

By PsychoAnon

Intro

Welcome to Santa Carla, California circa the 8o's! It's a lovely town right along the beachfront with a bustling boardwalk district – it's also the murder capital of the world. You can't walk two feet without seeing missing persons posters. That's mainly due to the fact that the town is a haven for vampires. Yep, the bloodsucking creatures of the night are all over the damn place and very few people know about it. Still, once you get past that I think you're gonna like it here. Some other fine folks are also moving in – Lucy Emerson, with her two sons, Sam and Michael. Unfortunately for the Emersons, Michael is about to find himself mixed up with the wrong crowd. You're getting a little something to help you settle into town; buy yourself something nice, like a wooden stake.

+1000CP

Origins

Perks and items are discounted 50% for matching origin, except 100CP perks and items which are instead free

Outsider

You're new in town and boy did you pick a bell of a place to move to. Santa Carla may not be so kind to you at first, but you should learn the ropes fast enough as long as you don't get pulled into a dark alley by some creature of the night.

Local

You've survived in this crapshoot of a town for as long as you can remember. You must be pretty keen if you've survived in the murder capital of the world this long, completely unscathed, but I wouldn't be too confident about maintaining that streak if I were you.

Vampire

What have you done? You've become a vampire, one of the bloodsucking demons of the night. Well, at least half a vampire, since you haven't gotten your first kill yet. You've become something more and less than human. The question is - how far are you willing to go?

Perks

Outsider

100CP - New in Town

Moving can always be tough, especially if you're a kid. Lucky for you, though, you always seem to have some help getting adjusted. Wherever you go you can always find a few relatively friendly people willing to give you some advice – like how you should probably keep a stake in your back pocket and leave an eye out for nocturnal folks with extra sharp teeth.

100CP - Need a Job?

Worrying about being attacked by bloodsucking creatures of the night is one thing, but you know what's a more pressing issue? Putting food on the table. You can always seem to stumble onto work wherever you go; maybe you just look that needy. It's nothing spectacular, mind you, just basic entry level stuff like working in a video store. Still, it beats going hungry, right?

200CP - Looking for Love

In all the wrong places. Santa Carla ain't a place to raise a family but boys will be boys and those hormones are a powerful thing. You've definitely got some things going for you in the romance department – you're damn charming and confident when it comes to trying to get somebody else's pants off. You're even lucky when it comes to finding people to do the dirty with. Just be a bit discerning, will ya? Wouldn't wanna catch an STD – or something worse.

200CP - Let's Drive

Santa Carla isn't the biggest place but it's no tiny hamlet either. You gotta get around somehow and unlike those vicious bloodsuckers you can't just ride Nosferatu airlines. Good thing you've got a real skill for driving. Whether it's a motorbike or just a regular car you've got enough skill to not end up a statistic even while driving under a pier and through the woods in the middle of the night. Though just cuz you can doesn't mean you should.

400CP - Up to Speed

There's something special about you. You've got a sixth sense when it comes to sniffing out bad eggs. If some mysterious figure had your brother turned into a hemophiliac against his will you'll probably figure out whodunnit before anybody else even with not much evidence to go off of. Maybe you'll make it in this town after all.

400CP - Flesh and Blood

The family that stakes together sticks together. You and your kin have a bond stronger than any clan of hickey fetishists could understand. Your family always puts each other first, whether that be your wacky grandpa letting you stay with him and not getting mad when you steal his car or your mom getting a job to provide for you. Your bond with your family is so strong that even if one of them was turned into a coffin jockey they'd be able to fight off the urge to treat you like a juice box. Blood is thicker than holy water, or something like that? Not everything can be a vampire metaphor.

600CP - Human Spirit

So you've made a few mistakes and turned into the spawn of Satan, so what? Are you gonna let that control you? Hell no! You've got an iron will when it comes to retaining your humanity and sticking to your morals. Not only can you suppress the primal instinct to crack someone's neck open like a soda can, you also always have a way out when it comes to getting turned into something other than a man. Get turned into a vampire? Just kill the head vampire and you'll change right back.

