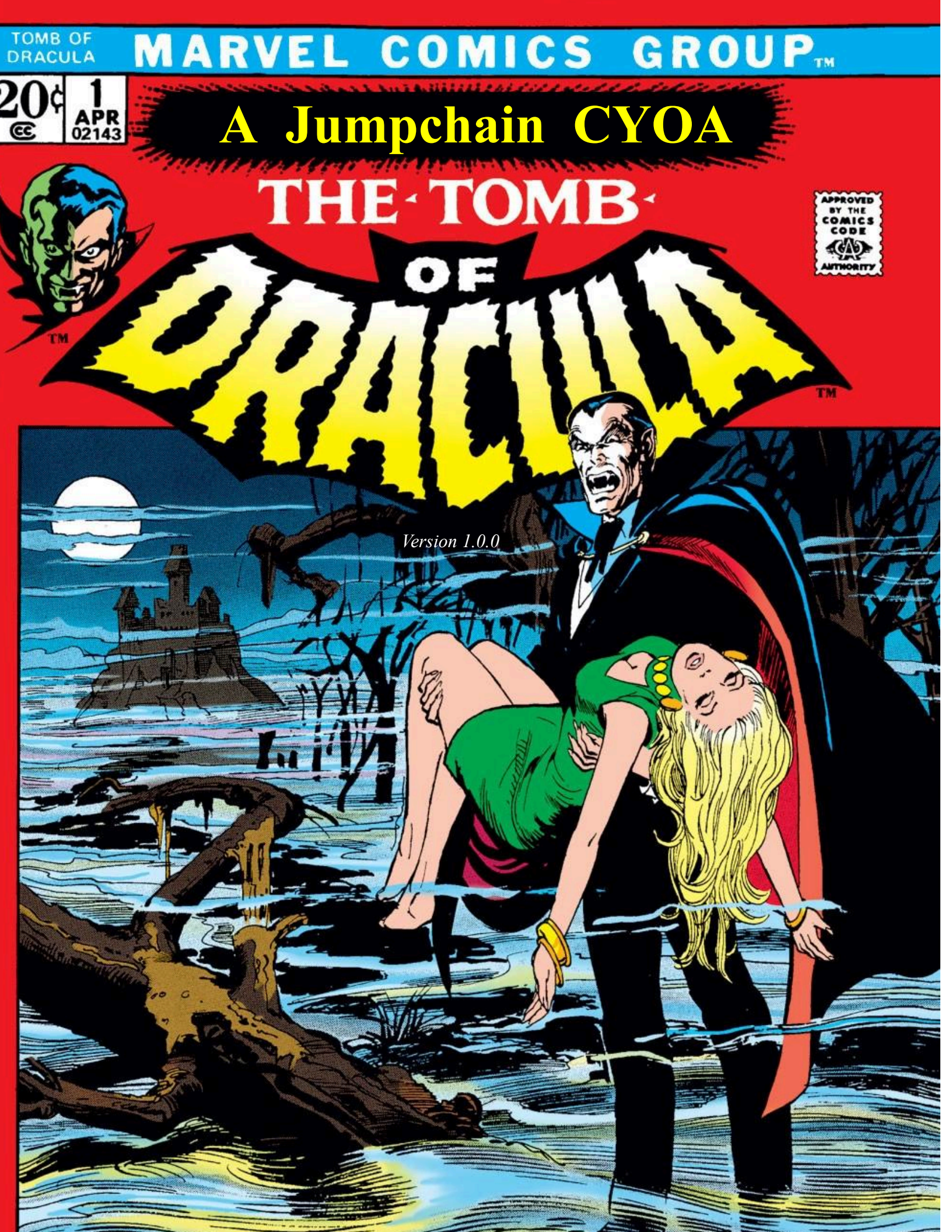

TOMB OF DRACULA
MARVEL COMICS GROUP™
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A Jumpchain CYOA
THE TOMB OF DRACULA™
APPROVED BY THE COMICS CODE AUTHORITY
Version 1.0.0

Welcome to the Tomb of Dracula. The Comics Code has loosened, and the occult and gothic horrors which it had banished from the Marvel universe have begun to return. Elsewhere a man becomes a wolf, a zombie rises, the son of Satan makes himself known as an exorcist-hero, and Shuma Gorath crawls into the world through the mind of the Ancient One… But the focus here is on Transylvania.

Three years ago a Scotsman killed Dracula in his castle. Tonight Frank Drake, the last living descendent of Dracula, will come to claim his ancestral castle for the first time in generations. His friend will revive Dracula, and the horror of the vampire will live again. Not that if they were stopped Dracula wouldn't revive in some other way and not that there aren't other vampires. In fact they seem to be spread all across the globe already, even if they're most common and populous in Romania.

Still with this act the horror of Dracula will be renewed, and for the next nearly 8 years Dracula will match his wits against Quincy Harker. By default you will be staying till the end of Tomb of Dracula Vol 2, which followed immediately – in black and white magazine format for older readers – after Tomb of Dracula Vol 1. This will place you here roughly from cover date April 1972 (published November 1971) till cover date August 1980 (published June 1980).

You will find yourself placed into the occult corner of the universe, almost certain to meet some of the monsters, undead, and horrors crawling out from the pits of Hell released by the Comic Code's loosening Authority. You can even rest assured your path will cross those of Dracula and his foes at some point shortly into your stay. If you go looking, though, you can probably find some more superheroic fare if you wanted.

To help you find your place during your time here, you will of course need these:

+1000 Comic Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Adventurer: This is the Marvel universe. You're a costumed adventurer. Whether you fight crime or you commit it, you're an individual from the brighter, more well known side of this universe. What are you doing dealing with these occult, horrific, hidden corners? Alternatively you may arrive here without any connections or history in this world as a Drop-In.

Count: Blood has made you one of the social betters of your fellow creatures. Whether you earned your position through blood (potentially under the command of Atilla the Hun), or it is the blood that flows through your veins, you are of the nobility. Admittedly you may be of a defunct family of nobility, or nobility of a kingdom long lost, but whether by right of birth or conquest you were meant to rule.

Hunter: You have lost someone to vampires, possibly even lost yourself. This loss has driven you to dedicate yourself to their destruction. Whether you're a lone hunter like Blade, part of Quincy's network, a vampire who hunts his own kind like Hannibal King, or just a novice hunter ripe to be recruited by others, you are on the path of the vampire hunter.

Occultist: You have earned your place in these occult shadows not through loss, or monstrous nature, but by studies of it. You may not be a true sorcerer or hougan, but you have an inkling about the occult world, and where to look for the real stuff. Whether you're a Satanist worshipping one of the demon lords who claim the name Satan, a voodoo priestess, a follower of the Kabbalah, or something else you have started down the road of the mystical.

Scientist: There is another route to knowledge in this world, though. You have turned to the light of science to banish the shadows of superstition, or to illuminate the occult darkness for your understanding. Like Deacon Frost and Doctor Sun, your scientific research seems doomed to lead you into a world of vampires and the occult. But it should be worth it, shouldn't it?

Location:

You may arrive either in Dracula's native Transylvania, or in London where he will soon arrive.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Reset Survival (Free while here/200 CP to keep): So the Marvel multiverse sometimes gets destroyed and remade with almost no changes. Not sure if it happens in this period, but just in case to save you needing to ask Jumpchan if it'd end your chain here's this. If history is altered or reality warping is used to reshape the current universe into something new and different you will still exist in the new timeline or reality unless the change is specifically done in a way that would destroy you - such as specifically erasing you from it.

If the universe is wiped out, but recreated with you in it, it will not count as death for the purposes of your chain. This even covers if you die in the events leading up to its destruction if they're retconned from existence, and covers when time travel is used for these purposes as well.

Jazz in Your Blood (50 CP): You've got a talent for jazz and musical improvisation more generally. You're good enough even right now that you'd be appreciated at jazz clubs that invite people to come in and play, and if you put in some time and effort you could be big. Though that might take time away from any never ending crusades you have.

Giant (100 CP): You are big and unusually strong. As a human you might have strength to rival an average vampire. You're not superhuman by this world's standards, but if you really worked on it you could probably have more raw strength than even a 'peak human.'

Dark Attraction (200 CP): Demons, monsters, villains, and psychotic killers are drawn to you. Not as a potential victim but as someone they feel odd love for. Though do be warned these beings tend to be dominating, possessive, and cruel in their love, and if you 'betray' them such love can easily turn to vengeful hate. Still, you might even win the heart of a vampire.

True Vampire Stories (200 CP): You've got enough skill and talent as a writer to write hack stories for a tabloid magazine. You might even be able to publish a novel. Who knows, it might even be good (bad?) enough to get a movie deal.

More importantly you're surprisingly good at researching actual supernatural or paranormal conspiracies without anyone noticing. Actually trying to infiltrate someone's base or organization is probably pushing this too far, but as long as you're just asking questions, and don't make your plan to use it for something more serious than some tabloid rag blatant, you don't seem to get noticed.

