool: You're a reasonably skilled Disco dancer, and have decent stamina and coordination. You also look really good doing it in comparison to your skills, and know how to fit in at a nightclub.

Gravitas: You have a wonderful speaking voice, great diction, and could make reading the phone book aloud sound like a monumental event. It's very impressive sounding to others. This starts you on par with William Marshall, but a second purchase puts you at the level of James Earl Jones. Does not affect your voice range or register, unless you want to move it to roughly their's as a default.

Brothers?: It was dubiously legal to be gay in 1973, and definitely frowned upon. Yet a gay, interracial marriage barely warrants a comment. Similarly, any committed and voluntary long-term relationship you're in will be more or less tolerated and acknowledged both legally and socially.

Dracula Continuity Tag: You can declare *Dracula* (some version) as having been generally historically accurate for any jump taking place after that, although that doesn't guarantee it will be widely believed. It will alter a bit if different vampires are present, and can't supplant any existing any plot relevant Dracula occurrence in the setting.

Hear Me: You can send mental communications to people you are very close to emotionally. They'll perceive it as if you were there talking to them, and you can hear their spoken replies and in general know if they heard it even without them speaking. This is somewhat draining, and you do need a solid emotional connection. Not of the eternal enemy variety either, although thralls work so it doesn't have to be overly friendly. Seems to be limited to a few blocks in distance initially.

Pseudo-Intellectuals and Dilettantes: Both can be complete wastes of time, but you are fortunately gifted at identifying them. Within moments of meeting one you can tell if their skills and knowledge are far short of their credentials, or if they're just completely full of shit.

Statesmanship: You have significant skill at international diplomacy, at least by the standard of the age, and are given more weight in your efforts the more powerful you are politically. Personal power can substitute or complement political if you're a threat at the level of state being negotiated with.

Groovy: The spirit of the 70s lives on! Literally in your case. At least the parts people get nostalgic for. Especially via movies. You'll find future jumps having a distinct seventies vibe, even if the tech level doesn't match up. Toggleable.

Stylist: You have enough skill at bead work and leather crafting to make African ceremonial clothes and armor like Luva's garb. [IMP]

Dead Ringer: Just as Luva became Tina, you find people repeating appearances through your chain. There may be some impression left from meeting previous versions, and there's no guarantee they'll have similar personalities.(Jumper only)

Lit: You can ignite very flammable materials easily and without any additional materials. Like lamp oil, kerosene, gasoline, paper etc. Range is about fifty feet. The material does have to be exposed directly to air, however you can set it on a container and have Lit trigger when the container is ruptured as long as it's within one minute.

Occult Aficionado: You have a well-read layman's understanding of the occult and magic. This doesn't come with any actual magic power, but you'll have at least some theoretical understanding of anything even somewhat common knowledge.

Making Bacon: (200) You're a noticeably more effective combatant against uniformed police types.

Lucky Find: (200) When dealing with antique fairs, swap meets, estate sales, bazaars or other relatively chaotic purchasing opportunities you have the oddest luck at finding things that are **significant**. Or at least weird and neat to you. It's not a constant stream of significant things, but you'll find stuff that boggles the mind after the fact way more often than once in a lifetime.

Worst Detective I Ever Had: (300) And yet you have little difficulty inserting yourself into investigations with official backing even as a civilian. Not that you're actually a bad detective. Your actual skill level would put you among the best in a large, mundane police department, and you're familiar with proper procedures as well. As a final bonus, you're able to avoid developing blinders when you have a person of interest, suspect, or theory of the crime.

Vampire: (300) You're a vampire. Intense hunger for blood, to the point of being pretty stupid when it's present. Can turn into a bat. Strong enough to throw grown men around like they were cloth dolls. Not affected by threshold protections, no reflection, bullets and

stabbing are barely an inconvenience, you don't leave fingerprints, and don't show up in photographs. Geometric progression of infection, although you can decline to infect when feeding unlike Blacula. Fatally vulnerable to sunlight, generally photosensitive, stabbing them with something made of wood is as effective as a human, and sensitive to holy symbols. Must sleep in a coffin and return by sunup. Becomes an alt-form post jump. As an added bonus, if you're confined longer than your lifespan or die in jump, you can voluntarily trigger conversion to this even if locked out of alt-forms.

