



MAGGIESHAYNE.COM

Maggie Shayne's Wings in the Night

Jump by Quietlovingman

This is a world of romance, of heartache, of intrigue and betrayal. In Maggie Shayne's world Vampires stalk the night, living, feeding, loving, and protecting the chosen few who can become like them. Though most of their kind do not kill, there are a few rogues that have and do, those few have inspired the creation of a secret society of vampire hunters to form. Their latest incarnation the DPI is working with and for the American CIA.

Age is only a number really... So pick a number between 18-28 If you're a vampire add two hundred to it.

**Drop-in** - Free You have no background and no memories from this world, save those you may have from reading the books or watching the film. You may choose to have the belladonna antigen if you like.

**Agent** - Free You are a highly trained operative. From the CIA subdivision known as the Department of Paranormal Investigations, or the even older Sisterhood of Athena. You, like your coworkers, are aware of the Supernatural world of Vampires and the newly discovered science behind their existence. The two groups have been dancing around each other for as long as the CIA has been around. The Sisterhood has been around for thousands of years.

**Chosen** - 100CP You have the bloodline and lineage that allows you to become a vampire, as a result, your childhood has been watched over by one or more members of the vampire community. It may have also brought the attention of the DPI. *Chosen must take the lowest CP version of the Hemophilia Drawback. They do get the points however.*

**Vampire** - 200CP You were once one of the chosen, at the moment of your death, you were rescued by your vampiric guardian and transformed. You appeared as though dead for a day and awoke the next night. You still have your soul, a pulse, warmth, and breath, but you cast no reflection and cannot stand the light of day. Interestingly enough, your bite, should one survive it, heals with the dawn. You are at least two hundred years old and have learned many skills over the years. *Vampires must take the Hemophilia, Flammable, Lowered Pain Tolerance, and Day Sleeper Drawbacks. They do get the points however.*

**Locations** - Roll 1d8 or pay 50cp to choose

- 1 Just outside a Victorian style house in Byram Connecticut
- 2 Just outside a large white office building run by the DPI in White Plains, NY
- 3 Just outside a School Soccer field in L'Ombre France, Near a partially ruined castle.
- 4 Just outside a Theatre in Arista currently featuring the magician Damien the Eternal
- 5 Just outside a bar called The Crypt in Bangor, Maine
- 6 Just outside the Convent of Mercy in Brooklyn New York
- 7 Just outside O'Mallory's Pub in Dunkinny Ireland
- 8 Free Choice - Pick any location specifically mentioned in any of the books, or any unrestricted location you are familiar with on Earth.

## Perks

Perks are discounted to their origin, each origin gets its 100CP perk free.

## Undiscounted

**Belladonna Antigen** Free All, Mandatory Vampire and Chosen - You have a rare blood type. So rare in fact, that outside this Jump it doesn't exist. You are part of a special lineage dating back to Utnapishtim, the immortal who survived the flood of legend and was made immortal by the mesopotamian gods. Due to this you have unusual paranormal potential. You may be turned into a vampire due to this. Those with the Antigen rarely live beyond forty due to health problems, but this will not kill you during the jump. Being transformed into a Vampire in this Jump does not count as dying.

**Essence painting** -100CP You have skill with a brush and oils. You are practiced with the classic styles of portraiture and can not only create nearly photorealistic oil paintings, but can also cut to the heart of a subject and somehow seem to capture the essence of them, even if the physical details aren't quite right. You can make your own paints and brushes and could paint along with anyone, from Dutch masters with layers and depth drying in between, to wet on wet with Bob Ross. You only need to see the subject you are painting once, for a few moments and the image you paint will be exactly what you envision.

## **Drop-in**

**Will of Iron** -100CP Your mind is impenetrable, no outside force can influence you. No telepath, or empath can manipulate your thoughts or emotions, your will is absolute, and you may freely choose to allow your thoughts to be heard or not by any with the skill to do so. Even mind altering drugs and addictive substances have a hard time getting through your thick skull.

**Realistic Optimism** -200CP You know the truth is out there, you've seen it. But that doesn't mean that the world isn't a place where good things can and do happen. You can always see the glass as half full, but never to the point that your expectations of what can happen become warped. You are above all else a realist. Even when the world seems unreal. You can easily adjust to the new normal and are never traumatized or negatively affected by "things man wasn't meant to know."