Werewolf (200 CP): You are a werewolf. Since this is a perk, and not a curse, you won't automatically transform under the full moon. Instead you simply can transform into a werewolf on the night of the full moon, as well as the night before and after. This transformation affects both your body and mind, filling your thoughts with something animalistic and wild, and an urge to hunt and kill, though sufficient willpower can allow you to restrain this beast within you and act normally. It also gives you wolf-like senses, as it covers your body with fur causing your fingers to grow into claws and your teeth into fangs. You possess low end superhuman strength – you'd be stronger even than a peak human or most vampires but lifting a car would be difficult for you, and Dracula could still overpower you in raw strength. As a werewolf you are resistant to injury, able to take blunt force impact even better than your strength would indicate, and able to heal wounds not inflicted by silver at a greatly enhanced speed with ordinary gunshots closing within minutes; though it is still possible to knock you out.

Psychometry (300 CP): You possess the seemingly mutant psychic power of psychometry. By touching an object, including a corpse, you can view its past. This will show you how the object has been used, especially those which leave the strongest psychic impressions such as being used for murder or in unholy demon summoning rituals. A corpse will usually show you how they died but it's possible to delve deeper into their past. Of course this is a raw psychic vision and it can be dangerous to the psyche to go poking around at such traumatic events, especially when the occult is involved, or at least physically and emotionally draining.

Soul Stealer (300 CP): With a firm grasp you can transmute living – and undead – beings into energy to absorb. More powerful beings can resist this; it'd take longer with Dracula (who might slip out of your grasp as mist) and an otherworldly demon might prove too supernaturally potent. The more you consume with this power, the more a strange film covers your body, coloring you with the pattern and colors of a demonic dimension. This will recede overtime when you don't use this ability.

The Evil You Know (300 CP): Your enemies are oddly willing to call upon you to help them with more 'dangerous' enemies. Not necessarily more powerful, but as long as you don't choose to threaten the world as a whole, and there are those things that do, if you'll fight them sometimes you'll find the forces of good (or even forces of evil) are strangely willing to put up with all the death and suffering you do cause. Even if you've personally killed their parents, wife, and children in front of their eyes, and dedicated your life to making theirs worse, you could have heroes who would resurrect you if they thought it'd potentially help against someone who wanted to do more harm to the world; though some people might not be that altruistic.

Though even with the less heroic sorts, you might find them overlooking all the times you foil their plans if you also act against a mutual enemy, or otherwise seem to be willing to be weaponized against larger threats to their plans.

Spider-Powers (600 CP): You possess the powers of a spider. You are capable of lifting over 5 tons as a 90 lb weakling, and depending upon overall fitness are more likely to be around 10 to 15 tons (though if you were truly at the peak of the human physique could be higher). You also possess superhuman agility and reflexes. Similarly you have increased endurance to keep up with the increased demands of your body and then some, and heal significantly faster than most normal humans; a broken arm that would take six weeks to heal might only take you six days. Like a spider you can crawl on walls (and ceilings) with your hands and feet and even walk on them with just your feet. Finally you possess a spider sense which warns you of incoming danger, allowing you to dodge entire hails of bullets, and making hitting you extremely frustrating as it warns you of danger.

Demon of the Other Side (700 CP): You are an angel that seems to have been designed as a counter to vampires. You possess significantly greater strength than a vampire, perhaps as much as the proportionate strength of a spider. You are able to turn into a golden eagle, faster, stronger, and more agile in the air than a vampire's bat. You can fly, though in humanoid form this is slower than walking. You are able to summon a wind that forces a vampire to leave its mist form or be dissipated and killed. You can break the hypnotic and mesmeric power that some vampires possess, including their mastery over their bitten victims, freeing the minds of their victims; this will work to lift other similar forms of mind control. You can cure those infected with vampirism as long as they have not finished turning; since you're paying CP for this it can work for other forms of cursed transformations or infections as long as they haven't taken full root (such as curing zombie viruses before people turn into zombies, or lifting lycanthropy). This won't resurrect them if they're killed but it will cleanse them. You can control the weather with an authority to overcome even the most powerful vampires, and less of an exhaustion of

your powers. Even if a vampire does get one up on you and strikes you with lightning you can absorb electricity and redirect it as bolts of energy. You can fire eyebeams of brilliant, pure light which is metaphysically sunlight and can burn vampires to death; or regular people as they are still destructively powerful eyebeams.

You will not be bound to God or the destiny he has written, any more than you were without this perk. This does mean you can't request additional powers on demand. You are still potentially weakened by proximity to powerful demonic forces such as Satan (or Mephisto). Not that that would make you weaker than a vampire, just make it a more fair fight.

At your option this will give you metallic colored skin, and hair and eyes of the color of your choice making you look quite abnormal for a 'human.'

Vampire (300+ CP): You are a vampire. This comes with several weaknesses: sunlight burns you into ash; garlic can prevent you from entering an area and when tied around chains will prevent you from escaping them; holy objects burn, weaken, and repulse you, though with sufficient force of will you can push through closer to them and even touch them (though it will hurt you and may result in spontaneous combustion) although weaker vampires or those with too weak will can be killed by contact with a cross; the crucifix is uniquely fatal to even the strongest vampires and no amount of will can help them approach it or ignore the way it burns them; you must rest upon the soil of your native land to recover your energies; you must feed regularly on blood as it fuels all your powers and your very life; and you cannot enter a house uninvited (though it seems with willpower, breaking and entering, and an exertion of sheer vampiric power this can be overcome).

However you gain many advantages to go with these weaknesses. You're stronger, although an average vampire is not necessarily stronger than a particularly strong human, with the strongest vampires able to easily hurl couches or lift multiple tons. You're quicker, although the difference is slight. Of course the greatest strength of the vampire is how hard they are to kill. Wounds not inflicted by wood, holy objects, or silver heal in moments, though this does drain you making you weaker till you feed once more and the more blood lost by these wounds the more it does so. Even something like beheading you can be undone by it not being down with silver or wood. The only ways to kill you are to behead you (with silver or wood), stake you through the chest (again with silver or wood), to burn you, or sunlight. Certain poisons can also be dangerous, as they taint your blood which fuels you, and starvation can theoretically be lethal, though vampires can remain dormant for centuries and seemingly forever if resting in their graves. A stake into

your chest that doesn't pierce the heart will kill you unless removed by someone else, though it will take time. You are also immortal, and as long as you feed you do not age, and feeding can reverse your age back to when you became a vampire.

There are also other powers vampires possess. All vampires can turn into bats. These bats seem to fly faster and be able to fly for longer than natural bats. All vampires can theoretically learn to turn into mist, control the weather, and control wolves, rats, and bats. In practice these tricks take long periods for most vampires to learn, if they ever manage it even in centuries alive. Controlling the weather is apparently the hardest, being draining even for Dracula. The presence of garlic can also prevent your ability to transform, locking you into your current shape.

You can also spread this curse with your bite. Those you kill by drinking their blood will rise again as vampires after 3 days. This does not apply to animals. This plague does seem to want to spread, and there is a hunger to do so, though it can be resisted. Refrigerated blood and animal blood does seem to be less effective for fueling your powers and combating the need to eat to recharge them.

Post-jump your vampire form will become an alt-form.

There are certain special add-ons you can buy to this power. You can select any, all, or none of them, by paying the proper prices and none requires the others:

- Some vampires may also turn into wolves and if you want this power it will cost you **50 CP**.
- For **200 CP** you can be a particularly potent vampire with centuries of experience under your belt, making you if not Dracula's peer, at least Lilith's. This still means you can change into mist, and back, quickly enough to potentially dodge silver bullets and wooden crossbow bolts by turning into mist to let them pass through you, can control the weather and even direct individual lightning bolts, can summon and control entire hordes of rats and packs of wolves, and possess greater strength and agility than most vampires. This will put you better with these powers than most vampires ever would reach no matter how much they train them and the talent and natural potential to be able to possibly grow them still further.
- For **200 CP** like Lilith your vampirism was caused by a special curse and you do not suffer vampire weaknesses. While a stake through the heart or being decapitated by silver or wood will still kill you, you do not suffer from sunlight, holy objects don't burn or repulse you (for being a vampire, if they'd burn you if you were a human they still will), while garlic can prevent transformation it can't

be used to physically bind you or prevent your entry, you do not need invitations to enter, you have no need to rest in your native soil, and do not need to feed on blood. You can still exhaust your powers, and feeding will still reinvigorate them, but you can also recover them simply by resting.

- For **300 CP** like Deacon Frost you can create doppelgangers of those you infect with vampirism. You can even create multiple of these doppelgangers, and if they come in contact with the original they will subsume their original into themselves. These doppelgangers are under your control. While you can create multiple of them, you can form only one at a time and the longer you allow them to take to form the closer to the original they are in actual capability. A doppelganger of Blade allowed to develop over his entire life would be *nearly* his equal. Meanwhile a doppelganger of a vampire who casually defeated Blade when made as quickly as possible could quickly and easily lose 6 to 1 against Blade (though you could make a dozen in one night).
- If you purchased **Vaccinated** you will not hunger for fresh human blood, and can use refrigerated blood, or animal blood to fuel your powers every bit as easily as fresh, human blood.
- If you purchased **To Die and Live Again** you will be able to be revived if staked simply by having the stake removed from your chest, from beheading by having your head placed back onto your neck, and from mere ashes by having a maiden cry in them even if their physical maidenhood is in question if they're generally innocent and pure hearted enough.
- If you purchased **Mesmeric Gaze** you will be able to re-establish the effects of your gaze from any distance in those you have bitten, and send them telepathic commands. This will require focus and concentration, and the trance will end soon after your focus, and can only be done at night. You will also find that you have a natural dominance and authority over those you have turned allowing you to assert your will directly against theirs to compel them to obey your will.