All Things African Interest Me: (300) You can speak all African languages, including dead ones, and are fully literate in them when applicable. You' also have an expert knowledge of continental history, and can readily identify African handicrafts or artifacts with frightening proficiency. You achieve expertise at anything strongly related to Africa or the African Diaspora not covered by this perk with great alacrity, to the point that you could learn in a few months of solid effort what should take a decade or more for most people putting in that amount of work.

Never out of Time: (300) Going from the 18th century to 1970 would terrify most people. However, much like Prince Mamuwalde you adapt with great rapidity. Within three days of being in a new culture or time you'll have an understanding of where you are as if you'd lived there for a year as a normal immigrant. This also boosts any other cultural adaptation type perks or powers you may have.

Scientific Investigation: (400) You have a scientific mindset, and are particularly adept at using your scientific skills to deal with supernatural and occult type problems. If the evidence leads there, you'll confidently follow it. Oddly, this also makes you less likely to be taken in by fake evidence for those sorts of problems.

No One Matters But You: (400) Truth for most immortal types, lets face it. You are able to turn off nearly any emotional or ethical limitations when it comes to protecting your lovers or loved ones in general. A display which usually results in them loving you more since it's proof of your dedication. Even when they might not agree with what you did, they know you love them. Finally, your relationships slowly grow stronger the more you're around someone instead of leading to boredom or ennui on any of your parts. Why, with a strong enough love you can even stave off almost all of the mental issues associated with immortality.

Arise: (400) Once per jump, or per ten years, you are almost guaranteed to be resurrected via supernatural means in the event of your death. This does not incur chain or jump failure. However, there is a 25% chance the person bringing you back will have some control over you. This increases if your corpse is less intact than a skeleton.

Mama/Papa Loa: (600) You have the skill in both the religious and magic sides of voodoo (of a Hollywood bent) to lead a large group. You're skilled at making voodoo dolls, and could even design rituals to do something like remove the vampirism curse and restore someone to life, although that is likely to be time consuming and rather draining. Of course, you're unlikely to wind up leading a group without some power. And you have more raw power when it comes to Voodoo than anyone in the last decade. This produces a significant boost to other magic reserves and outputs, although nowhere near as major as anything more connected to Voodoo.

Cease the Slave Trade: (600) Prince Mamuwalde set his goal as ending the slave trade, and might even have made some headway if it weren't for a certain fanged dickhead. Perhaps you should take it up? You're vastly more effective than you should be in combating organized slavery, including things fighting slave traders if you can't deal with things diplomatically, more charismatic when trying to be persuasive, and direct anti-slavery effects more powerful. Figure triple if you really need a multiplier. This even somewhat applies to things like pimps, although it's 50% at most in the most blatant cases. Doesn't apply to voluntary enslavement like BDSM or certain magic rituals however.

Distilled Confidence of Our People: (600) You start off at near the maximum personal stats for whatever race or creature you happen to be at the time, and are viewed as a potentially solid leader by others of the same lot. You receive a boost to your willpower based on the number of people who consider you their leader or icon and how fervently. This in general trends up over jumps, as you'd keep at least 1/2 the last jump's boost.

Items: **Cost 100 points unless stated otherwise. Comparable items may be imported into the item to gain features or treated as alt-form. Unless stated otherwise, items may be purchased more than once if it makes sense.**

Styling: (Free) A vast, replenishing assortment of cosmetics, skin care products, shaving supplies, hair care products etc that are optimized for Black folks. Hey, you try finding this stuff in Japan.

Switchblade: You'll find a switchblade readily at hand whenever you need it. Doesn't do any more damage than a normal switchblade, but it's intimidating at least.

Box of Lamps: Once per day you can find a wooden box containing a dozen glass oil lamps. For some strange reason they're all full, but not overly easy to sell.

Clothes Horse: A walk in closet with a seemingly unlimited number of stylish 70s fashions, and even an assortment from the 18th century. Can't be resold, but you always find something that fits for you or your friends.