**Tall Dark and Handsome** -400CP You may not be from around here, but they wish you were. Whether male or female, your appearance and demeanor seem to attract those around you effortlessly. You are, in the eyes of your beholders, a prime candidate for romancing. Oh, there may be the occasional flirt who just wants a one night stand, but those looking for something more permanent will be even more likely to seek you out. You may toggle this effect, and exclude individuals or groups from it.

**Always a Bridesmaid** -600CP You may not be a main character in every story, but that doesn't mean you can't be involved in some meaningful way. When significant events are on the horizon, when lovers come together and are rent apart, you somehow find yourself near, and possibly dear to the action or even the actors. You will find it easy to insert yourself into the lives of people you encounter, as a friend, confidant, or merely a comforting shoulder to cry on. Even

professional paranoids and recluses will be able to be befriended by you with effort, this won't make them like you, but they'll at least give you a chance.

## **Chosen**

**And the Award goes to??** -100CP You are an excellent writer, whether it is novels, short stories, poems, plays, or even screenplays, you have a way of setting a scene, calling attention where it's needed and drawing your audience in that is captivating. You could easily become an award winning writer if you could find something inspiring to write about.

**The Smell of Magic** - 200CP There is a smell of magic about you, those with the senses and knowledge to know can detect it. You have both the potential and inclination for spells and incantations, rituals and rites, true magic as practiced by the ancient priests and magicians works for you should you learn it, as do many of the mental exercises created by the more modern occultists.

**Live Fast, Die Hard** -400CP The Chosen of this world rarely live a normal human life, whether it be illness or accident, most die young, many feel compelled to seek early success due to this. But not you. You are made of sterner stuff. You still have the drive to succeed, and easily see paths to success in your endeavors that others might overlook. You aren't afraid of effort either. But, you are just damn hard to kill. No accident or illness will ever take your life, whether luck or fate, only the deliberate actions of yourself or another can end your existence.

**Hybrid Antigen** -600CP Amber Lilly was born of a mortal chosen and a newly turned vampire, artificially inseminated. Her novitiate mother was kept in captivity for the duration of her pregnancy. She became a rallying cry for vampires to come together and act against the DPI... A mortal child born of a virgin vampire? Her blood was unique, she carried the strengths of her parents, stronger than usual gifts, and almost none of their weaknesses. And was desired even more than they were for it. You somehow share her strength. Take an additional 200CP for the Powers Section. Your healing powers are nearly the same as Wolverine. You can be temporarily killed via drowning or blood loss, but your body heals and you revive. Poisons and radiation have little to no effect, and sedatives wear off in less than half the time they should. You no longer age and, while you aren't flammable, fire and decapitation are probably the only things that could permanently kill you at this point. Your blood can be used to heal others when applied topically, ingested or injected.

## **Vampire**

**The Dark Gift** -100CP You are a vampire, and while your powers and weaknesses may vary, one thing that remains is the ability to share the dark gift with others. You may through an exchange of blood gift any racial abilities, psionic powers, or magical potential to any you choose. In this world, you will be limited to those that have the Belladonna Antigen, in subsequent worlds, you may give the dark gift to any you choose. In this world they gain all

drawbacks Vampires are subject to, in subsequent worlds, they do not, nor do they count as undead.

**13 Milliseconds** -200CP All vampires are faster than humans by a considerable margin. When they focus however, they can move faster than the eye can follow. For some reason most vampires have trouble dodging bullets, and tranquilizer darts in this world, but not you. You can detect such things and react much faster than you should be able to despite your age. You might even be able to dodge super sonic ammunition given practice.

**Memory of Years Gone** -400CP Like most of those given the dark gift, you have an impeccable memory. You never forget something you want to remember, and can easily call up details from things you learned or experienced decades, or even centuries ago. Though you may call up any memory you choose, and may recall many things based on stimulus, your mind is never overwhelmed with this vast volume of knowledge and experience. You will never lock up or freeze due to sudden recall, no matter how vivid the experience.

**With Age Comes Power** - 600CP Even without exercise or effort, you continue to grow in strength, speed, and power simply by existing. There is no limit to this, given time and sufficient practice, there is no skill or power you couldn't master, so long as you have the potential. You have transcended human limits, and can with time transcend even the limits of the universe itself. No skill will atrophy, nor power weaken, you remain an ever improving existence..

