

# Morbius – The Reddit Edition V1.0

By: Lots\_Of\_Mistakes\_

*In the shadow of every hero, lies a villain.*

Ever since he was a child, medical prodigy Dr Michael Morbius has suffered from a rare and incurable blood disease and has long been his life's goal (and obsession) to save others from sharing his fate. At the brink of desperation, he searches for a cure that goes beyond the realm of traditional science... One that proves successful beyond his wildest imagination.

But what looked like a miracle soon becomes a nightmare as Dr Morbius comes to realize his cure has a terrible price. As he desperately fights back against the horrid thirst for blood the resulting mutation brings, Michael will learn the hard way that sometimes the remedy can be so much worse than the disease...

And now you might be getting mixed up in this.

Take 1000CP, and we'll check up on you in another 10 years.

## Starting Location

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, pay 100CP to choose, or use whichever system works best for you.

1. **Bat Infested Cave, Cerro De La Muerte, Costa Rica** – You can appear *outside* the cave if you're not too fond of bats. If you can't get out of here, you won't have to wait long for a helicopter to show up to collect samples, who will be willing to give you a lift back to civilisation so long as you don't tell anyone they were here. You might recognise that the famous Dr Morbius is amongst them. If you're not leaving with his group, it might be best not to cut yourself too close to the cave or stay around after dark...
2. **Private Hospital, Greece** – Where Michael Morbius and Lucien Crown met as children, and the former gave the latter the nickname 'Milo'. If you're one of the patients, it would be best not to be outside the building when students start leaving the nearby school, some of them can be unusually cruel.
3. **International Waters, Eastern Seaboard** – You can swim, right? Just in case, we've provided a small boat and directions to the nearest landmass. Or you could wait around until another ship shows up, which shouldn't be too long... just make sure you don't spook the mercenaries on board or investigate any sounds of violence you might hear later.
4. **Horizon Labs, New York, US** – A hospital and research company that was founded, owned and run by Doctor Michael Morbius, it is probably the best place on the planet for treatment of blood-borne diseases and the best hope of many for a remedy to such life-threatening conditions.
5. **Subway Network, New York, US** – Everyone else here is conveniently busy enough to completely overlook someone appearing out of nowhere. Then again, even a fight between Living Vampires might be more-or-less ignored by the busy commuters. Other than looking surprisingly like Charing Cross tube station in London, there's not much else special down here, though you could use it to get elsewhere quickly.
6. **Free Choice** – You can choose any of the above or appear anywhere in the setting. You're limited to the world shown in the *Morbius* film though, not any part of the MCU even if there is a link. You're not getting out of being here *that* easily.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, so long as it doesn't give any advantages that you shouldn't have.

## Origins

This is your background for existing in this setting, which can cover exactly which side you might be on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history.

**Stranger** – Are you particularly sinister, or just strangely out of place, as if you had dropped into this world with no history here? At least nobody here could hold you accountable for something you did in a different universe, if they even knew about what you'd been up to.

**Doctor** – You're in the line of work that might get you a Nobel Prize, not to mention saving lives. You might be a more general consultant, a specialist in one field, or even working on some revolutionary new remedy. Hopefully it won't be worse than the disease.

**Patron** – You might not be the one in the lab, but all that equipment and research needs somebody to fund it. And quite possibly arrange a few things that aren't strictly legal in the name of getting world-changing breakthroughs.

**Detective** – You're not in the lab or planning finances, you're probably out on the streets investigating crimes and upholding the law. You might be a police detective or an FBI Agent, even if strictly speaking the latter are federal officers and must meet specific qualifications while the standard for police detectives can vary from one state or jurisdiction to another. You're good enough to be either, in part because jurisdiction and regulations here seem to be a bit different from those in other worlds.

You can pick your age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

## Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

### General Undiscounted

Free – **Unilluminated** – Be it different timelines policed and pruned by secret organisations or shadowy cabals observing different universes and monitoring incursions, there are certain things an unprepared Jumper might want to avoid alerting to their presence. This might usually be a problem considering the reach of such groups and entities, but now you'll go entirely unnoticed and accepted as 'part of the plan' or irrelevant background detail, unless you deliberately do things to attract the attention of such beings.

