

Comic by the Cliffhanger Imprint of Wildstorm, Jump by Aehriman

In the Beginning...

God created the universe. This has been the cause of a great deal of unhappiness and since come to be regarded as something of a poor choice.

Reference aside, Judeo-Christian Genesis is entirely literal and real in this world with a few differences, like the flawed first draft of humanity - the Grigori - who rebelled and were destroyed save one. And an angel with a flaming sword wasn't set to guard the gates of Eden, but the race of dragons (who also later rebelled). Well, Adam's first bride, Lisseth, hooked up with the last Grigori, Ekimus, and together they spawned a curse on creation, voracious creatures of the night, Vampires.

Fast forward to 1998, Alex Elder is the sole survivor when his group of friends is jumped and murdered by a vampire biker gang. Well, I say 'survivor' but in truth Ekimus frightens off his attackers before turning the dying boy into a vampire. Specifically, the Chosen One said to end the plague of vampirism. The latest in a *very* long line of attempts by the repentant Grigori.

As Lisseth moves to end the world once and for all, various secret orders and sects gather for and against the fledgling hero. What will you do in these circumstances? Have **1,000 crimson points** (cp) to find out.

LOCATION

New York City, of course. The center of the world according to some, and the only place really appropriate for apocalyptic destruction.

AGE, RACE, SEX, ETC.

You do you, chico or chica. The only people likely to care are all huge jerks anyways,



ORIGINS

Angel: A servant of the Almighty, bound to observe and only interfere within certain strictly set boundaries. Or you could be one of the Fallen either a demon, different in ideology but not substance, or one bound to a human form like Zophiel.

Chalkydri: Always be yourself, unless you can be Chalkydri. Then, always be a dragon. The Great Wyrms were once the Almighty's scourge upon the Earth, but were corrupted. Sapha, their king, could not be killed, even by the assembled Host, only imprisoned in Tartarus where he waits, the Beast of Revelation.

Grigori: The first draft of humanity, as it were. The Grigori are immensely strong and tough, but lack souls and would not worship God. Tall with grayish skin and protruding jaws, giving a faintly

apelike impression. Most died to dragonfire trying to storm Eden, and the rest in Lucifer's rebellion. Until you inserted, Ekimus was the only one left.

Knight: There are still knights in the world, and not just self-satisfied awardees. Actual champions against the darkness. Only be careful, for many are more zealous than righteous and those who fight monsters can all too easily become them.

Red Hood: Stop me if you've heard this one before, a little girl in a red cape goes to visit her grandmother (well, really a medieval prostitute and her john) only to find the poor old woman killed and replaced by a hungry werewolf. She is saved by a friendly woodsman, but not before getting bitten. Well, the story is true and from that day to this, her descendants have waged a shadow war on monsters of all stripes, wearing as their uniform a crimson cloak in honor of their forebear.

Vampire: Cursed creatures of the night, forced to hide from the sun and drink the blood of the living to maintain their wretched half-alive state. Or being a vampire is freaking awesome! You get to live by your own rules, party all night and while there's some downsides, *amigo*, they're manageable. It's all a matter of perspective, really.

FRIENDS

It is a terrible thing to be alone in this world. No charge.



Alex Elder - A normal teenager who doesn't want to be a vampire, doesn't want to be some kind of "Chosen One" and mostly wants his dead friends and his life back. Unfortunately, Alex was attacked by Rosie and the Jelly Bats, he was turned by Ekimus to save his life and he can't go back to his parents, sister or girlfriend until he gets a handle on his bloody cravings and sunlight issue.



Ekimus - The sole survivor of the original sapient species, the Grigori. In the Fall, Ekimus was a great general who stood at the right hand of the Lightbringer, then walked away when he found his vengeance against Heaven hollow. For an age he wandered the world, eventually falling in with Lisseth, a fellow lonely immortal. When Lucifer again offered him wealth, power and position and Ekimus refused, Lisseth was outraged, and, while Ekimus was sleeping, drank his blood. She died of that, but on the third day rose as the first Vampire. Now Ekimus had another sin to repent. A grim fellow who spends most of his time brooding in abandoned churches or training vampires to try and fulfil the prophecy of a Chosen One who will save mankind from the plague of vampires Ekimus unwittingly created.