## Agent

**Tradecraft** -100CP Whether it is through government training or lessons from a secretive sisterhood you have a thorough grounding in all the required skills of 20th and 21st century Tradecraft. All the skills, methodologies, and techniques of the world's finest intelligence agencies are now yours. You are also quite familiar with both modern and legacy tech, from James Bond style hardware, to modern hacking tools and everything in between. In settings with a significant intelligence community, you will find it easy to adapt your skills to the new environment.

**Alchemical Chemistry** -200CP You have formal training in alchemy, and the sciences as they existed a few hundred years ago. You have also kept up with modern advances and are familiar with modern chemistry, organic as well as inorganic. This lends itself to a deeper understanding than your peers and you will find yourself able to dissect compounds made by others with ease as well as craft new compounds with interesting and unusual properties. Whether it be medicinal drugs or creating a novel polymer, your skill in a lab is unmatched.

**Paranormal Technology** -400CP There is science and a craft to the paranormal. The ancient rites and invocations of sisterhoods and fraternities were effective in protecting them against rogue vampires and keeping their secrets. The ancient sciences and discoveries of the temple

priests and priestesses were not lost, merely hidden. These secret societies have been brought forth to the modern day and through both arcane lore, and very modern electronic, biological and psychological sciences, methods have been created to locate, isolate, observe, and to a certain extent control those with certain paranormal traits. Whether you are with the Watchers, or the Hunters, you know the secrets of this tech, and can create items that detect, block, and imitate paranormal abilities.

**Secret Society** -600CP You are a valued member of a secret society, whether mystic or not. It may have its origins in covert government ops, knightly orders, pagan temples, or simply a college fraternity. That doesn't matter, because from now on, you have connections, members of your society will appear in every world you visit. They will be well placed, often powerful, resourceful, and willing and able to help you with your goals by providing intelligence and supplies. They are not followers, or companions, but they do have some knowledge of your nature and are quite willing to overlook your extraordinary nature. Their goals will never differ too much from yours, nor will they oppose you directly in any case. They will never be revealed to the world at large except by your direct action.

## **Powers**

Only those who have taken the Belladonna Antigen may purchase powers here. Chosen receive 400 Points to spend on Powers, Vampires receive 600. Others receive 200.

**Aura Sensing** -100 Discount Chosen, Agent, Vampire You are psychically sensitive. You can sense the unique auras of people and can feel them at a distance once you have become familiar with them. You can get a sense of their emotional state and should you connect with another psychic, you would be able to tell if they were distressed or in danger even from miles away.

**Enhanced Senses** -100CP Free Vampire You have greatly enhanced senses, hearing, sight, smell, taste, and touch. You are beyond human in all of these, and they continue to grow stronger with age. All but one are easily controlled. Your sense of touch makes you more susceptible to both pleasure and pain. For this jump you must take lowered pain tolerance. Post jump this fades and your pain sense becomes normal.

**Regenerative Sleep** - 200 Free Vampire So long as you are not starving, when you sleep, all of your wounds will be healed and you will be returned to full health. Should you be starving, you will still heal but your body will become emaciated. It won't kill you but you will require sustenance to heal further.

**Reiki** -100 Discount Chosen, Agent This set of spiritual healing techniques is far more effective when used by those with substantial inner energy and you have that in spades. You can use these energy healing methods with massage, or without contact by passing your hands through the aura of your patient, or with focus even by simply projecting healing energy to areas of visual focus. You have a complete understanding of internal and external energies and how to manipulate them to promote healing and even awaken the ability to manipulate that energy in others.

**Enthralling** - 100 Discount Vampire You have learned to use the power of your mind to cloud the minds of those around you. You can alter their perception of you, becoming practically invisible, or commanding the whole room's attention. You can use this in conjunction with your blood to create thralls that will obey your every whim. Though those with strong wills may resist the process.

**Telepathy** -100 Discount Chosen, Free Vampire You can feel the minds around you, unless someone learns the skill to block it, their thoughts broadcast like radio waves. You have the skill to tune in on the thoughts of specific people if you choose, or to block it all out. Without greater practice, or some other skill, listening in on hundreds or thousands of minds can be just as confusing as trying to follow all of the conversations in a large crowd. Your passive telepathic aura starts out small, about thirty feet or so. Though you can 'seek out' minds you have touched before in a larger area, connecting with others that have similar gifts is even easier and can be done for miles. You can speak into the thoughts of those you connect with, and sense their location.