Checker Cab: So the actual one in *Blacula* is a Ford Fusion with Yellow Cab livery. Kind of generic, right? (You can still pick it as an option if you insist). Instead you get a Checker A11 with 300 horsepower, unlimited gas, near zero emissions, and that does routine maintenance itself. Insurance and other fees are likewise covered by fiat. This will include a medallion if you're actually using it as a cab. If severely damaged or destroyed it will turn up repaired eventually. For additional purchases you can pick any model manufactured by the Checker Motor Company, the Soviet GAZ-13, or any car in widespread use as a taxi in the USA prior to 1982.

Coffin: An ornate coffin that's very comfortable to sleep in, even if you still need to breathe. It's also rather difficult for people to open if they mean to harm you, and way more difficult to determine the resting place than seems plausible. For an extra 300 VP you get one that expands to accommodate other people with you.

Shiny Cross: It's a cross that's shiny and mirrored. Oddly effective at repelling vampires, even when it shouldn't be one of their vulnerabilities. If you can figure out how to channel holy or light based magic or supernatural abilities through it they are massively boosted in effectiveness.

Cape: A stylish, lined cape. It will impress most people if you can pull it off. Also usable

once a day to turn into a bat and back for one-hour. If you have the ability to turn into a bat from something other than an item, then they are easier and less taxing to use while you have the cape with you.

Peep Show: Has strippers and videos in booths, along with a variety of adult materials and novelties. As an owner you'll get a moderate daily income from it, but it's also a good place for money laundering if you have that skill. Updates and imports as you go through the chain, but not importable unless you have at least 20th century tech. Each purchase (up to 5x) doubles the number of sites you own, although you can start more than one path.

Small House: (200) A small, two bedroom house in a working class neighborhood. Bills and paperwork included. Somewhat resistant to vampire or spirit entry. Even though that shouldn't work here. Will generally fit into the setting, even if that means you lose power temporarily. It's also a bit harder to find for hostile parties than one would expect.

Antique Store: (200) A store for selling antiques on a regular basis, provides a modest income if you are uninvolved, and a discount on shopping. You can work there and take your chances as it being a bigger success. Alternately, you can pick an antiques fair that runs twice a year with sellers from a large area showing up for the weekend.

Cab Company: (300) A local cab company. You'll find yourself owning a new version in each jump, with a decent income as owner normally resulting a fairly substantial income. Of course there are other uses for a cab company, and you can comp rides.

Castle: (300) You have a mid-sized castle, chateau etc. It's surprisingly comfortable and defensible. Will hold modifications, but it's been around since at least the 18th century.

Title: (300) You have a fairly high title, although you can boost it by selecting a less well known or powerful country as a source. Prince of an obscure African nation being roughly equal to count of a major power. Updates in future jumps to always have some sort of title, even if informally.

Mansion: (300) A rather nice mansion and grounds on par with the Wilkins Place from *Scream Blacula Scream*. All bills and paperwork handled.

Publishing Company: (300) A mid-sized, independent publishing company. It has a gross revenue slightly higher than the Atlanta PD's budget. If left alone it will generally get you an owner's return in the low six-digit range in 1970s dollars. Will return to the minimum needed to qualify as mid-sized the following jump if you run it into the ground. Obviously, this isn't going to generate much money if you import it somewhere without a widely literate populace.

The Dark Continent: (800) You get the entire continent of Africa circa 1700 as a warehouse attachment. This includes all man-made structures and items, but no people by default. Although if you want people to immigrate they'll find it as good as the regular continent in all ways. Holds modifications (good or bad). However, you can reset it if unoccupied which will cost you access for a while. Yes this also includes all naturally occurring things and mineral rights. Also includes Madagascar and the surrounding waters.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the same base discounts and tokens you got.

Jefferson Twilight: (400) The world's greatest Blacula hunter, from a world where they're distressingly common. (His skills will work on other vampires at least). He's an elite athlete, master swordsman, expert auto mechanic and electronic repairman, and pretty fair inventor at least when it comes to anti-vampire tech. Also has some latent magical talent and a limited ability to open portals, which is how he wound up here in the first place.