Free/100 – **Local Language** – It would be a shame to come here if you couldn't understand a word anyone said. What if you had to travel somewhere within the setting that didn't speak whatever language you are familiar with? With this, you can speak and understand all the languages, accents, and even slang that you encounter here, and can share this with your Companions. It's free here for the sake of convenience, but if you want to take this trick with you to future Jumps it will cost you 100CP.

Free/100 – **General Jabs** – Living with an illness isn't exactly fun, nor is catching something that could have been avoided. You are now as immune as anyone else would be if they had access to all the local general vaccinations and treatments to deal with common viruses and allergies, and your immune system can deal with the less serious diseases you might encounter here fairly easily. It's Free here, but you can pay 100CP to have the same apply in any settings you might visit in the future.

Free – **Incursion Proofing** – Turns out, the local Multiverse might be a bit unstable, as elements travelling into different universes here can potentially erode boundaries between them to catastrophic effect. As you might not want to endanger reality while you're here, you can now be assured that the presence of yourself, your Companions and anything else you might bring between universes won't cause any problems along these lines.

Free – **Jumper Is Strange** – Nobody remembers a name? Unless you were *specifically* targeted by that particular bit of Multiverse-Altering sorcery, you and your Companions won't have been affected by it. In fact, you will be able to avoid any such general collateral damage or alteration from events on local or cosmic scales. You won't need to worry about an entire dimension collapsing because of a mistake or deliberate action on someone else's part, unless the latter was aimed entirely at you. Bear in mind this protection becomes waived should you deliberately and knowingly try to get involved in that sort of madness.

100 – **#JumperSweep** – Did you release some sort of record-breaking crowd pleaser with improbable critical and commercial success, earning so much money that new numbers named after you had to be invented? Well, maybe not, but you can certainly make it *seem*

like you did. You have a strange talent in making things seem to be absurdly popular and successful even if in reality nobody wants anything to do with it and it's terrible. You can also make things become incredibly well known, no matter how much people try to avoid this knowledge, though you don't have any control over how people will respond to knowing about whatever you are sharing or advertising.

**100 – Isolate It. Breathe. And Let It Go** – It's easy to be overwhelmed at times, even if you don't have superpowers, and superhuman senses might just make this worse. How do you control it? It seems that there's an easy trick to it, which you now know. Now, with the same ease of closing your eyes for a moment and taking a deep breath, you can ensure you aren't overwhelmed by any sort of sensory input no matter how much you can pick up. In a similar manner, you seem to be able to dial down or even entirely switch off Perks and abilities you have.

**100 – Harmless Bleeding** – Usually, slitting open your hand across the palm is going to cause problems, since there are tendons and muscles there needed for daily function. But you seem to have a trick to it to make such deliberately inflicted injuries little more than cosmetic, to the point you could make a 'deep cut' without causing anything more than mild discomfort, only releasing as much blood as you want, and with no risk of infection. You could just wipe away the blood from such a 'cut' and you wouldn't have so much as a papercut even if you'd used a bushcrafter knife on your palm.

**100 – Too Noble For A Prize** – Thanks to their wide variety of skills and resources, Jumpers don't tend to be unsuccessful. But sometimes that success can cause problems. Now you can succeed in avoiding the consequences of your success, which could help if you wanted to stay under the radar and not become some sort of widely recognised celebrity even if your actions have somehow saved more lives than Penicillin. Your contributions can still be popular and widely implemented, but you can stop yourself from attracting any of the fame and attention such acts normally would even if you were personally involved with it every step of the way. You can even choose to turn down any special awards and recognition, and it will never cause offense or problems like not getting vital funding that receiving a reward would encourage. Even if you chose to attend the function when you could have turned the prize down over the phone and not wasted everybody's time.

**200 – You Know There's Something Called Plausible Deniability** – It seems to work to an almost implausible extent with you and your associates, as by ensuring that one party does not know *all* the details of an illegal project, you can ensure that should authorities or others uncover what is going on, only the parties with *all* the information will get in trouble. Even if whoever you're trying to protect is still heavily involved in your questionably legal activities and works around equipment related to it on a daily basis, they still won't face any sort of repercussions that you might if your activities are discovered.