600CP - Lucky Bastard

I gotta tell ya, somebody up there must be looking out for you because you are one lucky piece of work. It seems like whenever you'd normally end up biting the dust somebody or something always manages to bail you out. It gets pretty hilarious when a couple of dumb kids manage to kill a clan of immortal bloodsuckers strong enough to rip a car apart so fast Ryu would get jealous, but that's just how things tend to work out for you.

Local

100CP - Texas Chainsaw Massacre

You've picked up a very creepy hobby: taxidermy! Yep, whether it's a weasel, a deer, a crocodile or any other of God's creations you know how to stuff 'em and mount 'em, as opposed to women where the order's reversed. Maybe you could even make a job out of it, though you'll probably just end up spooking the hell out of your family.

100CP - Wacky Grandpa

We've all got that one relative – you know the one. Well now that's you. You've got that "kooky yet lovable" energy about you that makes you endearing in spite of your flaws. Your family and friends are willing to put up with your eccentricities and jokes at their expense cuz at the end of the day you're just too hard to hate. Don't take it too far, though, I doubt they'd appreciate you rolling up with a trunk full of corpses as a funny joke.

200CP - Vampires Everywhere

You haven't lasted this long by being stupid. Well, you might be kinda stupid, but you definitely aren't ignorant. You're real perceptive and street smart when it comes to picking up on what's really going on. Sure, maybe the police say all the murders are because of drugs or gangs but you know damn well it's really cuz of those bloodsucking rice counters.

200CP - Busy Business

I swear, it's like anybody can run a business these days! You've got a solid level of skill when it comes to operating your own business, but what's funny about it is that people don't really seem to mind any details about you yourself as a shop owner. Why is a little kid running this shop? Who cares, asshole, buy something or get out!

400CP - I Still Believe

I am not worthy to be in your presence! You've got the physique of a Greek sculpture, a singing voice that could bring grown men to tears, dancing skills that can make all the ladies swoon and damn if you don't absolutely kill it on the saxophone! You've inherited all the powers of the legendary sax guy Tim Capello – beware this power and use it wisely, my friend, for it's a power no mortal was meant to possess.

400CP - Delivering the Goods

If you're gonna take out the immortal scumsuckers of the night you'll need the right tools for the job – be that holy water, a wooden stake, silver bullets, or anything else that'll put those goth rejects back in their home soil. You seem to be pretty lucky when it comes to having the right tools to take down your enemies. You could gather all the equipment needed to take down a gang of vampires just with one quick shopping trip and a search through the attic.

600CP - Bail!

Sometimes in the fight for truth, justice and the American way, we can get in over our heads. What do you do when you've just pissed off a bunch of vampires in the middle of their turf? You run like hell! You're both lucky enough and fast enough that you can almost always successfully run from your enemies and live to fight another day. Sure, the glorified mosquitoes should be able to catch you but the morning sun will save your ass at the last second and make 'em give up.

600CP - Vampire Hunter

It looks like you don't have to worry about the vampires, cuz it's more like they have to worry about you. You're a seasoned veteran vampire hunter, probably having put dozens of 'em back in the dirt by now. You're a total expert when it comes to the use of many weapons and fighting in general, but especially when it comes to vampires; you know every trick in their playbook and just how to counter it, not to mention exploiting their weaknesses. This applies to most any supernatural beastie, but you're particularly skilled with vamps. Even one of those patriarch head vampires wouldn't wanna pick a fight with you.

Vampire

Free for All (Mandatory for Vampire) - Lost Boy

Congrats, you're a shitsucking vampire, or at least halfway there. You're an unholy creature of the night, unaging and with a thirst for the blood of humans. Since you're a monster you've got some cool powers – you can fly around like Peter Pan, you heal very quickly, you're strong enough to rip the hood off a car and turn it into a convertible, you can alter someone's perception like making them perceive food as worms and maggots, you can manipulate the weather and you're really hard to kill without using one of your weaknesses. Speaking of, you've got a couple of 'em. There's the good ole' stake through the heart, holy water or holy items in general and last but not least the sun itself which causes you to burst into flames. Also your reflection can't be seen in the mirror.