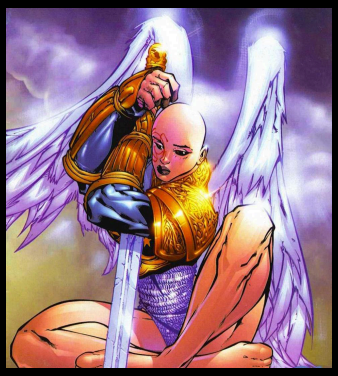
Joe - ¡Yo, Hermano! This handsome devil is me, the best bloodsucker to ever haunt the streets of New York. It can be a raw deal, fr fr, but you gotta take the good with the bad, you feelin' me? Stick to 'ol Joe and you'll learn the ropes in no time.



Scarlet Thinbault X - A proud huntress for the Order of the Red Hood, raised and trained to fight monsters of all kinds since she was a young girl. Scarlet has sometimes spared monsters like Joe who aren't too monstrous and can be useful to her never-ending crusade against supernatural evil.



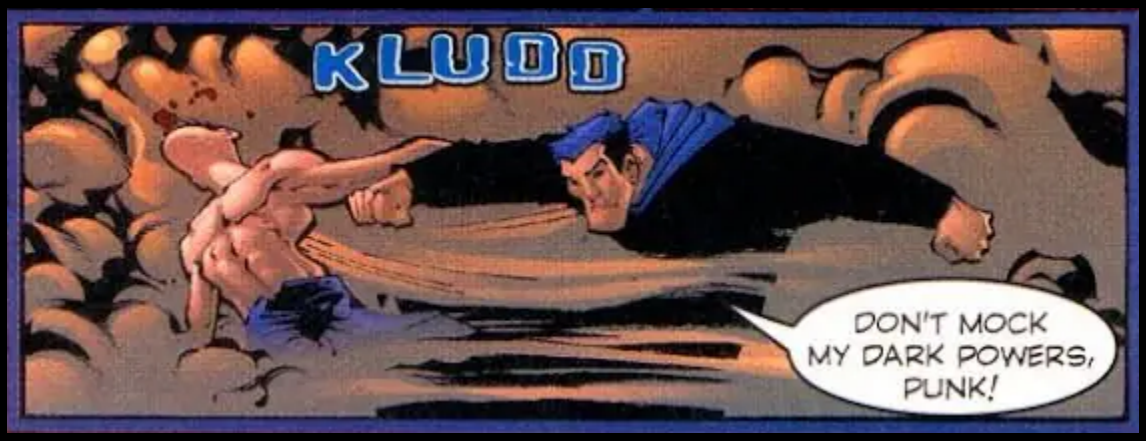
George Davis - A humble beat cop in the NYPD, the first to take Alex's missing persons case seriously. After encountering the supernatural while looking for Alex, he goes on a vision quest to learn he is the reincarnation of St. George the Dragonslayer, patron saint of England and chivalry. The perfect knight, armed with an angelic sword, George is a skilled and powerful warrior who always tries to do the right thing. He can be a bit impulsive and easily led, but is working on it.



Zophie - A fallen angel who dared to kill a human… who was keeping an angel chained in his basement and selling their blood. Even so, it's just not done for the servants of the Lord to murder His beloved children. She's on time-out for half the series, slumming with us mortals.



Lucifer - A man of wealth and taste. Much friendlier with upstairs than most versions, and a major Rangers fan. Will rules-lawyer you until literal Judgement Day or he gets what he wants.



PERKS

What a Romantic! (Free All)

With the amount Joe peppers his normal speech with Spanish, and Scarlet and the Red Hoods use French, feel free to grab this and be fluent in both. This can make you seem more suave and worldly.

The Look (-100 cp, free **Angel**)
Man was made in God's perfect image. So were Angels, but with less flaws and variation, less interesting, but more complete. You have an appearance that could be called sublime, even divine.

The Voice (-100 cp, free **Angel**)
Around the Throne are six Seraphim who chant day and night, "Holy, Holy, Holy is the Lord of Hosts." You have the literal voice of an angel, and men would cheerfully listen to you sing out grocery lists and phone books forever.

The Law (-200 cp, discount **Angel**)
When the Archangels are deciding Alex's fate, Lucifer wanders in, bold as brass, and casts a vote for sparing him. He never got a memo excluding him from these meetings, and a tie goes to the defender. This was an explicit favor to God, but you find you have such a mastery of the law that people are unwilling to challenge you and spend all day arguing, even if the rogue angel really should have been formally expelled millennia ago.