**200 – You Don't Want To See Me When I'm Hungry** – Are you worried about seeing red, or is the lack of red more of a problem for you? Not anymore, as you can completely control yourself regardless of your body or biology's cravings, not doing anything you wouldn't do in your right mind even if you would be reduced to a violent berserker state without this. Useful if you're trying to fight off some sort of addiction or instinctually indulging in

something would hurt those you have no wish to harm. This only stops *urges*, not biological requirements, so while you wouldn't feed on your friends if you're starving as a vampire that desperately needs blood, you might still starve to death but at least you won't be hurting anyone except yourself. This would also apply for urges such as anger, so you won't lash out in violence against someone you wouldn't normally want to hurt, but that might be more relevant in a different setting.

200 – **Blood Brothers** – It's amazing how quickly and easily some people can bond over having something in common. It's a trait you now share, as you can quickly make maintain long-term maintain bonds with others that have some similarity to you. The less common this similarity is compared to others, the faster and stronger this bond forms. Two people with a rare blood disease could become surrogate siblings for life in what seems only a few minutes after meeting each other, as an example.

200 – **How Far Are We Allowed To Go To Fix Something That's Broken** – Until the remedy is worse than the disease is probably a good guideline. Finding this out *after* the remedy has been applied might not be ideal for you or your patients, so now you have something of an advanced warning. It's almost like a vague precognitive sense that gives you an idea of whether any given treatment or cure will work, if it won't have *any* effect, or if it will have negative effects on the patient. You'll have some sense of the degree of success or failure, but you won't know the details, and there may be cases where a treatment works beyond all expectations for the patient but doesn't work out so well for everyone else.

400 – **IT'S MORBIN' TIME** – The best part of the last Jump was when they called out their catchphrase and... wait, did that actually happen? But perhaps it *could*? Not only can you now tie in your abilities to temporary transformations, manifestations of equipment or Alt Forms that are clearly related to them, but by dramatically calling out the name of this Perk you can amplify *all* of your abilities fourfold for a short time, potentially undergoing a rapid transformation as you do so. Even if your transformations would take time from your perspective, now you can choose for them to be instantaneous for anybody else. You don't need to pose dramatically as you do so or while you do this, but it's certainly an option. Additionally, this Perk acts as a Capstone Booster for the 600CP Perks here, on the off chance you really needed morb incentive to take it.

## Stranger

100 – **Jumper Mystery Appearance** – A bizarre story, where someone identifying themselves as “Jumper” simply appeared somewhere? One familiar to you, perhaps, but normally this might cause a bit of concern, especially if you appeared somewhere you’re not really supposed to be. That’s no longer a problem, as while you might cause some confusion as long as you’re not deliberately causing problems where you appear you’ll be allowed to leave, even helped to leave if you need such assistance. Useful if you show up somewhere that nobody is supposed to be, or somewhere you can’t escape by yourself. Even if you started off in an unoccupied cell, you’d soon be released as long as you haven’t done anything in that world that would have you imprisoned.

100 – **A Resourceful Jumper** – Showing up in another world with little to no warning, most might have a bit of trouble getting back on their feet. You’re good enough at adapting that you could very well be back in the air in record time if that’s what you were doing before. You have an inexplicable ability to repair, replace and re-acquire any equipment or resources that you might normally use. Even if they were destroyed, the originals left behind in another universe, required alien components that shouldn’t exist where you are, and you weren’t even the one who built them in the first place.

200 – **Thanks For Meeting Me, Doc** – Have you ever shown up somewhere with important information to share or questions to ask, but you can’t get the key people you need to interact with you meet with or listen to you? You must come across as trustworthy or intriguing, because you can do that with surprising ease now, so long as you don’t mean those you want to contact or meet any harm. This doesn’t guarantee they’ll believe you or understand what you’re talking about, but it wouldn’t be too difficult for you to somehow arrange meeting with a complete stranger on the run from the authorities as long as you just wanted to talk.

200 – **I’ve Been Reading About You** – You might be resourceful, but you need to start off with *something*. So here’s a guarantee of starting off in a Jump with some general information on important characters, making it much easier to track down more information about them. At the very least you’ll know their name and be able to recognise them on sight.