Mavis Blacula: (400) A stunningly beautiful black woman, this young looking vampire claims to be the daughter of Blacula and… Wait, she's only half-vampire?.How the hell does that work? She does seem to require blood, but doesn't have the insatiable hunger of a normal vampire. It's probably a good idea to keep her fed, even if she is oddly friendly and stable emotionally. Has the **Vampire** (without weaknesses or the ability to make more), **Black is Beautiful**, **Distilled Confidence of Our People, All Things African Interest Me,** and **Lucky Find** perks, along with the **Clothes Horse** and **Apartment** items.

Picker: In this and future settings or jumps, you'll have a vaguely familiar person to shop for antiques or unusual items. They have the **Lucky Find** perk and confidentiality is fiat backed. You do have to spend your own money on purchases however.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: (Free) If you later go to Venture Brothers, you can choose to have the events of this jump be somehow reflected in the setting history.

Investigator: You replace Dr. Gordon Thomas. You get the **Scientific Investigator** and **Worst Detective I Ever Had** perks free. However, you lose all memory of this franchise and don't believe in vampires or the supernatural even if you have perks for it. If the vampire infestation isn't completely stopped in your city, or you get turned, you fail the chain.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.
Taking all four of the prior lockout perks also grants you an additional token. You may count chain drawbacks towards this goal if they are at least as restrictive.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Jumpula: You'll replace Prince Mamuwalde. Nothing will stop you from spending a few centuries trapped in a coffin and waking up in the 70s. You get the **Vampire** and **All things African Interest Me** perks for free, but can't change to another alt-form without being cured. Even other transformations keep the same weaknesses. You have to survive the jump, but it will be harder than in the film as more people know about or are willing to accept vampires. Stuck here till the end even if you could leave early.

Angry: You have a very short temper, especially for being disrespected. And strong inclination for when you are. Which will frequently lead to pretty severe abuse or outright violence on your part. Almost as bad, you feel incredibly guilty when you do this even if you shouldn't.

Dossiers: If someone becomes your enemy, they'll soon after receive a few discarded library books on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Big Jumper: You not only refer to yourself in the third person constantly, but are convinced the word Big is part of your first name. You're also incapable of realizing basically everyone thinks you're a tool.

Crude: You're very ill mannered and foul mouthed. In general you come across as a lowlife even to lowlifes.

Owned: You start off controlled by someone who is kind of an asshole. While it may be possible to free yourself, you'll have to either be clever or persuasive. You're incapable of directly acting against them. Can be taken up to three times, with the level of control and assholishness getting significantly worse each time. At three, they're actively trying to get you killed and are almost impossible to get rid of. No early departure unless freed.

Selective Amnesia: (400) If it's to your benefit for people to remember stuff you did, memories will be unreliable at best. If you'd prefer people forget, then they're able to remember everything. Only something directly done to someone, or backed up by supernatural abilities will buck this trend.

Keto Diet: (600) You're being hunted by a badass dhampir. At a minimum, he has no special vampiric weaknesses and is three times as powerful as Prince Mamuwalde. However, if you're more powerful overall than that his powers will scale to still be a threat. Think along the lives of *Hellsing* or *Castlevania* for an idea of what sort of powers he might wind up with. Must permanently deal with them to leave early.

Triad Target: (600/1200) Well, shit. You're being targeted for elimination by **The Order of the Triad**(Jefferson Twilight, Dr. Byron Orpheus, and The Alchemist). Who aren't even supposed to be in this universe. They're also joined by Triana Orpheus who is a halfway decent magician in her own right. If you survive the full ten years, then you can try talking any of them into going with you as a companion. However unlikely that is. For an extra 600 VP, the four are upgraded to comp with Blade, Stephen Strange, Esteban Corazon de Ablo,

and Ilyana Rasputina respectively, along with being joined by Mrs. Blade herself, Spitfire. With all their main toys and equipment. Must permanently deal with them to leave early, but that's easier said than done even if you think it should be early.

Notes:

Blacula is mechanically a pretty weak vampire. But the movies are good, and William Marshall's performance is excellent.

Every uniformed cop on screen dies if they get involved with the plot in any way.

Change Log:

10/31/26 Version 1.0 for MJC #48: Vampires.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?