**Psychometry** -200 Discount Chosen and Vampire You'd make a great detective with this little ability. You have the power to "read" objects, and pick up emotional impressions from them. You can handle an object, or touch a wall, or floor and get psychic impressions of significant events surrounding it. Initially it's just flashes of images and impressions of emotions, but with enough focus and experience, you can even see events playing out exactly as they happened and know the emotions held by all of the actors.

**Candle lighting** -200 Discount Vampire Being able to light a candle with your mind makes for an interesting party trick, and likely takes more concentration than its worth, but now this skill is yours. With practice, effort, and power you will eventually be able to light just about anything on fire you wish, from incense to insane vampires.

**Telekinesis** - 200CP Discount Vampire Mind over matter in its truest sense, this particular psychic gift is fairly rare among those who have the antigen, but in some it is quite strong, you are one of those, and your power and focus can be enhanced or destroyed by your emotional state. Telekinetic outbursts due to strong emotion may occur as you learn to master this, but as you do, your ability to focus and channel your emotions will fuel your power to greater heights. Initially you may lift a couple tons with this ability, but it grows stronger with practice and age.

**Totem Spirit Animal** - 200CP Discount Dropin You have either an ancestral totem spirit, or a heraldic animal that your family has been associated with for generations. In you, like certain other of your ancestors this manifests as the ability to shapeshift into said animal with all the instincts and senses it possesses. With a little practice you can maintain the form for half a day at a time. Communing with nature, contacting the spirit, or performing certain rituals might make it even faster and easier to hold indefinitely. Should you become a vampire, you will retain this ability, though it takes energy to maintain the form for long and will not be as easy to do as when you are fully human.

**Telekinetic Flight** - 400CP Discount Vampire All the best vampires can fly. Running is for those who haven't figured this out yet. It took a while, but you have developed your psychic abilities to the point you can take to the air. You can fly, just as fast as you can run. When flying you can carry another and neither of you will be affected by wind, or acceleration... nor will you have to worry about insects or rain as your TK field protects you.

**Shapeshifting** - 600CP (Discount Vampire) Bats may be cliché but they, along with wolves are a classic. Only the oldest and most powerful of vampires have figured this one out, but it is possible to use your power to reshape your very form into that of an animal. Pick two animals that are comfortable navigating the night and you may freely transform into their forms.

**Storm Calling** -800CP Discount Vampire This is one of the rarest expressions of vampiric power, the ability to control the weather to call and calm storms, to ensure dense cloud cover, or clear skies. Manipulating the weather rapidly in an area can have negative effects on the local environment. The base ability can only affect the visible horizon as seen from ground level, or about four miles. With age, experience, practice and power this can be expanded to a radius of over thirty miles.

## Items

Purchased Items that are damaged or destroyed reappear in your warehouse the next day. Consumables that replenish reappear in your warehouse or a location of your choosing as desired.

**UV Proof Body Bags** -50CP You have a box containing a supply of fireproof body bags that seal completely and protect their contents from any exposure to sunlight. There are a dozen in the case, and it replenishes any that are lost, destroyed or stolen.

**Unlimited Coagulant Tape** -50CP Whenever you put your hand in a pocket, case, depression, niche, or otherwise obscure it you may pull out a roll of fabric tape with an adhesive that has antiseptic and coagulant properties.

**As the World Turns** - 100CP You have a well concealed bank account that is not directly traceable to you. Any purchases you make from it, or any money you wire from it is overlooked as unimportant. Which is good, because nothing gets in the way of a good romance quite like



having to struggle just to make ends meet. You have enough liquid capital that the passive income from it ensures you are in the top 1% income wise no matter where you are.

**Mini Fridge** -100CP Discount Vampire This small refrigerator is always brimming with blood bags. Each is clearly marked with type and are perfectly preserved. They could easily be used for transfusions, or feeding a peckish vampire. Every blood type, no matter how rare, can be found within. No matter how many bags are removed, when opened it always seems full. In future Jumps, the blood types available will expand to include local offerings as well. Each will be properly contained and preserved.

**Supercharged Amphetamine** -100 Discount Vampire While it would quickly kill any normal human this drug can be used by vampires to stave off the daysleep, it does nothing to protect against the sun though, so there's that. Side effects may include increased irritability, nervousness, increased hostility, headache, and increased appetite.