400 – **Has To Do With Spiderman, I Think** – Parker luck really is pretty terrible considering you can now use them as a scapegoat for explaining most situations. Useful even if you don’t actually know what caused the situation, rather than not wanting to share the real reason. Show up in another universe and everybody’s wondering why and how? Blame Spiderman, and nobody will ask any other questions. Not everyone will necessarily believe this explanation, but they won’t push for more information.

400 – **I’m Still Figuring This Place Out** – A new world might have new opportunities, but it will also have new problems and new rules that the locals might be familiar with but an outsider would know nothing about. You now find it easy to blend into even entirely different worlds and cultures to ones you are used to, learning things the locals are aware of even on just an instinctual level so you won’t be caught out or make obvious mistakes. It

would be such a shame to get in trouble by accidentally break a law you weren't aware of just after you'd gotten your slate wiped clean, so now you won't have to worry about it. Breaking laws you know about *intentionally* is entirely up to you.

**600 – I Think A Bunch Of Guys Like Us Should Team Up** – Whether it's to do some good or you have more sinister intentions, you are both talented and lucky at finding people with useful capabilities, even if they're trying to stay out of the spotlight. More importantly, you can get them to work together so long as you have a common goal, without any chance of backstabbing, betrayal or sabotage from any member. Finally, you're rather good at putting *yourself* in charge of such alliances or manoeuvring yourself into what *seems* to be a subordinate position while you're essentially the one who is really in charge.

**Capstone Boosted** – Good help is so hard to find at times, but now you have a guarantee you'll find people with extraordinary abilities and skills even in relatively mundane settings. It might not be many, perhaps only five people not including yourself, but they will always have some combination of abilities or skills suitable for your goals. On top of that, you'll find that you and your allies will be able to combine your talents, resources and capabilities to accomplish far more than any of you could alone, even covering for each other's weaknesses and limitations.

**600 – Intriguing** – You have some sort of charisma or presence that gains and holds the attention of others even if you're being vague and mysterious. With just a few words, you could get people that would normally have no interest whatsoever in what you're talking about to listen to you. This doesn't mean you'll always be able to convince anyone to do anything, but you could get someone who is more than half tempted to rip your throat out to let you get your point across or make your arguments and offers first. While they won't be a helpless audience if you're obviously using this opportunity to attack or ambush them, but it's excellent if you want someone to *understand...* or if you need a little time to get something airborne.

**Capstone Boosted** – You can be sinisterly persuasive when you want to be, preying on desires and insecurities people are either suppressing or don't even know they have. You can get people to be interested in things they never normally would be or do things they would never normally do, given enough time to talk to them uninterrupted. It doesn't help that you're rather good at coming up with valid points or arguments they can't really refute.

## Doctor

100 – **I Remember Everything** – If you end up somewhere you can study, learn and hone your skills, it would be useful if you could remember it all. Fortunately, you have a perfect memory for anything you want to remember and no downsides.

100 – **Jumper Completed Their Doctorate By 19** – Age is no longer an obstacle to any sort of training, official recognition or qualifications you might need. This could be useful, as you also have all the incredible medical skill and knowledge of Dr Morbius, a man who created Artificial Blood that saved more lives than Penicillin as a *side effect* of his true project. You're also equal to his ability with Origami, and while this might not be too useful, now you can have fun making paper models while you're waiting for computers to process things.

200 – **You Have A Gift, Jumper** – Not many people would know how to fix a complicated machine that was made by professionals. You can, even with no real knowledge of the machine, and even if you don't have any proper equipment. Don't think you'll be building any weapons in a cave with a box of scraps though, this comes with the limitation that your repairs and retrofitting has to be something related to curing someone or keeping them alive. You could fix a complex life support machine with a ballpoint pen in seconds even if you'd never seen it before or turn money counterfeiting machines into equipment for complex blood analysis within an hour of tinkering, but with this Perk alone you'd never be able to create some sort of weapon even with months and all the equipment a less focused genius would need.

