

Blood of the Dawnwalker

By: Quinnxcalibur Willow



You find yourself in a valley in the Carpathian Mountains called Vale Sangora, where Vrakhir (Vampires) have been ruling for the past two years. Humans are promised freedom for the small price of donating blood. Will you help the Vrakhir overlords, fight them, or do your own thing?

You have 1000 CP to spend on this document.

Origin

Witch

You have runes carved in your arm that grant you access to the dark magic of this world. You may not be as strong as a vrakhir, but your magic more than makes you a worthy threat to them.

Vrakhir

You have the fang of a vrakhir in your heart, making you a vampiric creature that is twice as strong as a normal human. You can grow razor-sharp claws to attack with, and you can live for thousands of years, you are however weak against sunlight and silver.

Perks

Gothic aesthetic (free)

You can add a Gothic aesthetic to any of your perks, powers, or items.

Crafting (free)

You know how to craft potions like the best of alchemists.

Swordsmanship (free-100)

We can't have you wander around a valley full of monsters and bandits without having the skills to fight them off. Now you have the skills in combat that Coen had when he started his journey. For the small cost of 100 points, you can instantly learn the sword techniques Coen gets access to later in the game.

Haste (100)

You can slow time around you to seemingly move at super speed; how long you can do this depends on how much stamina you have.

Quickchange (100)

You can mark any equipment you have to either day, night, or even both; when it changes from day to night or night to day, you automatically change to that loadout.

Witch perks

Magic (100)

The runes in your arm grant you access to dark magic, and it works as a focus for any magic you have.

Astral Communion (200)

You can activate the dormant magic left in places of power or recently deceased people; this can let you speak to the dead or summon lost spirits.

Font of life (400)

You can now passively regenerate health like a vampire does, to the point that any scar you have heals almost instantly.

Greater Magic (600)

You can raise the dead as zombie-like creatures; you can even cast spells on large areas or massive amounts of creatures.

Vrakhir perks

Vrakhir Magic (100)

You have access to vampiric blood magic, granting abilities like turning into a wolf to run or attack, screaming like a banshee, mesmerising people, and boiling the blood in someone's veins.

Shadow Dweller (200)

You gain the ability to perform a shadow step; this lets you turn into a misty shadow to teleport short distances. As a bonus, you are also able to walk across walls or ceilings like they are the ground.

Mandrake Ward (400)

Once per jump or 10 years, when you would have taken lethal damage, you are fully healed.

Dawnwalker (600)

You have silver in your blood preventing you from fully turning into a Vrakhir; this means that during the daytime you don't have access to any of your vampire abilities, but when you have access to them at nighttime, they are 50% stronger than they usually would be. Post-jump, you get additional benefits: you may take 2 origins per jump, but they are locked to either day or night, making it so you can only use their perks during the times they are locked to. At the start of each jump, you may also lock any powers or perks to those times. Powers and perks locked this way gain the +50% bonus stated at the start of this perk.

Items

Starting Equipment (Free)

We wouldn't let you go out there without any way to defend yourself, so take this basic armor and sword.

Bottles of Blood (100)

Take these 10 bottles of blood; they refill each week with blood from any non-supernatural creature that exists in the jump you are in.

Legendary Equipment (400)

You get a full set of armor, a weapon, a pendant, and 2 rings, all up to legendary rank.

Vale Sangora (600)

You get a perfect copy of the valley as a warehouse attachment; you can import this into a hidden location in any future jump.

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 mode (free)

You can use this jump as a supplement on any other jump.

Extended stay (+100)

Your stay here is extended by another 10 years. Can be taken multiple times.

Plagued (+100 requires witch)

You suffer from the plague; Vrakhir blood will keep you from dying, but it will never remove the plague.

Bloodlust (+100 requires Vrakhir)

Go crazy when you smell blood.

Obligatory Power Loss Drawback (+400 CP)

You know the drill: No perks, powers, or abilities from previous jumps. You only have your Body Mod, whatever you bought here, and maybe something from the Jump this acts as a Supplement for. If this is your first Jump, take the free CP. You'll probably need it.

Obligatory Warehouse Lock Drawback (+400 CP)

You know the drill: No more access to the Warehouse or any of the Items you've collected from previous Jumps. You only have whatever Items you bought here, and maybe some things from the Jump this acts as a Supplement for. You get to keep Inventory or Pocket Space abilities, but you'll start off with them empty. If this is your first Jump, take the free CP. You'll probably need it.

Stay Here

Go Home

Move On