**Vampire Sedative** -100CP Free Agent, Discount Vampire Once again, this drug is deadly to humans, but merely forces vampires to sleep. You have enough doses to take down twelve vampires, once used the doses replenish the next day. I'll even throw in a set of five replenishing doses of the antidote. Should a human be dosed, the antidote might save them if they get it fast enough, The Antidote will wake up a sedated vampire in as little as two minutes.

**Antigen Suppressant Injection** -100 Free Agent, Discount Chosen This special medication resembles Insulin, it prevents vampires from identifying you as one of the chosen. It suppresses some of the markers that cause them to gravitate toward them and may cause confusion should you meet a vampire as they will have some sense of familiarity, but not the connection they feel with a chosen. The bottle contains enough for thirty doses and refills every thirty days. In subsequent jumps it can be used to prevent any form of supernatural identification.

**Dart Gun** -100CP Free Agent Discount Drop In This easily concealable handgun is surprisingly light and easy to use. It vaguely resembles the Noisy Cricket from MIB fame. It fires darts pneumatically at speeds that seem impossible, why with it, you could successfully dart a two thousand year old vampire from across the room. The darts are empty, but easily filled with your choice of chemicals. It holds a dozen darts in a clip and a fresh clip of empty darts appears should they all be used.

**Signal Jammer** -200CP Discount Agent This innocuous device can create a null zone that blocks telepathy through its field. It is tuneable to emit a field from ten meters in diameter to thirty. Sadly it does nothing to block telepathy within its field, so you may want to install one in each room if you don't want to overhear things you shouldn't. You have five devices, and plans to build more. They block all forms of mental communication whether passive or active, both mental and emotional. Will also prevent the use of other psychic abilities through the field, such as telekinesis, pyrokinesis, or weather manipulation.

**Drugged Incense** -50CP Free Vampire This incense contains a mild sedative that relaxes and can induce sleep in anyone (Other than vampires) that inhale its smoke.

**Amber's Abomination** -100CP Discount Chosen A Machine gun that fires garlic covered wooden stakes shaped like crosses! - It may have only existed in Amber's imagination, but now it's real and you have one. It is surprisingly accurate, and never seems to run out of ammunition. While not particularly more effective against vampires than a regular gun here, in other worlds you may find its properties quite useful.

**Hotwheels Dream Car** -200CP Discount Chosen By default a 1963 Candy Apple Red Corvette Stingray, restored with an upgraded sound system. This car can instead be any actual car ever made into a Hotwheels model. Comes with a small collection of hits from 1993 on CD. It is surprisingly fuel efficient. In fact it never seems to need refilling, and the exhaust tests as pure heated air. No carbon or other harmful emissions... I wonder how they do that?

**Shirley** -400CP Discount Chosen This custom caravan has a canary yellow paint job featuring sunflowers and a setting sun. It is also bullet proof, has glass that can tint to full black at the touch of a button, a concealed compartment below the rear seats that have a secure sleeping area large enough for three vampires and a well concealed weapons locker containing assorted handguns, dart guns, rifles and blades. The weapons don't replenish ammunition, you'll have to do that yourself, but the mini-fridge (also available separately!) is always stocked with fresh bags of universal donor blood. Much like the Stingray, this baby is super fuel efficient. In fact it never needs to be refueled and produces no harmful emissions, though hot air does come out the tailpipe just like a normal vehicle.

**DPI Mainframe Hard Drive** -400CP Discount Agent, Drop In. This drive contains all of the information the DPI has on Vampires, their experiments, profiles, hangouts, and quite a lot of information that the vampires think is unknown as they haven't used it to go after them yet. It is up to date as of 1997. In subsequent jumps you may select a secretive intelligence or supernatural organization and the drive will have copies of all of their files as of the start of the Jump.

**Plant of Heartbeat** -400CP Discount Vampire A 100 Gallon saltwater aquarium with live coral from the ocean. Nestled amongst the coral is a small thorny flowering plant. It grows fairly quickly and, like most oceanic plants, can easily survive having trimmings taken regularly. Consuming the trimmings directly can restore youth and vigor in almost all creatures. Though it does nothing to prevent aging again. Used in conjunction with other ingredients, it may produce other effects.