You're only halfway a vampire right now, with diminished strengths and weaknesses, but your insatiable craving for blood will grow stronger until you kill someone by draining them of theirs, turning you fully fledged. Now you know what you are. You'll never grow old, you'll never die – but you must feed.

100CP - Sexy Vampires

Well hot damn, aren't you a sight for sore eyes? Someone as pretty as you has no business being out alone at night in a town like this... unless maybe you're the real predator here? Well whatever the case, you're hot and decent enough at seduction that it wouldn't be too hard to trick some idiot into following you to the middle of nowhere and then drain them of their iron content.

100CP - Mild Mannered

Vampires aren't just running around prowling the streets all night – plenty of them maintain a facade in order to blend into society, hiding in plain sight. You can put on the act of being just a kind-hearted goober of a person who comes across as so harmless nobody would ever suspect you of being a walking talking blood drive. Of course, if somebody starts looking deep enough they may just find the truth.

200CP - Killer Charisma

Even amongst undead monsters there's always gonna be a hierarchy and although with vampires that has more to do with who turned who, when it comes to those you're equals with you tend to naturally fall into a leadership role. You've just got that natural charisma that makes people put their trust in you and want to follow your lead. You could run a gang of bloodsuckers practically forever without your leadership ever being put into question.

200CP - Choosey

Even as a supernatural monster you ain't gonna last long in this town without discernment. It'd be pretty embarrassing if you attacked someone thinking they were easy prey only to find out you picked a fight with the second coming of Van Helsing. Luckily for you, you have a sixth sense for figuring out who's easy prey and who's not worth the effort, as well as figuring out who could make a valuable new member to your twisted found family.

400CP - Gone with the Wind

Okay, so here's the deal, you – hey, where'd you go?! I bet you think that's real funny, huh? I guess you're a big fan of Batman because you've learned how to quickly disappear without making a sound as if you were some kind of vampire ninja. Your general skill for moving both quickly and undetected is so great that you could pull the ole' look away vanishing act even while riding a noisy motorbike. How you do this is beyond me, but I'm sure it'll come in handy, if only for spooking the hell out of people.

400CP - Fall Guy

Sometimes it isn't enough to just be unassuming, sometimes you need a scapegoat. You can mask your true identity by having one of your underlings pretend to hold your position. Nobody's gonna suspect you of being the head vampire when there's a strapping young man with a gay earring right over there who seems like a far more likely candidate.

600CP - Honored Guest

You might be aware that inviting a vampire into your house is just about the dumbest thing you could do. What you may not be aware of is why. It's not that they can't come in uninvited, but that if you do invite them then all their weaknesses are completely negated until they leave your home, as well as any telltale signs of their supernatural nature disappearing. You're lucky enough to have the same advantage, not just when it comes to your vampiric weaknesses but any weakness whatsoever. Inviting you in may as well be a death sentence.

600CP - Nosferatu

You're no ordinary run of the mill Vampire. You're far older and thus more powerful. Your strength, both in terms of physical power and your esoteric vampiric abilities, dwarfs lesser vampires to the point where you could handle them like a grown man handles a child. You also instill a natural obedience in anyone you sire, such that they have no choice but to obey your every command. Even a gang of rebellious teens will love and obey you like a doting father. Now you can start your own bloodsucking Brady Bunch.

Items

Free - 80's Fashion

If you're gonna be staying here you might as well look the part. You've got yourself a wardrobe full of clothes in the stylings of the 80's, which basically range from actually cool to completely ridiculous. Either way, it's fun to get all dressed up for a night on the town.

Outsider

100CP - Vampire Comics

Nothing like some good literature to educate yourself on the creatures of the night. Of course, these are pretty much just some pulp-y comics about vampires so I wouldn't take all the advice seriously, like the stuff with counting rice, or garlic, or the thing where you shove mistletoe up their ass to turn them docile - okay, now I'm just messing with ya.