The Mercy (-200 cp, discount **Angel**)
"LORD, I am not worthy to receive you, but only say the word and I shall be healed." As an Angel, you are capable of mending wounded flesh, purging illness and calming and comforting disturbed minds. When Creation is a little off, your presence alone can start things on the road to recovery.

The Highest (-400 cp, discount **Angel**)
You stand with Michael and Gabrielle as an Archangel, one of the most powerful, yet most constrained beings in the universe. Well, somewhat, Zariel and Uriel seem to be able to kill huge numbers of humans at will. So let's throw in an insane degree of forgiveness for any foibles that would otherwise see you Fall.

The Wrath (-400 cp, discount **Angel**)

Perhaps the most feared angel is Zariel, the Angel of Death, who can end any mortal life with a touch or by snapping his fingers. He's very free with it as well. You now possess this power. Any human or vampire, any place any time, you decide they should die and it happens.

The Word (-600 cp, discount **Angel**)
The Archangels don't lift a finger in the climax of the story, because they don't need to. The ending to these events was written long ago. You understand fate, what you can change and what you cannot and can prophesy with the best of them. When you enter a new setting, you become aware of the major canon plot points, and how to nudge them into a desired outcome.

Wings of Despair (-100 cp, free **Chalkydri**)
It doesn't quite seem aerodynamically possible that dragons should fly, and they definitely shouldn't be outracing or outmaneuvering fighter jets, but it happens all the same. Not all dragons can fly, but most can, and you're certainly one of them, a fine flyer.

The World Remembers Dragons (-100 cp, free **Chalkydri**)
Before the Flood, the Lord used Dragons to destroy and remake the world, and dragons were set to guard Eden. You possess a powerful and terrible majesty that inspires people to kneel and beg for their lives.

Fires of Hell (-200 cp, discount **Chalkydri**)
You possess a fiery breath weapon, but like Sapha's steel and stone melt instantly. Going all out, you can match the temperatures of the sun. Armies and great citadels are laid low and only a few things, blessed by God, can withstand your awesome power.



Hoarders (-200 cp, discount **Chalkyydri**)
You don't have a problem! Just because you know, at all times, where all your possessions are and if someone has touched or moved them. And if you like the finer things in life and can easily sort treasure from trash, sensing the age and value of objects. You don't have a problem, you're a dragon, it's everyone else who has the problem.

Beast of the Apocalypse (-400 cp, discount **Chalkyydri**)

Dragons get more powerful with age, without a real limit. Sapha, only slightly younger than Creation, is accordingly mighty. You will also grow stronger with age, maybe 3% per year, but it accumulates and doesn't count towards any other training or growth, and start out with 200 years worth of growth on you.

Unbound by Death (-400 cp, discount **Chalkyydri**)
Sapha, the king of the dragons, could not be slain by all the assembled angels. Instead he had to be sealed away until the day of Armageddon. You likewise cannot be felled by violent force, only locked away or inconvenienced.

King of Dragons (-600 cp discount **Chalkyydri**)
Dragons aren't exactly a hive-mind and aren't exactly not one. Sapha, their king, sees and hears all they do, and they cannot defy his mental commands. Now it is so with you in this, and all future Jumps.

Immortal (-100 cp, free **Grigori**)
What so many humans have dreamed of since time immemorial is simply yours. You do not age or get sick, and can recover from any wound in time.

Scavenger (-100 cp, free **Grigori**)
When you live in the shadows, squatting in abandoned buildings and surviving off humanity's cast-offs and garbage, you need to be good or lucky at finding refuse suited to your needs. As long as you stick near a city, you will never have trouble finding shelter, food or clothing.



Mentor (-200 cp, discount **Grigori**)
You're really astonishingly good at teaching, your pupils mastering skills in a fifth the time it would normally take. You know how to get people engaged and listening, and explain things in a way they will understand and retain. You can even teach your perks, at a rate of about six months per 100 cp. .

Mighty (-200 cp, discount **Grigori**)
Not a huge deal is made of it, but Ekimus is probably the physically strongest character, even more than the dragons. Lisseth wasn't lying when she said chains couldn't hold Ekimus if he really wanted out (though more elaborate restraints worked fine for the Templars). You share in this incredible might, the ability to tear down buildings with ease.