**Ambrosia-6** -400CP Discount Agent, Chosen, Free with **Hybrid Antigen A** A serum developed originally by Frank Stiles, this case contains two dozen injections that replenish when used every six months. A single injection will restore youth and vitality, promote healing, and cure most diseases including cancers. The effects last six months and may result in accelerated aging to your correct age if not taken again.

**Safe place to sleep** - Priceless (Free to All) You have a specially designed place to rest, one attached to any property you own, the room is vault-like, and the bed, luxurious. Should the room be breached while you sleep or are otherwise helpless, your bed will quickly change to conceal you in a secret panel below. This secondary secret location will never be discovered unless you reveal it yourself.

**Note about Real Estate** Improvements and upgrades you make to any of these properties follow you to subsequent worlds should you choose to import them. Otherwise they will become an annex connected to your warehouse. All paperwork, real estate taxes etc. are taken care of in the background. Though you own the properties, your ownership cannot be used by anyone to locate them or you should be looking through archives or databases.

**Rural Bungalow** -200CP Discount Agent This modest home sits on quite a bit of acreage. At least ten, though it can be combined with any other properties you own. It has an extensive basement and complex of tunnels connecting all the outbuildings, the barn, and the main house. The stables somehow manage to stay clean and stocked and have room for a dozen horses. The tunnels, and entrance to the basement, open via secret passages that are nearly impossible to detect, and impossible to accidentally open.

**High Rise Apartment** -200CP Discount Drop In You have a stylish high rise apartment in the city of your choice, it is large and lavish by the standards of the world, and always seems to have just enough guest bedrooms for any visitors you may have. The kitchen is well appointed and contains enough supplies to feed a very sizable group no matter their dietary needs. The windows automatically tint at sunrise to ensure the safety of any guests you may have.

**Stately Manor** -200CP Discount Chosen You have a well preserved but quite old fashioned manor home in the country near a big city of your choice. It retains any improvements you make and will not succumb to damage from weather or water. The house and grounds, five acres cultivated, five acres landscaped, and twenty acres forested, will be maintained by a discreet but loyal staff that never seem to be around when you are.

**Restored Castle** -200CP Discount Vampire You have a positively ancient stone castle, somewhere in Europe, or The UK or Ireland, or perhaps you have had it moved elsewhere. Regardless it is a true fortress, but has been updated with modern conveniences. It has hot and cold running water, heated floors, and walls that do not weep. It is impervious to weather, and manages to maintain a consistent comfortable temperature throughout whether the fireplaces are in use or not.

## Companions

**Companion Import** - 50CP each or 200CP for up to eight. You may import a companion, or companions with the same background as yourself, or a background that costs less than your

own. They gain six hundred points to spend on perks and items, and may have points to spend on powers per their background if they choose the Belladonna Antigen option.

**Vampire Protector** - Free Chosen - Import a companion, or create a companion, they are a vampire. They have all the Vampire Perks, two hundred points for items, six hundred points for powers, and the mandatory drawbacks. They are at least 200 years of age, you may add a decade to their age for every jump you have completed. They have formed a psychic connection with you and will seek to protect you when able. Should you be about to die, they will do whatever possible to save your life, even at risk of their own. Should you wish, if you have developed a close attachment, they may transform you into a vampire as well.

**Animal Companion** -50CP Requires Belladonna Antigen You may create or import an animal companion. They may be any bird or terrestrial animal native to this earth in the current era. Due to your psychic connection with them, they are far more intelligent than a normal animal, fiercely protective of you and able to communicate with images and emotions. Eventually, after a few years, they may even develop telepathic speech. Should the form you import differ from the form of an existing companion, they may, after the jump, use this as an alt-form.

## **Drawbacks**

**In the Beginning** - 0CP Toggle You don't start in the modern Era, instead you find yourself in ancient Iraq, 2900 BCE or thereabouts. You'll spend the next few thousand years in this world. The Jump ends when the events of Twilight Fulfilled come to pass.

**Lowered Pain Tolerance** +100/200/300CP(Mandatory Vampire) Enhanced senses can be a double edged sword. While you can experience sensual pleasure beyond mortal ken, those sensitive nerve endings transmit pain just as strongly. Your pain tolerance is shot, and you are more capable of experiencing pain than ever before. Even the smallest scrape, burn, shock, cut, or pinch can become a terrible ache that will become quite debilitating. Young vampires start at this level. Normal vampires begin at the two hundred point level. It is far more easy for them to be physically restrained due to pain, and they may pass out with a little effort. Old vampires are more powerful, but gain the three hundred point version. Meditation and body control is useless, their entire pain scale has been shifted to the point that the greatest pain they have ever experienced as a mortal, is now the lowest pain they feel at any injury, it only gets worse from there.