Adventurer Perks

Amazing Arrivals (100 CP): You know how to make an arrival. Whether that's emerging from a portrait of Jesus, blazing with celestial light, screaming about how for the good of the future Dracula must be destroyed, or something more subtle, you always seem to be able to find a way to make people notice your arrival and remember it.

Witty Repartee (100 CP): What's a fight without dialogue? Boring. You know how to carry on a conversation in even the most hectic and fast paced fights. One would swear you don't need to breathe with the way you talk during anaerobic exercise, and you seem to be able to say more in the space between punches than really should be possible. Plus carrying on a discussion with your opponents doesn't seem to distract you from life or death fights.

Cat Burglar (200 CP): Your gymnastics and parkour skills are perhaps not the peak that some people reach in this world, but clearly and definitively beyond real world limits. If you coupled this with the physical fitness to match, you might well leave Spider-Man with egg on his face, at least for a while until he gets serious.

You also have skill in casing places to rob, breaking into upper story places, robbing them, and taking what you want. You know how to pick locks, and crack safes too.

Who Was That Guy (200 CP): You seem to have a forgettable face when out of costume. Oh, your friends and family definitely recognize you, but you meet someone once and well they'll probably not be able to pick you out of a line-up as long as some of the people look kind of similar.

You also seem to find yourself with a chance to change into your superhero costume in private when you need to. This won't help you if you're not carrying it or something, but somehow if you need to duck into a closet for a minute in an emergency to change into your costume things seem to oblige you with a little leeway period to do so. Just make sure you know how to change fast.

Comic Book Fitness (400 CP): Did you send in to Charles Atlas? Because you've got a body that's been built and sculpted by years of hard work and training, brought up to the athletic peak of humanity for this world. You're more Black Cat than Captain America, but you're still physically beyond the bounds of real world humanity. You do need to continue to work out and exercise if you want to maintain this physique, but you'll find it a lot easier than it really should be, either to maintain or regain if you slack off.

More impressive than your athletics, though, is your sheer ability to take incredible amounts of physical damage and run through it on adrenaline. You're like some sort of comic book hero, and something like getting shot in an arm will hardly slow you down, even the second time it happens in the same day. Your wounds heal faster too. Not to the level of some healing factor or anything, but you definitely heal significantly faster than a human in Earth-1218 would.

The Call (400 CP): To heroism, or at least adventure. You seem to find yourself stumbling into adventures, chances to save people, and the like. You just tend to be at the right place at the right time. You meet a woman who thinks you're inhuman pallor is cute, and it turns out she's targeted by a Satanic cult of demon summoners. You pass through L.A. and it just so happens to be the same day a werewolf does. You procrastinate your trip downtown till just when you can walk past the jewelry store being held up. This won't make adventures out of thin air, or cause people to be put in danger, but you do seem to stumble into them by pure accident, a really unreasonable amount. It does make it strangely likely for magical summoning spells seeking targets to grab you if you're vaguely what they're looking for. So if Satanists need a powerful force to kill Dracula, you might find yourself being zapped.

You can toggle this off. Just in case you want a vacation without being pulled into some tournament as the champion for some elder being or something.

Bad Luck Cat (600 CP): You're something of a jinx. People around you have a tendency to have accidents and bad luck. Things like chandeliers breaking, objects happening to fall over, people slipping, guns jamming, and just little events of bad luck. These bouts of bad luck seem to happen most of all when it would favor you, to disrupt someone trying to act against you, or when they're your enemy. It's almost like it's some minor psychic-mutant power or something. These can be some pretty unlikely things. I mean how often does Spider-Man's spider sense not warn him that he's landing somewhere that will break under his weight, or his web-shooters jam? Not often. But around you both might happen one after another.

Hero's Responsibility (600 CP): Is often their strength. When you act selflessly, willing to risk and sacrifice yourself to save others, and you find yourself coming up short with the fate of many weighing upon you, you seem to receive a surge in power that brings out more than your normal maximum. This won't necessarily be enough if you're too seriously outclassed, but it's the sort of thing to let you go from losing a one-sided fight to pulling off a narrow win, or lift many times your normal maximum and hold it longer than you'd have thought possible. Don't expect this surge to last longer than the

immediate need, and it's pretty draining and tiring even if you could normally fight all-day and night; you're giving far more than 100% after all. Still that exhaustion doesn't always hit at the end of the initial surge if the weight of innocents is still on your shoulder.

Conversely when you are being controlled, tricked, or forced to act against your morals and will, your powers seem to fail you. Your attacks are slower and muddled. You just can't bring forth your full power. This won't stop you if you're really fighting for your life under mind control, but if you're fighting a friend, or doing something where in your right mind you'd want to fail, you will find that you seem to lose a significant portion of your power and skills. Hopefully it'll be enough to minimize what damage you do while under another's control.

Count Perks

Changing of Age (100 CP): Whether Dracula was dead for 3 years or 100 at the beginning of the comics, he has done remarkably well in adapting to the modern age. Once you reach a certain level of familiarity with the world it's hard to change your patterns, and easy to get fixed in your ways. You don't seem to have that problem, at least not nearly as much as normal. You're really good at adapting to the way society, culture, and the world around you changes, and keeping up with what the new modes of behavior are (even if you don't deign to follow them) and also what changes in things like technology really mean for you.

Trailing Shadow (100 CP): You are adept at shadowing and following others. You know how to move silently and stealthily while doing so, and are a good judge as to how much distance you need to keep to remain unnoticed. Being able to turn into a bat or something would help, but you really don't need to do so.

Patience of Centuries (200 CP): You are a planner. As if you've had centuries to grow into it, you know how to plan for things that may be years in advance, and how to foster long term advantages, growing assets for *potential* plans or goals you might have in the future. You also excel at recognizing what your long term goals are, where those conflict with short term desires, and pushing those shorter term desires to the side or at least recognizing that you are abandoning your long term goal to pursue this new desire. You may still choose poor long term goals, this won't help you with that, but you know how to stick with them, and not make a shortsighted mistake in the heat of the moment.

To Die and Live Again (200 CP): You seem to have a knack for coming back to life. Now, on its own, this perk won't just resurrect you. No. Something else still has to do that. What this perk does is make it easier for people to do so. You've not been breathing twice as long as is normally possible for resuscitation to work? You can probably still be made to breathe again. You've got a healing factor? Might be worth trying to stick your head back on if you haven't had time to rot. Vampires can be revived from the ashes by a true maiden's tear? Well a kind hearted airhead will probably do as long as she's a maiden at heart. Magic spell requires an intact corpse to revive? Well one or two organs probably won't stop it from working. Simply put: it's easier to revive you than it really should be.

Plus there seems to be a bit of fuzziness about when you count as 'dead.' At least enough wriggle room to give your friends some chance to try and revive you before you get sent home. It's like your soul just doesn't want to leave.

Magnetic Personality (400 CP): You are incredibly charismatic. You seem to draw people to you like a fire draws moths. It's in the sound of your voice, the way you move, the piercing power of your gaze, and your sheer presence. There's just something about you that people want to follow. Even knowing you're an evil vampire who sees humans as nothing more than slaves and food, some people will seriously have to think about following you, and that's without the temptation that you could make them vampires themselves.

This charisma is especially potent when it comes to physical attraction. Even if you smell like the grave, you could probably find lovers.

Survived 500 Years (400 CP): And it wasn't by dumb luck. You always seem to have some plan to survive, and a contingency plan for if it fails. While this won't make you better at planning to conquer the world, you are a top tier planner when you are planning how to survive the fallout from an attempt. You seem almost preternaturally aware of the ways you might die in a situation, and given the time to do so you will come up with contingencies to help ensure you can survive or escape them.

Even when you don't have the time to make a real plan, you are extremely alert to opportunities to escape and survive, and very quick on your feet at finding ways to get away alive. It's going to take some very clever, very persistent, and probably very powerful enemies to kill you.

I am… (600 CP): Yourself, and you are no one else, and no one and nothing will change that easily. You possess a supreme grasp of who you are and mind control and brainwashing will find it an iron-hard fortress to slam against. More your sheer pride, ego, and sense of self seems to be a font of willpower. The greater your pride the greater your willpower both in overall capacity and moment to moment force of will. The more your sheer ego, and self-certainty the harder it will be to make you bend to mind control, or mental influence, the more force you will carry with you in clashes of psyche, and the more power you can eke out of will-controlled and powered devices. You are you, and anyone who thinks to match their will against yours would do well to learn that a true king does not kneel.