General of Hell (-400 cp, discount **Grigori**)
Ekimus was Lucifer's greatest general in a war fought on a scale unimaginable to humanity. While he makes several boneheaded calls in the series, they all involve either his ex, Lisseth, or an immediate threat to Alex he *had* to react to. You are a fantastic strategist and tactician, able to find the best ways to leverage your resources to obtain your goals. Especially if your goal is to 'get there' and 'kill this thing.'

Soulless (-400 cp, discount **Grigori**)
The Grigori have no souls, which is kind of a drag, until you encounter one of the many dark magics that target souls. You may or may not have a soul, that's between you and your god(s), but nothing can touch it without your consent. As a bonus, you are highly resistant to magic.

Hidden Paths (-600 cp, discount **Grigori**)
Ekimus knows every way to get around New York unseen, and more. The lost roads that lead to the Underworld where he found Sapha, distinct from Hell. But also into Hell. You are aware of every shortcut and secret passage allowing you to sneak about, and in settings with other worlds can find your way between them.

Deus Vult! (-100 cp, free **Knight**)
Hesitation in the field will get you killed. Whatever doubts you might have, whatever regrets, you can safely store them away and deal with them when the mission is over. In the moment, you can do whatever needs to be done.

Sounds Very Stimulating (-100 cp, free **Knight**)
Like George is reputed to, you can speak the language of birds! They're not very bright, unfortunately, but most can be relied on to scout or perform the simplest of tasks, corvids far more so.

Chivalry (-200 cp, discount **Knight**)
The code of the horse-soldier is not always easily understood. Still, you know when an action of yours would cross a line you set for yourself, even if not necessarily why. At least you will never be the unwitting pawn of evil.

Master of the Blade (-200 cp, discount **Knight**)
You are an extremely skilled swordsman, able to make every superhuman monsters really work for it. You can adapt to fighting weird techniques like stretching or four-armed opponents.

Order of the Dragon (-400 cp, discount **Knight**)
The Dragons are the Templars' elites, using angel blood as a combat drug to increase their strength and durability to match those of vampires. You possess this 'blessing' as an innate quality, no bleeding angels required.

Saint (-400 cp, discount **Knight**)
Like George, you are the reincarnation of a Saint, with the skills and powers you might expect from that. George becomes a master swordsman and slayer of dragons, the specifics of what you get will likely depend on your previous incarnation.

A Hero's Tribute (-600 cp, discount **Knight**)
There is not enough time or armies in the world to slay Sapha, though a couple of his heads get offed. So George sacrificed his life to trap the King of Dragons in a pocket universe where they could fight until the true Judgement Day. Then, a loving Creator rescued George from this trap, taking him to Heaven while Sapha fights a mere shade. Once per Jump, you can trap an entity in a pocket universe where all they can do is fight a mindless copy of you, forever.

Bowman (-100 cp, free **Red Hood**)
Every Red Hood is raised to be an expert archer by twelve. You are no exception, extremely skilled with bows and crossbows.

Parkour (-100 cp, free **Red Hood**)

Monsters love skulking in sewers or scampering over rooftops. You need to be able to keep up with your prey if you don't get them with the first shot. Fortunately, you put professional acrobats and traceurs to shame with your ability to climb, leap and tumble.

Hunter (-200 cp, discount **Red Hood**)
Unlike the brutish Templars, the Red Hoods are hunters, and learn to stalk their prey. You are an expert tracker and quite adept at setting up ambushes or figuring what bait to use to draw your quarry out. You have the patience for weeks of stakeouts.

Lore (-200 cp, discount **Red Hood**)
The other side of the Red Hood's approach to the hunt is they become experts in monster lore. You know how to identify all forms of monsters. Their weaknesses, their patterns of behavior, where they like to lurk and what to watch out for. This knowledge updates in future Jumps. You also have the skills to investigate someone properly to determine if they have hidden powers or occasionally sacrifice people or something.

Big Bad Wolf (-400 cp, discount **Red Hood**)
The Order of the Red Hood was founded by a French woodsman and the prostitute he saved from a werewolf back in medieval times; their distinctive red hooded capes are a nod to the then-badge of the oldest profession. The thing is, Little Red didn't quite get away unscathed, and her descendants inherited the curse of lycanthropy. You can't receive the hood until you can prevent yourself from transforming even during a most stressful full moon, but it can make a very nice hole card in an emergency, and the enhanced senses are nice. You are likewise a werewolf and able to turn into a hybrid or full wolf form at will.