200CP - Motorbike

Hey, that's one way to get around! You've got your own motorbike to help you play at being a badass while cruising around town. It's really good for off-roading if you need to take a scenic ride on the beach and through the woods for whatever reason.

400CP - Vampire Hunter Kit

Right here you've got everything you'll need to take down the undead menace – holy water, wooden stakes, a bow and arrows, squirt guns (what else are you gonna use the holy water with?) and a crucifix. The consumable resources replenish themselves if you're a particularly avid vampire slayer.

600CP - Grandpa's House

There's no place like a relative's home! In effect this is your house now, a decently spacious and defensible location on the outskirts of town, which is about as close to town as anybody should probably get, let's be honest. There's lots of weird stuff laying about and it's a bit of a mess. It's no mega mansion or anything but hey, you could do a lot worse for a place to call home.

Local

100CP - Stuffed Animals

Not the kind you're thinking, we're talking once living creatures preserved forever as trophies. You've got more critters like this than you can shake a stick at, if you just really love the thought of being constantly surrounded by dead animals. And really, who doesn't?

200CP - Fridge

It's where you keep your root beers and your double thick Oreo cookies. An endlessly replenishing supply of them, as a matter of fact. You could keep other stuff in here too, but it ain't coming back out of nothing like the Oreos and root beer. Try to exercise a little restraint, will ya?

400CP - Car

Nice, a real car. This car is actually a bit more than it seems on the surface. It's about as good at off-roading as a motorbike, it never runs out of gas and it's also surprisingly durable. You could crash this thing right through the wall of your house and it'd be no worse for wear. Also comes with giant wooden spikes you can launch off the car to give Dracula the most ironic death imaginable

600CP - Hip Shop

Time to take a foray into something even more deadly than vampire hunting: business! You've got your very own shop on the boardwalk – it could be a comic shop, a video store or pretty much anything else for that matter. Whatever the case, business is definitely booming and as a result it's making you a good amount of money, more than enough to support yourself and whatever hobbies you're interested in, such as slaying the living dead.

Vampire

100CP - Chinese Food

I'm not exactly sure how this is gonna be of use to you if you're suffering from the world's worst sun allergy, but that being said, hey, it's infinite Chinese food! I figure you could use it to play a nasty prank on somebody via illusions, but even without that you have to ask yourself: how could a billion Chinese people be wrong?

200CP - Blood Bottle

Don't get too excited over there, Count Chocula, this isn't for you. This is a Vampire's blood, quite possibly your own. It refills every night and upon being ingested by a normal human they will turn into a half-vampire, needing to kill someone and drink their blood to become a full fledged walking dead. This mostly just saves you the hassle of doing it manually while giving a covert and date rape-y way of turning someone into one of your own.

400CP - Hotel California

This hole in the ground used to be the hottest resort in Santa Carla, but when the big one hit in 1908 the whole thing collapsed. Now, though, it serves as a perfect hideout for your kind, a quirky little cave to sleep the day away and party all night in. Don't have too much fun and maybe keep a lookout for any kids.

600CP - Santa Carla

This place might not be the best for ordinary people, but it's like a paradise for vampires. Now you can take the whole damn town with you wherever you go! Technically you don't own the town, but all the people in office are either your goons or other spooks like yourself, so you've got free reign to do as you please without much worry. Plus, it's just a charming little place in general, isn't it?

Companions

100CP - Companion Imports

For every 100CP spent here you can create or import up to two companions who each receive 600CP and an origin or alternatively you can import just 1 companion who receives 1000CP and an origin.

100CP - Canon Companions

Pay 100CP to take whoever you want from this world with you entirely against their will.

Free - Good Dog

Aw, well isn't that cute? You've got yourself your very own canine companion. They look to be some kind of Husky with blue eyes that almost glow. They're big, strong and very affectionate. They're also very well behaved and well trained, with a natural inclination to protect you even at the cost of their life. If you are a vampire, this dog can instead be a "hound of hell", a supernatural dog that is slightly stronger than a normal dog but also more aggressive and less friendly. You can import other pets here if you wanna turn them into a dog for some bizarre reason.