Mesmeric Gaze (600 CP): You possess a power in your eyes. By meeting the eyes of another you can hypnotize them, putting them into a trance where they are receptive to your will and influence. The stronger your will compared to theirs, and the greater your charisma the more effective this will be, but Dracula was able to affect even the mind of Doctor Strange, to turn children into his murderous servants, affect at times those trained

and hardened specifically to resit him, and time after time make those who thought a cross would protect them drop it, though he is an individual of particularly potent will and charisma. The effects of this gaze are typically only temporary, though it can be used to make people suppress recent memories and post-hypnotic suggestions are not impossible towards the particularly vulnerable or those whose will you have sufficiently overpowered.

This hypnotism can be used in less selfish ways, as it can be used to combat or suppress other mind-control, even that which is not hypnotic in nature, shattering it or even supplanting it with your own. Even longer lasting forms of control, or means of mental control seemingly more total than this one can be lifted if your charisma, and force of will are sufficient compared to the power behind the effect.

Hunter Perks

Parapsychologist (100 CP): You are a trained psychologist, though with an emphasis on profiling over therapy. This has left you very skilled at creating – and updating – psychological profiles to predict the behavior of individuals, and good at studying the past actions of a being to predict its future ones.

Vaccinated (100 CP): Having been exposed to a minute case of vampirism through his mother when she was turned during childbirth, Blade developed an immunity to vampirism. You might not share his origin, but you likewise are immune to the transformative power of vampires' bites. This extends to other forms of infectious transformation such as zombie bites, or lycanthropy. This won't stop a vampire from draining your blood till you die, or a zombie virus that kills you from killing you, just the corrupt transformation. This also does not function against corruption or transformation more generally, only when a creature infects you with one that transforms you into the same sort of horror as they are.

Gadgeteer (200 CP): You may not be a 'super scientist' but you have a skill for engineering weapons and gadgetry. This won't see you creating robots, or super tech, but you are oddly good at hiding weapons in objects, creating transforming furniture, and creating simple mechanisms that combine multiple functions into one such as installing hidden poison dart launchers into a wheel chair, building a net launcher into it, or a billiards table that opens to reveal anti-vampire weaponry.

While you aren't building comic book super tech, you do seem to be able to pack a bit more into these gadgets than you really should be able to, and things like parts moving to get out of each others' way are strangely fluid and reliable in your designs.

Vampire Detective (200 CP): You're a pretty skilled detective. You're especially good when it comes to tracking people down across continents and seem to have an uncanny ability to ferret out when news is related to your target instead of some other serial killer or the like. The longer you hunt a target the more you will grow to intuitively recognize whether something was them or not from even the most minor information. You simply seem to grow hypersensitive to information related to them, allowing you to know that it relates to your quarry even if you don't quite know why. Of course sometimes it's obvious such as the vampire attack, in a country with several active vampires, having to be Dracula and not any other because you simply know it.

Mindless Luck (400 CP): Might not keep you alive for 500 years on its own, but it sure does seem to be good at helping you stay alive for another 5 minutes. People, events, and

timing simply seem to come together to save your life: witnesses arrive scaring off your would be killer; your allies come just in the nick of time; some part of a trap breaks; and so forth. This isn't a limitless protection against death, but as the situation grows more dire for you and your death more likely, the more likely it seems to be that some serendipitous event at least gives you a chance to escape alive.

Veteran Hunter (400 CP): You are a highly skilled combatant. You have exceptional accuracy with crossbows and guns, know how to handle yourself unarmed in a fight, and are extremely skilled at stabbing a man precisely in the heart with a wooden knife barely long enough to reach it. This is enough that if you're armed properly for the fight, you should be more than a match for most vampires; though don't expect to impress Dracula too much.

You also seem to have trained and hardened your mind to protect it from hypnosis, mesmerism, and similar forms of mind control. Even Dracula wouldn't be able to mesmerize you unless you were surprised, confused, dazed, concussed, or otherwise compromised, and even then he couldn't do anything long term.

Born to Battle (600 CP): You might not have Blade's skill in combat, but you seem to be his match in his sheer situational awareness, instincts in an emergency, and natural reflexes. This is the stuff to make you an action hero and see you performing stuff like leaping to chandeliers and bringing them down on enemies, jumping out of cars that are falling down a cliff to catch a branch and swing up on it, and a mind that seems to be able to find just what to do to deal with a current emergency. This isn't necessarily good for long term solutions, but you have crazy reflexes and the ability to instantly make use of your physical abilities without needing to wait or plan, judging your situation almost by pure instinct. And while this doesn't directly give you combat skills, it does make you excel at using what you do have in a life or death situation where you don't have time to consider your tactics.

The Man in the Chair (600 CP): You are excellent at building and coordinating organizations. You could create and guide a world wide network of vampire hunters before the internet, organizing them all on your lonesome, and even liaison with the police authorities, all in a world where people don't even believe vampires exist. You know how to network, you know how to foster contacts, and you know how to build an organization and keep it running. And to make things more you are adept at doing all of this in relative secret, and without some force of charisma that makes people's will bend like soft clay.

Occultist Perks

Pomp and Ceremony (100 CP): Voodoo queens and Satanic sorcerers might be real in this world, but magic is hard and difficult, and sometimes it's best to fake it for your followers, to make the actual magic look more impressive with some fakery, or to play off your magic as fake. While you might not be a full stage magician, you know how to make rituals and ceremonies come off as impressive, and even how to fake some magic with smoke and mirrors, how to incorporate real magic and supernatural powers into ceremonies and rituals, or how to use smoke and mirrors to distract from real magic you're doing.

Words of Wisdom (100 CP): You're good at giving them. You're good with figuring out what to tell people to help them – at least for a time – get above their problems and move on with life. This doesn't make you necessarily wiser or better at predicting the future, but you're good at giving a few words which will have meaning to another.

Haunting (200 CP): You have learned a magical ritual to bind your soul to a place on your death. This does unfortunately require your remains to be in the place, in a special ritual throne, but we'll say you have a lunar month to get your remains into the place after your bodily death and the ritual can still take hold. As long as your soul remains on the mortal plane bound by this ritual, you aren't truly dead, your body may be but you are alive.

This ritual will turn you into a ghost haunting the location of it (once your body is dead). As a ghost you are capable of poltergeist activity in the location (no larger than a large mansion), manifesting as a semi-tangible representation of yourself, and general ghostly activities.

Destroying your remains, or removing them from the ritual throne, will end this tether for your soul allowing it to pass beyond.

Ophidian Servant (200 CP): You are a serpent in your master's garden. You are good at gauging how far you can show your ambitions in an organization without being struck down by your superiors. This is coupled with a skill at figuring out how to overthrow your superiors, finding times you can turn against them, and convincing your enemies to work with you despite your obvious moral failings.

People are also more willing to ignore your obvious treachery as their servant. At least so long as you are useful and keep it to merely planning and plotting. Once you carry things out with an attempted coup, this protection is voided.

Montessi Formula (400 CP): This spell which would be derived by a Catholic priest from the Darkhold when recited will destroy vampires within range. You know this spell by heart. Since you're paying CP for this it will work on vampires who don't owe their existence to the spell that created Marvel vampires (and which it undoes), and can destroy even things like Morbius the Living Vampire, and other non-undead vampires. It won't kill a mosquito just because they drink blood, just vampires; you may have to figure out where the limits are for something to count as a vampire yourself.

Tracking Relics (400 CP): There are many magical relics in this world. These are often lost relics which people spend their entire lives hunting for and still fail to find them. You, however, are good at finding such things. Partially this is skill. You know how to search for a lost relic, whether that's tracking down the past of an object and when it has been sold and re-sold, identifying the trail to find where the hidden treasure cache was, or figuring out how and where someone would hide it. Some of this is luck, as your researches and investigations seem to be unusually likely to bear fruit and hit onto the location of your target. Together these make you quite good at finding these things.

Black Magic (600 CP): You are a practitioner of magic. There are many traditions in this world from voodoo, to the Kabbalah, to Satanism, and more, but you are a practitioner of one of the more ritual based ones. You won't be slinging spells around like Stephen Strange, casually invoking the Tetragrammaton to burn away vampirism from your undead body, but you are skilled in subtler magic than that. Your spells might contact the dead, summon a champion, curse a foe, help a vampire conceive a child through the invocation of Satan, raise the dead as zuvembies, perhaps even immortality spells (though you'd probably need something like the blood of a vampire for those), and so forth. This can provide for a wide variety of effects, and with time and effort you can create new spells of your own, but expect them to take time, resources, and sometimes special conditions and not to be simply slinging magical bolts of power about.

Empathy (600 CP): Like the girl Topaz you possess the power to absorb the anger, hatred, and negative emotions of others, taking it into yourself and destroying it, and to project love, happiness, kindness, and similar positive emotions outwards. This is easiest done through touch or eye contact, but these aren't required. You won't be able to naturally reach the heights she was promised to on her 21st birthday; she never did and a being (later revealed to be Mephisto) pretending to be Satan said that would happen which is an untrustworthy source if ever there was one. Even so, at the height of her power in this period she was able to temporarily cool Dracula's blood lust and fill him with sympathy for his fellow beings when he was not expecting it (though when he was

such a violation of his soul failed), kept a werewolf calm and pliable, and could quiet angry mobs.

While you won't have her claimed potential for world spanning effect to lead humanity into a golden age simply by eating away at their selfish and evil desires and creating an instant utopia, you will be able to learn how to use your powers better and may still eventually increase the relatively short range, ease of using it, and so forth.