Seals (-400 cp, discount **Red Hood**)
The Red Hoods pass a trial in adolescence where the beast is sealed with a silver tattoo. Not everyone survives. You possess the knowledge to create seals to restrict the powers and transformations of yourself and others. You could bind a witch to be unable to cast magic, or a werewolf to be unable to change.

Balance (-600 cp, discount **Red Hood**)

Scarlet eventually gives in to her werewolf side and studies under Dumais, before embracing humanity again with help from the Miqmaq. You can use dark powers without being harmed or affected by them, being quite immune to corruption or backlash. You can be the best of both worlds without strain or stress, wield the holy with the profane.



Imaginary Hamburger (-100 cp, free **Vampire**)
A vampire can't experience a lot of life's pleasures anymore. The finest foods and drinks are completely flavorless. But with a little imagination, that burger can taste like every great burger you ever had, and that's a hell of a bargain for $3. So savor life's experiences, even if you need to make them up a little.

Watcher (-100 cp, free **Vampire**)
The dead do not need to fidget, or blink, or breath. They don't flinch, don't get tired or distracted. When you find someone worth preying on, your focus is literally superhuman and your patience will last however long it needs to.

Killer Instinct (-200 cp, discount **Vampire**)
Vampires are predators, fighters that always go for the throat. You have excellent situational awareness and instincts for battle, letting you defeat otherwise superior opponents through sheer frenzied viciousness and animal cunning.

Social Predator (-200 cp, discount **Vampire**)
Vampires need to be good at blending in, and luring victims alone somewhere, or secure an invitation. You are charismatic and skilled at appealing to and manipulating people, like a politician.

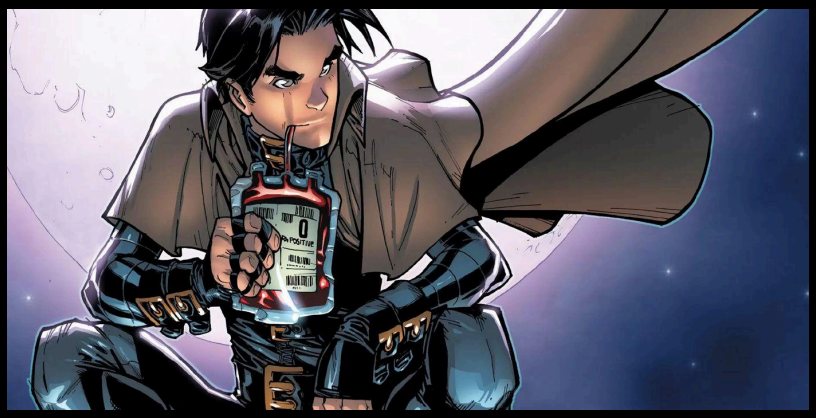
Chosen One (-400 cp, discount **Vampire**)
Like Alex Elder, you may just be the Chosen One who will save the world from vampires. Mostly this means you have the unusual powers of flight and conjuring fire, a lot more explicitly supernatural than most vampires ever manage. Also, like Alex at the end of the series, you are sustained by an inner power and don't even need to drink blood.

Vampyre Supremor (-400 cp, discount **Vampire**)

Or you can go the other way, tapping into the darkest powers of sorcery and necromancy, like how Va Fleet was able to revive and control the Children of Judas. You're really good at illusions and know a handy ritual that provides a day of protection from the sunlight, though it does take a substantial amount of virgin's blood.

Sheer Spite (-600 cp, discount **Vampire**)

In the final act, Lisseth pours forth a wave of smoke and bile that covers all New York, and maybe all the world, that hides the Earth from its Creator and drains the angels of their power and life. This is also something you can do, both the big shock and awe and the more subtle but no less useful hiding of your person and machinations from any divinity.



GEAR

Have +300 cp just for this section.

Blood Bags (-100 cp)

Not as satisfying as fresh, but for the moralistic vampires, have half a dozen hospital blood bags, replaced nightly.

Carbonek (-100 cp)

A mysterious sigil on a scrap of cloth. Researching it will begin your journey on a quest for the greatest treasure of the world, whatever that may be in each Jump.

Monster Hunting Kit (-100 cp)
Stakes of holly, salt, garlic, herbs, inherited silver, holy water and a crossbow. A pretty good start for hunting monsters.

