Van helsing jumpchain

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This is the world of the Van helsing TV series, you enter it on the day of the rising when Yellowstone erupts and vampires are free to take over the world

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You gain 1000 Choice Points (CP) to spend on bio-manipulation perks.

Origins

Human

You are just a human, be careful because the vampires will only see you as food

Vampire (100)

You are a blood drinking monster that was once human, while you aren't immortal you can live for hundreds or even thousands of years. You are also stronger and faster than humans and you heal when you drink human blood with your main weaknesses being you can still die if damaged enough, sunlight will burn you to ash, and drinking animal blood will eventually turn you into a mindless feral

Dampier (200)

You are just like Vanessa An ordinary human until you are bitten by a vampire then your true nature is revealed

Perks

survival skills (free)
Didn't think you would be sent to an apocalypse without the skills to survive it, did you? Now you have the knowledge of how to hunt animals, scavenge cities for food or even forgiving for fruits and vegetables. It doesn't matter if it's years after the apocalypse has started you will be able to find some fresh food

Mutated (1000-2000)
You shouldn't be able to get this yet, fine you can get it but it will cost you a lot, now the only way to kill you is decapitation or having your heart ripped from your body, anything short of that will still let you heal from it. Additionally you lose your race's weaknesses even turning a vampire into a day walker. This perk can't be shared using perk sharing Perks but if you spend another 1000 points you can bestow this on others by biting them

human Perks

Mcguyver (100)
Like Axel you are talented in making defences out of nothing or even upgrading safehouses or vehicles with scrap

Stay human (200)
Like those turned back into humans by Vanessa you can not be turned into a vampire or any other creature for that matter. This perk comes with a toggle

Scientist (400)
Science can be very useful in the apocalypse, whether it is for making use of the blood of dracula to make a dampire, to making a vaccine to give temporary immunity to vampirism, you now have this knowledge.

Van Helsing (600)
You are from the best clan of vampire hunters in the world who have vowed to end the surge of vampirism, not only to you have the knowledge to hunt and kill monsters, your blood is also the key to magical locks, in future jumps you can have your family have a secret or even known family of Hunters like vanhelsing or Belmont (this doesn't give you the powers that bloodline may have)

vampire Perks

Humanity kept (100)
Not everyone becomes a monster when they become a vampire, like them you will always stay who you are even when becoming a monster

Shadow walker (200)

Like the B’ah and her vampires you are able to move faster than the human eye can see, you can move so fast you disappear into a blur and reappear where you moved to the same way. This isn't teleportation but it can look like it

shapeshifting (400)

A very rare ability only seen used by brides, elders and Dracula herself, you can make yourself look like anyone you want, this could be used for a human disguise to hide your inhuman features, ot to trick someone into trusting you by looking like one of their loved ones, though this is an illusion and can be seen through by anyone that has the power to see your true nature

Telekinetic vampire (600)

You can move things with your mind, push things away with a telekinetic blast, and can cause brain aneurysms in people. You get blue glowing blood and eyes that you can toggle.

dampire Perks

Power assimilation (100)

Like Vanessa, when you are bitten by or when you bite a vampire you can acquire any special abilities they have as well as improving other abilities you have. You have red glowing eyes that you can toggle. Post jump this perk let's you take the assimilate any monster though be careful because the more power you use this Perk on one monster the more you become like it even gaining their weaknesses and instints

Sleeping beauty (200)

Once Per 10 years or jump whatever comes first, when you are killed you can instead go into a coma until you are fully headed, this could take a while if you don't have a fast healing ability

Blood rage (400)

Drinking Blood boosts your powers temporarily making you stronger and faster

Cure (600)

When a creature with a curse or a virus of any kind weather it is vampirism or the blacklight virus tries to feed on you or you feed on them they will be turned back into their base race (a human, elf other birth race) additionally anyone you use this on gets the Stay human perk. Mindless monsters like zombies or feral will die instead of being turned back, and you won't be able to use this on elders or dracula while you are here

Items

Weapons (free)

You get 3 weapons whether it is a melee weapon, a gun, or a bow (can also be a crossbow) to survive the apocalypse. While you don't get unlimited ammo you do have 100 pieces of any ammo and whatever equipment needed to store or load them into your weapons, Post jump these weapons get unlimited ammo

Wanda and Ronda (200)
You get both of axle's modified vehicles one is an ambulance and the other is a military vehicle

Companions

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

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

Drawbacks

Supplement (+0): Instead of treating this as an independent jump, you may use it as a supplement for another jump. When you do so, you may fill out both jumps, with a separate pool of cp and other resources for each, and you gain the benefits of both. Additionally, you may integrate any part of this jump's chosen setting to the other jump, as desired.

Extended Stay (+100): For each purchase of this your time here is extended 10 years.

Famine (+200): over the next 10 years you will find it hard to find any food if you are a vampire then you will find it hard to find anybody to feed on, if you have the survival skills perk then you will only find enough food to keep you alive finding it just before you reach the point of passing out from malnutrition or turning feral in the case of vampires

Eternal Hunger (+200): No matter how much you eat you will always find yourself needing more food, if you aren't constantly eating you may even start to feel light headed and may even pass out from malnutrition

Power Lockout (+300): You have no Out Of Context perks

Item Lockout (+300): You have no Out Of Context items and you can't access your warehouse

All Alone(+300): you can't take any companions into this jump

End

Well, it looks like you made it to the end alive. Time for you to make your choice:

Go Home

Stay

Move On

Notes