This does not give you Topaz's other abilities explored in *Werewolf by Night*, just her empathy.

Scientist Perks

Empire Building (100 CP): You are a skilled businessman, with an understanding of how to grow and establish a company, especially in the field of technological manufacturing. You've also got a good eye for what pieces of technology could be profitably sold and how to make sure that you're not selling just one piece of tech that solves everything but a package they'll have to keep coming back to you for.

Resource Streams (100 CP): Science needs money and funding, and people can track that. You, however, are good at setting up covert revenue streams, hiding your financial tracks, and obfuscating when you're moving a large number of resources into a location. This isn't anything magical, but you know the financial tricks and how to arrange things to make it hard for people to notice that you're building a secret lab in the heart of a major city under an apartment complex, or in the depths of the Alps where no one normally goes. It might take extra time and resources, but you know how to cover your tracks.

Base Construction (200 CP): You are an expert on building technological lairs and bases. You excel especially at two things: hiding them from detection, and littering them with death traps. This means hiding them from outside detection, and creating a variety of automated or activated defense systems that often involve secret devices hidden in the floors, ceiling, and wall. One really might wonder how you fit all the machinery in and keep it protected from detection; especially since you're not just doing this in the middle of mountains but under major American cities.

Though you might be said to excel at three things, as you are also very good at scaling enchantments or technology you understand how to produce to be relevant for building into your bases.

Doctor (200 CP): You are a medical doctor of incredible skill. That is incredible for a comic book world. Stitching back together someone blown apart might be possible for you if you got to them quickly enough, as would surgically removing a brain – from someone not given anesthesia – and transplanting it into a machine, or using cosmetic surgery to give a vampire with skin the hue of a corpse a healthy, living skin tone. You might need surgical assistants for these tasks, but you'd be the one doing most of the real difficult work. Oh in addition to crazy surgical skills you're pretty good at internal medicine too, just the surgical brilliance tends to be crazier.

Frosty Chemistry (400 CP): You are an expert chemist, at least by 19th century standards. It is not, however, your preexisting skills that are important, but how you really are good at research science and recognizing and understanding the rules of things through experimentation. You are even good at applying the standards of scientific experimentation to the occult and supernatural, and when you approach them thus you are unusually good at understanding their rules and learning how to modify or utilize them. You might succeed at making a serum from vampire blood that doesn't turn you into a vampire – if you don't accidentally turn yourself into one first – or how to incorporate a vampire's mesmerism into your telepathic broadcast technology.

Lackey Training (400 CP): You may not have charisma, or the skill to coordinate a world-wide organization, but you know how to indoctrinate minions to extreme levels of loyalty. Like will fight Dracula knowing it's suicide to buy you time as you abandon them levels of loyalty. This does take time and effort, and not everyone is capable of this level of loyalty, or pliable enough to have it shaped on demand. You are, however, very good at screening for the sort of individuals who is receptive enough to these techniques to be made this loyal.

Even if you don't want to go full brainwashing, you are good at understanding how to foster loyalty to yourself or an organization, and finding those who are particularly pliable to such attempts and screening out those who are not.

Scientific Brains (600 CP): You truly are a comic book scientist. You seem to be one specializing in the brain and the mind. You might create technology with which to upload knowledge from one brain to another, create a computer that can interface with a disembodied human brain keeping it alive with a regular supply of blood (and potentially with time allowing the brain to move and survive for a brief period outside of this), hypnotic machines, and similar technology. You're far from the top tier of comic book science, but you can do impressive things within your specialty of the mind. It will take time, effort, and resources to utilize however; such things aren't cheap to build.

Space Operatic (600 CP): You truly are a comic book scientist. The things you can invent seem almost more fitting for a space opera story than a gothic horror one. You understand the basics of teleportation, force projectors, and robotics. This is only low end comic book levels, and this won't be cheap in terms of resources and energy; you're looking at building a teleportation devices into the walls and floors of an entire room and using a lot of power to use it, but you could teleport across the world, or create force weapons capable of pushing back Dracula despite his supernatural resistance and powers even in his mist form though you'd probably black out 3 city blocks doing so if you were

drawing on municipal power. With time and resources, though, you could be a major threat to ‘street level’ forces, and maybe even play with more starborn heroes though even the least of Marvel’s cosmic races would surpass your technology with ease.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

What Use Has Dracula for Gold (50 CP/200 CP): As much as he rejected it in the modern day, Dracula showed he had many uses for it in the past.

For 50 CP this is a small pouch of gold and jewels which refills each jump. It's not a large fortune, but it's easily enough to live on for a good while.

For 200 CP this is a large chest of gold and jewels. It's enough to make you quite wealthy. You could probably retire on this, if you were going to live an entire lifetime in this world.

At either level it will refill each jump.

Marshal's Gun (300 CP): This is a shotgun with a silver butt and silver ammunition. You'll find that this silver affects many forms of supernatural horror like it does vampires, negating supernatural resilience and healing factors to do lasting damage to them, and to even burn creatures of evil. Mere mundane physical resilience won't be negated – though the burn can hurt – but if they're magically immune or resistant this silver will hurt them like they were not.

This gun will reload and resupply ammunition over time.

You can have a six shooter with a silver handle to pistol whip the undead instead if you choose.

Black Mirror (1600 CP): This is a pair of pitch black mirrors. By reciting a spell in front of one of these mirrors and focusing on a precise time and place you can emerge from one of these mirrors at that time and place. If there's not one, within a few miles (maybe even ten to twenty) spatially and perhaps weeks temporally, you will instead end up in a hell dimension full of monsters. These monsters aren't particularly powerful by this

world's standards – Dracula could kill them all to protect a human meal – but they are theoretically dangerous.

These mirrors won't normally exist before your arrival in a jump or after you'd leave it, so without another method of time travel to place them there this can't access a time before the start or end of your time frame for the jump.

The creatures in the hell dimension will only respawn at the start of each jump.

You can purchase additional mirrors for 100 CP each.

Adventurer Items

Publisher's Phone Number (100 CP): This is the number for a company that publishes things. Probably magazines or newspapers, maybe even the Daily Bugle or something more British, but it could be a tabloid or somewhere like that Marvel company that publishes comics based on the adventures of superheroes. They'll be willing to give you a job, though you might end up writing trashy True Vampire Stories or just serving as a go-for if you don't have any skills they need.

This updates each jump for a local publishing company, or equivalent. Maybe you get the e-mail to apply for a job at a blog, or the address of a scrivener.

Costume (200 CP): This is your very own costume fit for appearing in some four color comic rag with flashy powers and costumed adventurers. You can pick the exact design, but it's probably pretty tight so that you can wear it under regular clothes in case you need to change into it real quick.

This costume seems to adapt to your powers so it doesn't get in the way of them and won't burn if you light yourself on fire, stretch or grow if you do, and if you did something like turn into a bat it could either still fit you or become part of your body. You know standard superhero stuff. It has the other, fairly standard comic book, traits of changing your voice when you wear it, seeming to make you look more toned and shapely than your civilian clothes (or lack thereof) would, and making it hard for people to recognize your face when wearing it, even if the only facial covering is a domino mask. It will also clean and repair itself when not worn.

Web-Shooters (400 CP): This is a copy of Spider-Man's web shooters. These are devices worn around your wrists with levers extending into your palm. When you press down on them in the correct manner they will shoot a form of sticky webbing. Somehow things like pressing your palm against a wall, or forming a fist won't accidentally set them off, really it just seems like nothing will, and they can be surprisingly precise in the form the webbing takes allowing you to spin net-like sticky walls, parachutes, or solid shields, blobbed cocoons, and single strands you can swing on all with ease.

These web-shooters will automatically resupply their web fluid over time, so you won't go broke paying for them. They also come with an extra cartridge per web-shooter in case you run out quicker.

Flexible Flyer (600 CP): This is a superheroic flying machine. It only seats one, but its autopilot is good. Tell it a location and it'll fly you there, with automatic presets to return to with just the press of a single button. It can even recognize objects and keep itself in position relative to them. The autopilot probably isn't good enough for active dogfighting, but it doesn't seem to be armed anyway, and you can manually control it.

The vehicle is capable of manned hypersonic flight, and of quickly accelerating to it, so its ability to dampen the effects of acceleration on a pilot is truly impressive. Given its speed and completely air-tight nature, it seems to be usable as a spaceship, though limits on air mean it's not the best for long journeys. Finally it has the ability to produce a small artificial cloud around itself as a form of camouflage.

Since you're paying CP for this vehicle it will repair, maintain, and refuel itself over time when not in use.

Count Items

Gothic Best (100 CP): This is a suitable outfit for a count or lady. It's a bit out of date, and probably has a cape, but this is a respectable outfit that'd fit in with well-to-do 19th century fashion or earlier.

This outfit does have some advantages. First, people seem not to generally notice how out of date it is; you could walk through happening 70s London in a great coat that fit some Gothic Horror movie without batting an eye. Second, this outfit seems to adapt to your powers so it doesn't get in the way of them and won't burn if you light yourself on fire, stretch or grow if you do, and if you did something like turn into a bat it could either still fit you or become part of your body. Third, if it has a cape or heavy cloak, then that cloak just won't catch on things by accident, and enemies seem to have trouble trying to grab it to use it against you. Finally, it will clean and repair itself even while you wear it.