200 – **We Have To Induce A Coma** – A single mistake in medicine can make the difference between life and death, and there's often not a lot of time to make a decision. You have something of a solution to this, essentially having a 'snooze option' to stabilise patients. Not only do you know how to almost instantly induce a coma in any given subject given some appropriate medical equipment, but you can also ensure it is safely maintained indefinitely or revive them with the same degree of ease. While the patient is in this state, their condition will not decline due to internal factors regardless of how critical their condition was before you induced the coma. They aren't guaranteed to get any better in this state without further medical assistance, but this gives you all the time you need to work on a solution for whatever ails them. Just... remember that you put them in a coma and get around to solving the problem *eventually*, alright? They might have essentially stopped aging, but they're still going to be vulnerable to any Living Vampires looking for a snack.

400 – **Scientific Method** – It might be a slow and boring approach, but it's thorough and you'll get far more reliable results out of it. You know the Scientific Method and how to properly apply it, as well as being able to tell if others are using it properly. Using this approach, you can safely study pretty much anything, even being able to study the strengths, weaknesses and applications of any new abilities you or others have much faster than would be otherwise expected. It might not be as flashy or impressive looking as testing things out in the open, but this sort of testing could let you overcome someone with the same abilities even if they have extensive experience using them in the field. Clearly their method wasn't quite as thorough.

400 – **Push The Boundaries, Take The Risks** – Without that, there is no science, no medicine, no breakthroughs at all. And you certainly seem to get better results the more extreme or unusual your experiments are. This might occasionally result in succeeding far beyond anything you could have imagined, but maybe you'd prefer the outcome of mixing bat and human DNA to be creating a Living Vampire instead of doing nothing or just killing the patient?

600 – **We Are The Few Against The Many** – Like the Spartans, you can compete against far superior numbers to your own. Unlike the Spartans, this won't require you to depend on your environment and won't fall foul of betrayal. Probably. You essentially have no issues when you are outnumbered as long as you could reasonably deal with each threatening figure individually, even if your solution is just to evade them rather than fight them directly. A Living Vampire could trivially evade dozens of ordinary armed FBI Agents, but this might not help if they're up against some sort of special Cyborg. You're also rather good at figuring out good places to observe enemies without being observed yourself and how to separate groups to make them easier to pick apart, which could be useful skills if you realise that you're outgunned as well as outnumbered.

**Capstone Boosted** – According to Dr Morbius, Vampire Bats weigh almost nothing but can down a creature ten times their size. He may have been talking about a specific species, but you seem to be able to pull off a similar trick with a bit of help. While you might not be able to take on a powerful opponent by yourself, you can now use many comparatively weak beings against them to overcome this advantage, even if the opponent can usually swat aside or ignore anything weaker than them regardless of their numbers. This may take quite a few beings on your side, and more of them the weaker they are in comparison to your opponent, such as needing a *lot* of ordinary bats to incapacitate a Living Vampire, but you can do it. Strength in numbers is an entirely applicable strategy whatever you use, you just need a way to acquire and direct these allies.

600 – **I'm Not That Kind Of Jumper** – Surprisingly genre savvy or well informed enemies can be a real problem against even the most powerful being. Unfortunately for them, they will probably be uninformed about what you are, as you don't seem to possess the weaknesses you'd be expected to have. This doesn't mean you don't *have* weaknesses, just that they aren't the ones you *should* have. A more classic vampire would usually be vulnerable to sunlight, but one with this Perk could have that weakness displaced to moonlight, or a werewolf harmed by gold instead of silver. Whatever weaknesses you're supposed to have, you can swap them out for an equivalently potent and available but *different* one at the start of a Jump or the point where you acquire the initial weakness. Just note that a weakness for something that doesn't exist where you are isn't really a weakness.

**Capstone Boosted** – The phrase 'what doesn't kill you makes you stronger' isn't always correct, but in your case it's surprisingly accurate. *Very* accurate, in that you actually get *stronger* when exposed to your weakness, but not any more *resilient* to it. An ordinary vampire with this might still be horribly burned in daylight if that's a weakness they have and suffer from, but they would be vastly more powerful than they would be at night. The more debilitating the weakness is, the greater this boost in your abilities. Just be aware there's probably still a point where exposure to a weakness kills you, even if it gave you the power to kill everything *else* at that point.