Wheels (-100 cp)
In New York, after traffic and parking, you're better off walking. Still, have a motorbike or a car, your choice of style. It gets fixed or replaced after three days, never runs out of fuel, and best of all, attracts exactly as much attention as you want at purchase. Want a snazzy low-rider everyone gives a second and third look? Done. Windowless van you hope will disappear into the scenery? Fine.

Wardrobe (-100 cp)
You have something like Van Fleet's suits and Lisseth's dresses, very fancy wear.

Money (-100/200 cp)
You have money, for the first purchase, enough to live a middle class lifestyle. For 200 cp, enough money for a presidential campaign.

Exotic Blood (-200 cp)
Angel blood acts like a drug for humans, giving them temporarily the strength and durability of vampires. Dragon's blood is the most delicious of all to vampires and gives them vast energy and stamina. You get a vat of each that refills daily.

Angel Sword (-400 cp)
A sword with a sort of semi-glowing blade and an elaborate gold hilt of angels in prayer, their wings forming the crossguard. This is less of a physical implement or weapon than the very Wrath of God cast into a conveniently sword-shaped vessel, and the only things it cannot pierce or sever would be beyond the power of God or things He does not wish you to harm.

Holy Grail (-600 cp)
A fabled cup that heals all wounds and lifts all curses. Including lycanthropy and vampirism.

Solomon's Clavicle (-600 cp)

In the Catholic Church, saint's bones are still used to consecrate altars. Prophet's bones are significantly holier and the collar bone of King Solomon in particular is reputed to be the sole weapon capable of killing the devil. This claim is never tested, and it didn't do much against Sapha or Lisseth, but common vampires and dragons tend to melt most gratifyingly to the HOLY LASERS shot by this relic, which is also a lot more discriminating than most so-called holy relics and can the difference between real monsters, and people who happen to be cursed.



DRAWBACKS

Continuity (+0 cp)
Crimson was produced by Cliffhanger, an imprint of Wildstorm, while Wildstorm was still part of Image Comics which was later sold to DC. Also, Top Cow spun off at some point there. If you want to use this document to visit or as a supplement to any such setting like Invincible, Witchblade or the Walking Dead, feel free. You can even combine them.

In the Beginning... (+0 cp)
The prologue of the series is... the Biblical genesis, then flash forward to 1998. Feel free to pop in at any point between Eden and the New Millennium.

Longer Stay (+100 cp)

For each purchase, add a decade to your stay. Take this as many times as you like, vampires live a long time.

Jelly-Bats (+100 cp)
A vampire biker gang is after you. They're the scum of the Earth, but pretty decent in a fight.

Overemotional (+100 cp)
You have about as much emotional regulation as Alex Elder, a moody teen before his vampiric transformation and overwhelming destiny. Except some decisions you'll look back on with embarrassment.

Children of Judas (+200 cp)
During the Black Death, a bunch of feral children in the woods lost their humanity and became ruthless cannibalistic monsters whose teeth left trios of 'X' marks, leading to the name, for 30 pieces of silver. Their terror was long ago removed from the world, but now they're back and stalking you.

Guardians of the Temple (+200 cp)
The Templars have learned just enough about your outside, alien nature to conclude you're the Devil. They think lots of things are really the Devil, to be fair. Expect these meddlers to show up all the time.

Wildly Inappropriate Clothing (+200 cp)
Alex is naturally rather put out that his only options for post-mortem clothing seem to be 'altar boy' or 'stripper.' That doesn't even begin to approach Scarlet's particular mix of fishnets and just enough leather straps to (barely) cover her naughty bits. Whatever you want to do, you will keep finding yourself in situations where you lose your clothes and your only options are all wrong, whether it's dressing like a Chippendale for church or a clown suit for your dramatic confrontation with your nemesis.

Here Comes the Sun (+300 cp)
Whether or not you're a vampire, you share in their allergy to sunlight. Even a momentary exposure will set you aflame. If a vampire, the ritual from Vampyre Supremor will no longer help you.

Broke (+300 cp)

You have nothing that didn't come from this Jump. Well, not physical things. Your items are in your Warehouse, which is sealed. As lost to you as Eden guarded by the Seraphim.

Cut Off From the Tree of Life (+300 cp)
A sinister aura drains away your otherworldly powers. You can now use only such abilities as your purchase in this document. But you do keep your Body Mod and learned skills.

Vote Van Fleet (+400 cp)
Senator Van Fleet has set his eyes on you and will bend all his considerable legal and extralegal resources to your destruction. He's been told that draining your blood will lead him to become the Jumper.