Network of Coffins (200 CP): This is a network of hundreds, maybe over a thousand, of coffins scattered all over the world. There's not a country you don't have at least one coffin in, and most you'll have multiples. You have a general idea of the direction and distance to the nearest of these coffins, at least as long as space isn't warped around you or something.

In addition to being filled with your native soil and usable as a resting spot for you if you're a vampire, they will serve as a resting spot for you if you have other strange supernatural/metaphysical requirements like those of a vampire. In addition they are

Dark Church (400 CP): This is a desecrated Christian church. It is no longer holy ground, and none of the objects within it count as holy for harming unholy things like vampires. This church, though, seems to serve as a focal point to gather followers ready to give themselves over to dark powers, or seeking a dark religion. It especially draws in those needing something to devote themselves to and rejecting traditional values, who will become eager and willing converts for whatever purpose you put them to. You'll have to preach here and put out the word, but those who would dabble in such darkness will come to you here.

This church does not have a painting of Jesus that mocks you with your inability to remove it.

Castle (600 CP): This is a late medieval castle. It's strangely resilient as long as you live, though. It can withstand super powered battles, being shelled during World War II, and more. It's not indestructible, but it will take some serious effort to destroy or damage even in the 20th century (don't test it against a nuke though, ok), and seems to resist being collateral damage even by powers that really should reduce it to dust. This resistance only applies so long as you live, and in fact if you die within it you can cause it to collapse and even explode around you, potentially killing your killer (and anyone else nearby) as a final last laugh.

Beyond being a surprisingly resilient fortress of stone, this castle is full of secret passages, and traps. You understand how all of them are placed and located, and how to use them against those who would trouble you, meaning you can almost always have some trap you're ready to activate, or passage you can use to flee from an assailant. It also has extensive tombs and tunnels beneath it for you to hide within, or to escape out into the surrounding countryside sometimes miles from the castle proper.

Hunter Items

Wooden Knives (100 CP): This is a set of half a dozen throwing knives made from hard, teak wood. Somehow despite being wood they seem to be as hard as well-forged steel, and cut like it as well.

They will sharpen and maintain themselves over time, and if you lose them they'll replace at a rate of one per day.

Hunting Chair (200 CP): This seems to be a copy of Quincy Harker's wheelchair. Besides being a motorized wheelchair that is surprisingly able to clear ground in high speed chases through alleys, strange houses, and the woods, clearing difficult terrain with an odd ease for a wheel chair and easily keeping up with a fit, athletic adult running, this wheelchair is equipped for battle with the undead.

It contains a net launcher which fires nets laced with garlic extract that affect vampires as if they were garlic. It also has several poison dart launchers which are potentially even more fatal to vampires than to regular humans; even Dracula required someone to artificially drain his blood in its entirety and replace it with fresh blood to survive and it left him extremely weakened until he had fed many times. Of course, this poison could still kill humans, but for vampiric beings it is far worse and can affect them even if they would normally be unaffected by poison. Finally its wheels each have a removable silver spoke which is sharp enough to easily drive through a man's chest into their heart, and since you're paying CP here they will kill vampires even if they normally would require a specifically wooden stake or not be vulnerable to a stake in the heart.

This wheelchair will automatically repair, maintain, re-supply, and refuel/recharge itself when not in use. It also contains more ammunition for its projectiles than should be possible.

Contacts (400 CP): This is less an item and more of people. While they aren't your loyal slaves or servants, this is a network of contacts and informants who pass you information that is relevant to your interests. This will mostly be focused in the law enforcement field, but also includes the occasional journalist, private detective, and the like.

You have some say in the size of this network, but the larger the area it covers the less coverage you have for certain spots. You could have informants all over the world, but you'd get more detail and information out of Europe and the Americas if it only extended to those areas.

Cathedral (600 CP): This may not be the Vatican but it's the next best thing. This is a large, imposing Catholic cathedral absolutely decked out in works of art and Christian iconography. The art is impressive and masterful, masterpieces by the Renaissance masters, and a treasure to world heritage. The crosses and Christian iconography serve another, higher purpose. Guiding souls, sure, but in this case the special thing is the effect on monsters and unholy beings who will be pained and weakened by just glancing at them. Perhaps if one limited its senses it could enter here, but even Dracula could find himself reduced to whimpering on the floor in weakened pain by this place. Though beware a will strong enough to push back from such a point because they may still have power and survive. This will affect unholy beings or supernatural monsters even if they normally would not be affected by Christian iconography sapping them of their power and causing immense pain to the forces of darkness.

Alternatively you may have this be a well-furnished and comfortable mansion built to be very nice to live in. However there are hidden switches in place to turn each and every room into a death trap with holy water sprays, garlic drops, and hidden crosses that appear as the walls flip around to mirrors to place them everywhere. This won't be quite as effective against monsters and unholy beings, but is a more comfortable and less ostentatious place to live.

Occultist Items

Horror Mask (100 CP): This is a monstrous mask. It is of a very high quality and when you put it on your face/head will convincingly be that of the monster represented. It might be a demon, goblin, ghoul, lizard person, or something else. This mask only covers the face and possibly the head though, leaving you still noticeably whatever you really are if they can see somewhere else so make sure to cover up.

Cloak of Levitation (200): This is a great, flowing, red cloak. When worn it will allow you to levitate and fly, carrying you through the air. It's not the fastest being merely faster than a man can run, but has impressive mobility and ability to change direction on the fly, and you can feed magical energy into it to fly even faster if you needed to catch up with a speeding car or something. If you're not feeding it energy to go faster it doesn't take energy, and the cloak can even carry you to a pre-chosen destination while you sleep or black out from your wounds.

This cloak is also slightly animate. Not enough to grab things for you or the like, but it can billow impressively on its own without any wind. It also will resist being grabbed, and won't get caught on things.

Crystal Ball (400 CP): This is a crystal ball. Normally it'd take some magical power to use it, but since you're paying CP it'll work for you even if you don't have the talent. This crystal ball can be used to view individuals at a distance, or peer into it to learn the intentions and nature of others by focusing on them. It's not all knowing, but you can get a general read on individuals, or see the present from afar through it.

This crystal ball can also be used to help focus and increase the detail of your own magical visions, or to project them from your mind onto its surface so others can see them.

Yazdi Ring (600 CP): Ring with a cut piece of the Yazdi Gem. It is said a particularly skilled sorcerer first used this to create the Black Plague. In the hands of a lesser one (or you if you have no other magical powers or skills) might just provide one with the ability to control matter and energy such as moving objects, making sand suck a being down under it, and some manipulation of weaker wills and spirits or potentially projecting bolts of energy. It also generally serves as a magical power source and focus, providing greater displays of magical might if you already possess magical abilities even those not from this world.

For an additional (undiscounted) 900 CP you can have the complete Yazdi Gem. Its powers are much greater. Even a novice could use it to instantly create a castle from the desert sands, and with some skill you could use it to dominate the will of even an individual like Dracula, to call back the soul of the dead to animate their corpse, or even to usurp the soul of an individual with that of one of the dead though that would require a more complicated and difficult ritual (and the presence of both individuals). This is a powerful magical artifact, though not omnipotent.

Scientist Items

Operating Room (100 CP): This is a well-equipped, by the standards of the Marvel universe in the 1970s, surgical operating room. It comes with lights, surgical equipment, and some levels of lower end super science to help with operations like brain transplants or replacing all of someone's blood. It will clean itself and its equipment over time when not in use.

This can be a warehouse add-on or insert as part of an appropriate property (or even just as a non-descript one room building somewhere) as appropriate.

Laser (200 CP): If this device was twice as long it would resemble a cane. Unfortunately it's only about the size of a wand instead which makes it somewhat unusual to carry about. It is, however, a high powered laser capable of being used for industrial work, and at extremely short range could quickly burn through a man's chest to kill him. The light will lose coherence and power at longer ranges, eventually losing focus to the point of worthlessness, but it is still a quiet, effective weapon unaffected by wind or gravity. Also an industrial cutting laser capable of being used to cut through metal and the like.

In addition to holding quite a deal of charge or chemicals for lazing, it will recharge itself when not in use.

Robot Body (400 CP): This is a robot. You'll come with a device to control it from afar as a robot drone, but it is designed to have a human brain placed within it. Not only can it keep a brain alive inside of it, even without a steady supply of blood. This robot is rather low end, just being a mechanical humanoid body possessing the durability one would expect from being a metal robot, as well as lower end super strength lifting somewhere between 5 and 10 tons. It is equipped with a psychic force projector which allows a brain within it to fire a weak force blast through concentrated focus and psychic might even if they are not normally psychic.

You may choose on purchasing this to have this body be an alt-form instead of a body all its own.