**Flammable** +200CP (Vampires Only, Mandatory) The big problem with being a vampire in this world, other than bleeding is that you can be taken out by a lit match. Direct exposure of your skin or hair to open flame causes you to ignite. Hot coals will merely burn, but an open flame can cause your skin and hair to combust. If you aren't able to get it out in time, you will be dead in less than two minutes.

**Day Sleeper** +100CP (Mandatory Vampire) When the sun rises, you fall. More specifically you fall asleep. You have a physiological tie to the sun and are an obligate day sleeper. You

awaken at sunset and fall asleep at dawn. This can be put off with drugs, but there are side effects, and not sleeping has its own problems.

**Hemophilia** +100/200/300CP (Mandatory Vampire, Chosen) Your blood doesn't clot when exposed to air. Internal injuries don't bleed excessively, but even the smallest cuts to your skin won't stop bleeding until properly treated. You don't have any more blood in your body than a normal person, so bleeding out is a real issue. For two hundred, internal bleeding is also an issue, for three, you will bleed out twice as fast, and bleed more heavily from smaller injuries.

**Little Orphan Annie** +200CP (Vampire Only) You aren't a twenty something, sadly you are a pre-teen. Much like Bridget you were tuned at the young age of twelve, you are, and will be for the duration of this jump, a child.

**Your own worst enemy** +200 You have a habit of stepping on toes, bruising egos, perhaps even scaring people. Some of those left in your wake will seek your destruction. They will learn, and grow, and when they're ready do their best to destroy you whether it be academically, socially, financially, or physically depends on them. You will find at least one self proclaimed nemesis coming after you each year. Should you permanently get rid of one of them, that action will call forth another with an even deeper grudge, and greater power to harm you and your plans.

**Belladonna Blues** +200 (May not be taken by vampires) Your belladonna antigen is causing your immune system to begin attacking your body. You won't die from this, but you will have sporadic episodes of high fever, dizziness, and collapse. While sudden, they will not happen so quickly as to cause you to wreck a vehicle, though there is an increased likelihood of an episode immediately following moments of high stress.

**Sisterhood Of Athena** +400 This ancient coven has been around a long time, watching over the natural order, and supernatural order of things. Somehow they have decided you are a threat to that order and will be dogging your steps, and interfering with your plans for the duration of your time here.

**Badly Scarred** +100 You somewhat resemble a candle that has been exposed to too much heat. Half your face and body are horribly scarred and appear melted. These burn scars remain blotchy and vivid for your time here irrespective of any healing method you may have available.

**Fledgling** +200 (Vampire only) You are a newly created Vampire, have only a bare whisper of power, and no control to speak of, no one taught you anything, and no one guided you in your transition. You have been a vampire for less than a week, and have no notion of just what you are capable of, or what your limits are. Nor do you instinctively know how to feed from the living safely without causing severe harm or death.

**Reproductive Urge** +200CP All creatures have the impulse to reproduce, Vampires are no different. While other vampires feed from donated blood, or from animals, you find that only drinking from humans directly can satisfy your thirst. This is a manifestation of your impulse to create more of your kind, but only the chosen, those with the belladonna antigen may become vampires. Successfully creating a vampire will allow you to feed on animals or stored blood for a time, but every year you do not create a vampire, the blood thirst will become worse and it will be harder and harder to refrain from draining your donors dry.

**Sleeper Agent** +400 You were once either employed by, or captive of the CIA. During your stay with them they planted several command words in your mind. Should someone who knows them encounter you, they may use one or more of the trigger words to influence you. Sadly you do not know what those words are, and what's worse at least one of them sets you off into a berserker rage. Hearing that (uncommon) word spoken, even in passing will set you off until you are knocked out or the second word is spoken.

The Time Has Come

Do You Settle Here with your newfound Love?

Do You Move on to the next world, done with your time in a world of romance?

Do you Go Home, content with what you have gained?

Either way, all drawbacks, including racial ones are ended. Surviving till the end of this jump has removed all your imposed weaknesses, nor will any given the dark gift by you or others in the future have similar drawbacks imposed.