Drawbacks

+100CP - No TV

What kind of horrible place is this?! For some reason, whatever your favorite medium of media is – be that TV, books or even musical theater, you are completely incapable of accessing it. The horror! You might even have to do the unthinkable and *ulp* go outside.

+100CP - Bad Crowd

You really know how to pick your friends, don't you? It seems like wherever you go you inevitably end up getting mixed up with the wrong crowd. Sure, most of the time "the wrong crowd" isn't gonna be a pack of vampires but it's not like drug dealers or any other type of criminal would be too much better. You really need to stop being such a sheep. If your friends jumped off a bridge, would you do it too?

+100CP - Hormones

You're a slave to your sex glands, bud. You have a real problem and it's sitting right between your legs. You're always doing stupid and sometimes dangerous things just to try and get in somebody's pants. You'll pick a fight with a gang leader and even drink his weird wine if you think you'll somehow end up getting some by the end. Many such cases, I fear.

+200CP - Oblivious

What?! Vampires, are you crazy? You're just being silly now. You have a very, uh, let's say "innocent" soul. You're just an ordinary person not prepared for the possibility that there's vampires roaming the streets. Any signs of the supernatural will go completely over your head and even as your family is endangered by vampires it's quite likely you won't notice a thing that's wrong. Of course, this only goes so far. At the very least you can acknowledge if some Romanian noble is trying to kill you but you probably won't see it coming 'tip the last second.

+200CP - Old Fart (Incompatible with Little Laddie)

You're looking a bit ripe there, pal. You're getting up there in years,, about in your early 70's and it's having the effects somebody would expect. You're not as strong or as spry as you used to be, your body aches, you wake up at 5 AM, all the typical bs that almost makes you wish you were a neck bite victim. It could be worse, it's not like you need a cane or anything, but I wouldn't expect battling supernatural monsters to be a regular occurrence if you wanna see out the little life you have left.

+200CP - Cocky

Y'know what they say: overconfidence is a slow and insidious killer. But I mean c'mon, if you're an awesome, immortal vampire then what do you really have to fear from a couple kids armed with squirt guns filled with holy water? May as well have some fun at their expense and mock them, even let them take a free shot or two at you with a bow instead of, say, immediately snapping their necks like twigs. What could possibly go wrong?

+300CP - Little Laddie (Incompatible with Old Fart)

It looks like you've got a tiny problem. Y'know, literally. Cuz you're 11 now. Whether you've been turned into a vampire or you just have some weird birth defect, you're stuck as a weak, pathetic 11 year old child. You're so harmless that even as a vampire you're liable to get staked by two kids only a bit older than yourself. If you don't have anybody to look after you, you may just have to kiss your life goodbye.

+300CP - Bloody Romance

I don't know what it is about you, but you seem to attract a very specific kind of person: vampires. Powerful vampires at that. They want nothing more than to spend the rest of their unlife with you. This may not sound so bad, but usually in the process they end up getting everybody you care about put in mortal danger and if they do actually succeed in marrying you then you'll find yourself stuck with them in this world, having forfeited your chain. Have fun with all the suitors and whatever you do, don't invite them in.

+300CP - Turned

Oh, what a horrible night for a curse! You somehow ended up getting turned into a half vampire and things aren't going so great for you now. You feel like absolute crap and that's cuz you need to feed by killing someone. It's only gonna get harder to resist the longer you go without feeding and if you want this to end then the only thing you can do is find the head vampire and kill him, which is no small feat. You may want to embrace this new vampiric lifestyle, but if you do then you'll lose your chain, so unless you want that to happen I'd suggest you get to vampire hunting.

The End

I hope you had a nice time in Santa Carla. Now pick what you'll do next.

Go Home Stay Here Next Jump

Notes

- Post Jump your vampiric weaknesses will disappear
- You can take Nosferatu as a non-vampire and if you do you're just a really, really strong guy but the kids obeying you thing still applies, just with kids made the old-fashioned way. That will also apply even if you're a vampire.
- Nosferatu is meant to only boost your vampiric abilities from this jump, not others
- Thanks for using the jump. Hope you enjoyed it!