Underground Lab (600 CP): This is a technologically advanced base built underground. It is designed to be hidden, built so as to be nearly undetectable from above ground, and is a large enough compound to house and train a small force of soldiers in addition to having a medical operating room, an engineering bay, and various trapped hallways and rooms to slow intruders. This lab has a variety of high tech traps and gadgets, including at least one room that floods with holy water and cross shaped spotlights for discouraging

vampiric intruders. The entire compound can be run from its central computer which is set up to install a disembodied human brain. To keep this brain alive will require regular additions of blood, though vampire blood can be used as readily as human. It also has technology to allow the brain to tap into its power systems to focus them into a blast of mentally guided concussive force, with the more power it can access the more powerful this blast can be. The compound also possesses a teleporter system though this requires large amounts of energy and is one way, only teleporting individuals from the main control center somewhere else.

This lab can insert into the local jump at an appropriate location, hidden and buried either somewhere isolated or even under a city. It can come with its own power system, capable of fueling basic functions of the lab, and even the teleporter though it will take time to build its charge, or it can connect secretly to a local power grid allowing you to tap power from it. They'll probably notice if you cause 3 city blocks to black out, though. You can choose which of these two options you want separately at the start of each jump. Alternatively you can have it exist as a warehouse add-on for a jump.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 150 CP you can import or create 5 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin).

By paying the CP to import one or more companions a second time (following the same scheme as the initial imports), you can grant those companions the Vampire perk for free; they will still have to pay for upgrades. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For 50 CP you may recruit 1 character no stronger than Rachel Van Helsing or Taj; this means most ordinary humans but not Blade or Quincy Harker. For 100 CP you can recruit any character weaker than Hannibal King; this means most vampires, Blade, or Quincy Harker. For 200 CP you can recruit Dracula, Dr. Sun, or any weaker character such as Lilith or Deacon Frost (Spider-Man would fall here). For 400 CP you can recruit Silver Surfer, Doctor Strange, or any weaker character. For 800 CP you can recruit Satan – who is later revealed to be Mephisto – Death, or any other character. If the character does not appear in Tomb of Dracula, Dracula Lives, or Giant-Sized Dracula the price is doubled.

You can recruit multiple companions this way.

A Special Offer:

This is a Dracula jump. Oh it's 616 with all that that implies, but this is a jump focused on Dracula. So here's some butterfly insurance. Unless you actively rock the boat and push up to higher levels of activity you won't have to deal with the deeper ends of the Marvel universe. You don't have to worry about Thanos, or Galactus, or the like. That is unless you actively push into those parts of the world. Get further along in a plan for world conquest than Doctor Sun and you might have to deal with the Avengers, kill Wong and Doctor Strange will come looking for you, kill the Fantastic Four and there's no guarantee that apocalypses they'd prevent won't come to your doorstep. If you wipe out people like the Avengers or the Fantastic Four this protection will be rather voided, but it is a sort of safety net against the butterfly effect; killing Spider-Man won't cause the Fantastic Four and Avengers to die because of something he wasn't there to help with, neither will helping the Dracula spread his influence (though they might step in to stop it). As long as you keep the people who normally deal with the worst of the world threatening cosmic stuff in place, if you do street level things you'll only have to deal with the sort of things Dracula and those who hunt him have to deal with. Which includes the occasional monster, mad scientist with dreams of world conquest, minor sorcerers and a lot of occult nonsense, and Satan himself as well as his counterpart on the other side getting involved in things. But you shouldn't have to deal with Thanos getting a hold of the Cosmic Cube, even if there's a chance you get pulled into fighting the Silver Surfer for a brief stint before he realizes that he's being mind controlled.

You may take this offer for free. However it will set a maximum number of drawbacks for the jump to 4.

Drawbacks:

*Need more than 1000 CP, you may take drawbacks for additional CP. If you took the **Special Offer** you may only take up to 4 Drawbacks. All drawbacks fade at the end of the jump.*

Continuity (Toggle): Been to the Marvel Universe before? Well you can import the continuity. If you were in the world after the events here it's probably an alternate universe; Marvel has those even if they weren't numbering them yet. If you went to the Lee-Kirby Years you can even have this jump start the same instant that one ended the two blending into each other seamlessly.

Stay Length (Toggle): Tomb of Dracula Vol 1 didn't quite last a decade, even with Tomb of Dracula Vol 2. Still by default you will leave at the end of Tomb of Dracula Vol 2. If you'd like you can stay a full decade (whatever that means in Marvel), or some other predesignated length. Maybe you'd like to stay till the Incursion events start, or even the most recent issues. If you want, you can.

What is Canon (Toggle): This jump is based on the Marvel universe as it was in the 1970s. For future retcons, things added into its past afterwards, and the like consult your benefactor as to what is and is not canon.

Aristocratic Arrogance (+100 CP): Abandon all republican ideals ye who enter here. You are an aristocrat and you know it to the depths of your very bones. You are better than other men, your position earned by blood and held by superiority. You can still be strategic, and recognize that others can be dangerous, but your sheer pride is practically a physical force.

Centuries of Horror (+100 CP): You will not be arriving in the 1970s when these comics begin. You will be arriving in the 1870s or as far back as to the 1470s. You will be staying the full time until the jump would normally end; and no time travel to the future will not end it early. This gives you no special ability to survive the centuries, you'll have to do that one on your own.

Corpse Stench (+100 CP): You smell of the grave. Maybe some strong enough perfume can block it, but this is a major odor, and the writing won't just forget you're supposed to have this after a few issues.

Fake Fan (+100 CP): Your metaknowledge of the Marvel multiverse is lost. You can still be familiar with Dracula; Stoker's novel exists here and Dracula sometimes even accepts Lugosi, Carradine, and Lee's performances of him. You won't be knowing people's secret identities and things you learned about individuals here from being outside of this world, though.

Gypsy Curse (+100 CP): You have been cursed by a gypsy. This curse drives you to hate and fight an individual, and dedicate themselves to their destruction. Well ok, the individual might be someone you'd fight and want to destroy regardless, and it's not like it will dominate every waking moment even if you do really want them dead. The real curse is that while you can never wholly stop trying, you can also never actually kill them or cause their death. Even if they presented themselves bare and vulnerable and placed the stake and hammer in your hand, you wouldn't be able to drive it through their heart. Still going to want them dead and find yourself trying though.

Hunted (+100 CP): You seem to have done something to piss off a group of jumper hunters. They're all just ordinary humans, maybe they have some resistance to your mind control and powers that would enslave them but pretty much ordinary humans. Well ordinary might be too strong a word, as they tend to be dangerously intelligent, highly skilled combatants, born action heroes, and highly aware of your weaknesses and how to counter your abilities. And there always seems to be more of them no matter how many you kill or where you go. Destroy the Earth or leave it and you might find them among ordinary kree, skrull, xandarians, and the like.

Mute (+100 CP): You cannot talk. In fact you cannot vocalize any sound. This won't stop you from signing, writing, or communicating telepathy, but you won't be screaming for help or talking normally.

Never Finding Peace (+100 CP): You woke up tonight and chose violence. Oh, you might blame others for hunting you and pursuing you. But you have a tendency to pick fights, or cause peaceful talks to descend into fights. You've an anger simmering inside you.

Operate with a Clear Mind (+100 CP): You cannot take any artificial stimulants or intoxicants, or other drugs, or chemicals that influence your mind and body. This includes caffeine, nicotine, alcohol, super soldier serums… maybe even refined sugar. If you are made to take these things you'll receive none of the benefits but all of the negative effects.

Revel in My Oncoming Glory (+100 CP): You are addicted to monologuing and gloating. You might not save the life of your enemies just so you could explain your plan in detail to them before letting them watch you carry it out, but you'd definitely want to. It'd be worth it, wouldn't it?

Crippled (+200 CP): You are paraplegic, most likely because of Dracula breaking your spine, but potentially for another reason. Either way your legs do not work and you cannot walk. If you have wings to fly they won't work either. You might manage to stand and move about on your legs once during this jump, but it would be a feat of tremendous willpower and a one-off event.

Dracula's Enmity (+200 CP): Dracula hates you even more than he does Quincy Harker. Dracula will hunt and hound you, spending a considerable amount of his time and efforts to hurt you physically, emotionally, or however he possibly can. And this ensures his talent for resurrecting is fully in play and no matter what you do he won't stay dead for long.

Hunger (+200 CP): Are you a vampire? Whether you're a vampire or not you now need to regularly feed on blood. If you don't you will weaken, eventually losing all of your powers, and dying. Worse while animal blood or refrigerated blood can help stretch your time in an emergency, you're going to have to drain lethal amounts of blood from the living on a regular basis. Oh say maybe 4 times a week. More if you actually use any powers or push your body like in sports or a fight. The more powers you use the more quickly you need to feed.

IQ Smaller Than Your… (+200 CP): You're a naive, airheaded, fool. You can still function in society, but you're not the brightest bulb. This also makes you rather gullible, likely to put your trust in people who really don't deserve it.

Jumper is Human (+200 CP): Satan, or maybe your Benefactor, has stripped you of your powers. All of your out of jump perks and powers are lost to you, reducing you to your body mod and nothing more. Perhaps you can find someone who could return these powers to you. There are hints and clues that this might be the case. If you do not you will not be leaving here until you have regained your powers.

If this is your first jump you will lose any powers you purchased here. You can keep perks within the limits of non-powered humans (of this world), such as everything on the Hunter perkline except Vaccinated, but even outright super science will be lost to you.

Possessive (+200 CP): Ignore your Origin for your in jump background. You have no background memories or connections. Instead you're possessing an ordinary individual in this world. When you are in control their body changes completely to your own (and clothes even swap with it), but you can only control them for so long at a time; the longer you control them and more often the harder it is to hold onto the control, resetting over time as you let them live their life. You can expect them to be in control the majority of the time however.

When they are not under your control they have no memory of what happened when you were in control, and no access to your powers and abilities. Your awareness of what happens when you're not in control is imperfect but not non-existent.

Vs The (+200 CP): What do the Silver Surfer, X-Men, and Thor have in common? No, it's not a tendency to fight cosmic forces in space. They all fought Dracula, and now well you might not fight them, but you will time after time find yourself forced to fight superheroes and supervillains who you really have no place fighting or reason to even interact with. And because this is Marvel they might even be people who should be your friends. You'll have to fight them before things settle and calm down though.

Earth-V (+300 CP): Dracula has taken over the world, ruling it as the king of the vampires. All major powered characters, even those as weak as Batroc the Leaper or as powerful as Odin and Galactus, are now vampires, and humanity is no more than livestock kept like animals to feed their vampiric aristocracy. And if you think this isn't a problem for you since you're a vampire, realize that there's not enough blood to go around and the world is soon to break down into full-fledged vampiric warfare. Making things worse not all of these super vampires have weaknesses, and having fed upon mortals, gods, and cosmic beings Dracula's power has risen to newfound and terrible heights. And if you don't need to feed as a vampire or are neither human nor vampire, there's a rumor going around that by killing you and feeding on your spark a vampire can gain perfect immortality without a need to ever feed again.

You can technically take this with a Special Offer, but as this expands the occult horror corner of Marvel to the entire universe a Special Offer will no longer actually do anything with this Drawback.

Foe From the Other Side (+300 CP): You have upset the balance of this world so far that He has decided you must be dealt with. He has sent an angel to this world to deal with you. They have been granted powers designed to negate and cancel yours, and can even request additional powers from Him. Thankfully He does not like to take a heavy

hand in the destiny of men, as such they are not allowed to escalate things unduly and won't be upsetting the flow of the world beyond killing you and reversing what you do. They also will not act immediately as destiny does not say to do so, so you have some time and will likely have some non-lethal fights with this angel. Unfortunately killing them will just see them made anew or replaced with a new angel better for the task.

Parents, Wife, Daughter (+300 CP): Your loved ones and those you care the most about keep being killed. Primarily they will be killed by vampires, and turned into vampires which you must then kill yourself as they join their killer against you. One by one those you care about will be turned into your enemies, and you will have to deal with them hounding you to the ends of the Earth or kill them yourself.

Taking this drawback will ensure you have people you care about in this world, or shortly will find yourself developing strong feelings for its natives if you're a Drop-In.

Vampiric Weaknesses (+300 CP): Whether you're a vampire or not you possess the general weaknesses of their kind, and you lack Dracula's talent for overcoming them. Sunlight will burn you, permanently killing you if you do not escape it quickly. The cross hurts you, weakens you, and repulses you, with prolonged contact being fatal, and the crucifix being much more powerful. Holy water burns you. Your chest is extremely easily penetrated by wood or silver, and should either pierce your heart you will die instantly. Any accelerated healing, regeneration, or the like you possess do not work on wounds from silver and wood, which ignore special durability as well. Garlic saps your power, and you cannot move it or transform when in contact with it. You cannot enter homes uninvited, even by crashing through windows. The Montessi Formula can kill you. Finally, you grow weak unless you feed regularly on blood (fresh human is best, though enough animal blood can replace it) and sleep in a coffin in the dirt of your native land (your starting country if you're a drop in).

Scenario - Lord of the Vampires

To take this scenario you must have the **Vampire**, **Mesmeric Gaze**, and **Magnetic Personality** perks.

You must, within your first month of arriving here, track down Dracula, resist the influence of his will upon yours, and challenge him to a traditional battle for control of the vampire species. You must then fight him in an honor duel within a ring of stakes, each of you wielding a stake yourself as your only weapon. You must win this duel honorably and fairly playing by the rules, with no outside help – including any special equipment – and no out of context powers; for the duel you will be stripped of everything you possess from outside of this world to fight him fairly as just a pair of vampires.

You must then establish your rule over the vampires of this world. Most will respect this duel, but there are those like Deacon Frost, and Dracula when he does inevitably resurrect, who will not. You must make even these individuals kneel, and get all the branches, clans, and vampires of the world to agree that you and you alone are the King of the Vampires.

As you do so you are bound to attract the attention of heroes. Quincy Harker and his hunters, and the lone wolf vampire slayer Blade will likely be the least of your problems. You can expect to deal with actual super heroes from time to time, including eventually Doctor Strange. You don't have to kill them, or make them accept your rule, but you will have to deal with them one way or another; maybe you can make them think they've won if you want to be merciful (or not cause some apocalypse). You will also of course be hunted by Doctor Sun who will attempt to usurp your powers for himself.

There will also be new, powerful vampires who will rise and challenge you to that honor combat. Again you must defeat them fairly by the rules, and without out of context powers and abilities.

You must hold your title for the decade, never losing it for more than a month at a time. Do so and you will succeed at this scenario and gain the following special perk:

Lord of the Vampires (Reward): You are the lord of the vampires and your fellows know it. Vampires, from this world and others, will feel a natural deference and respect for you as they can recognize that you have earned your place as their sovereign and liege. Your words hold power over them as well, able to compel vampires to do your bidding and obey you, no matter how much they hate what you ask of them. The only way for a vampire to disobey you is for a strong willed vampire to challenge you to an

honor duel to the death. Should you refuse the duel, admit defeat, or lose you will lose the benefits of this perk until the next jump.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

A few things from Vol 2 slipped in. Notably the Occultist 600 CP item is from issue 1 of it, but that was Marv Wolfman and Gene Colan still and immediately followed. Actually might just be that. Things from Dracula Lives, Giant-Sized Dracula, and the Vampire Tales stories about Lilith were just freely mixed in. Also got 1 Item from Nova because Dracula's supervillain saved his life for part of a plan that went nowhere.

Adventurer mixes just plain Super Hero Tropes with things the Silver Surfer (and to a lesser extent Doctor Strange) showed, a perk from Peter Parker in the comic he did share with Dracula (they didn't really interact), and Black Cat as written by her original creator Marv Wolfman (where she was re-written from a noir character meant to fight Spider-Woman with her supernatural rogues gallery to fit the action adventure pseudo-scientific Spider-Man when Spider-Woman was cancelled and Wolfman got reassigned to Spider-Man). The items are 100% just stuff from the one Spider-Man comic that had Dracula.

Who Was That Guy can work for changing alt-forms. They're costumes.

Giant + Comic Book Fitness will give you superhuman strength by this world's standards. You'd probably be able to lift a few tons. Spider-Powers would make you substantially stronger, but you're like the Kingpin.

For the Montessi Formula the limits are intentionally vague. If they're a person who has been changed to feed on the blood/life force of their own kind in an unnatural way they probably count. If they're a supernatural blood sucker called a vampire even if they were never human they probably count. If they're just some creature that feeds on blood probably not, though like maybe if they were an off-shoot subspecies of hominid that evolved to be nocturnal, pheromones to make them super charming, and feed on the blood and flesh of other hominids they'd count. Ask your Benefactor where the lines are drawn.

If you take Mesmeric Gaze + Empathy the two will combine to an extent allowing you to enhance your mesmeric gaze by using your empathy to manipulate emotions, and allowing it to maintain your emotional manipulation longer, or possibly in the particularly vulnerable giving them hypnotic triggers to make them feel certain emotions.

Zuvembies are Comic Code approved zombies.

Doctor Sun has the entire Scientist perk line (and item line except the laser) though not the chemistry skills of Frosty Chemistry. If he could build it you probably can with the entire perk line. If he didn't need to steal Dracula's powers for it you probably don't need Frosty Chemistry. His brain/mind based stuff is Scientific Brains, his teleporters, force rays, and robot body from his appearance in the Nova comics are Space Operatic. Low end comic book science but comic book science.

Given the later revelations that the Montessi Formula is related to the creation of vampires, taking it with Black Magic will guarantee that you can eventually create Marvel vampires in future worlds, though this will take more research of your own and specialized rituals. Though with a vampire as a sample you probably don't need the Montessi Formula at all.

Dracula's use of the black mirror failed to actually meaningfully change the past. He interacted with nothing in any way that couldn't have already happened. So there is no inherent guarantee you can avoid deterministic time loops through it. There's no guarantee they'll happen either. You might be at the mercy of local laws of time. Fanwank responsibly.

Why is the Cloak of Levitation here? Because I didn't have enough sorcerer items and Strange used it in one issue.

Robot Body is actually from Nova, but it was Dr. Sun's body, and he was a villain made for Dracula.

Jumper is Human will not actually delay your exit. Just like when Satan stripped Dracula of his powers, your powers will return. It just will happen when drawbacks lift before your final decision. You will, however, like Dracula believe they are permanently gone unless you can get them back yourself.

Changelog:

Version 1.0.0: Released.