## Patron

100 – **Live A Little** – Whether or not you spent your life with death hanging over you, you've really learned to appreciate life. Mainly your own, but you can extend this to always being able to appreciate others if you like. Either way, you'll always be able to find something new and interesting to keep you interested in and appreciative of existence, whether it's interacting with people or new activities to do. You'll always be able to find a way to have fun no matter what you're doing or make things entertaining for others.

100 – **I Read About It In Books All The Time** – You might not be in a position where you can easily experience the world, be it due to health problems or being busy with personal projects, but that's not much of an obstacle to your ability to learn and train yourself. You're a really good book learner, and just by reading a lot about a subject you could learn to do something just as well as an experienced professional could without needing the practical participation. You can benefit the same way from videos, recordings and people telling you about it in sufficient detail. This doesn't give official qualifications by itself, you're not going to become a real lawyer without actually finishing law school, but your grasp of the theory lets you embrace the practical just as easily.

200 – **Visiting Powers** – Even if you're not somebody's lawyer and have no proof to back it up, apparently just attending law school gave you a few useful privileges. Not only can you find a way to visit even the most dangerous prisoners, but you are easily able to sneak things to them. Your actions, so long as you're not actively causing trouble while you're there, are largely ignored by any guards in these situations. You could get into a cell without being searched, and even leave behind something at least as large as a walking stick even if prisoners really aren't supposed to have them.

200 – **Improbable Luck** – Complex paper folding might not be part of your skillset, but you do have quite a knack for cards and any form of gambling. You can quickly pick up on the rules of even an unfamiliar game and all the skills required to play it properly, ingratiate yourself with the other players enough they won't begrudge your participation if you don't clean them out, and you're rather good at noticing little details like tells and clues that others are deceiving you. If you had some sort of super-senses, you could easily be a living lie detector.

400 – **You Know, You Shouldn't Judge Someone By How They Look** – Some people can be so cruel to other people just because of the way they look. You're lucky enough to avoid such prejudice, as others won't judge you negatively due to anything related to your appearance, be it race, gender or otherwise. You can also choose to return the favour, mentally taking a step back and avoid judging others the same way regardless of how you might usually feel without this mental double-check. You can appear to be entirely harmless to others who don't know you're a threat so long as you don't want to be perceived as such.

400 – **You Can't Kill Me, You Gave Me My Name** – Random mercenaries are one thing, but it's much harder for someone who knows you to take your life. The better they know you, the more you would need to do to provoke them into fighting you, let alone hurting or killing you, even if they know they really should. If it was your best friend, someone you

were all but siblings with, you'd have to had killed several other people they dearly care about before they seriously tried to put you down, even if you killed multiple people, will go on to kill more, and they know they're the only person who can stop you.

**600 – I Can Make That Go Away** – Legal and social consequences are for *other* people, at least whenever you're involved. You have some combination of wealth, reputation, contacts or just good luck with the system to get anyone, including yourself, cleared of any sort of crime and escape any punishment as far as legal consequences go. Best friend murdered a bunch of mercenaries? They're thugs, guns for hire, as far as the law is concerned they were probably guilty of something. The general public and people directly affected by the crime might not be pleased, and vigilantes working outside of the system might be a problem, but the courts would never lay a finger on you or those you're protecting.

**Capstone Boosted** – It seems you've even been able to sway the court of public opinion. You can entirely remove the social consequences of crimes or similar activities you or others commit, and while this doesn't solve personal grudges or the immediate consequences of a criminal act such as attempts at self-defence or anger, the longer-term and wider-reaching effects don't seem to happen. You wouldn't need to worry about such actions being reported on the news by furious presenters or angry mobs forming in response to your activities. Even if someone might still hold a personal grudge because you punched them, nobody unaffected by that crime will care and your victim will never be able to persuade anyone to side with them over it. It just gets entirely swept under the carpet by wider society and forgotten about.

**600 – It's Not A Curse, It's A Gift** – There's looking on the bright side of a bad situation, and then there's what *you* can do. No matter what problems you face or downsides there are to a situation, you can always find a way to turn them into opportunities or even benefits. Running out of time due to a serious medical condition? Any doctor friend of yours will be working much faster to come up with a cure, the looming deadline prompting fresh inspiration for solutions, and in their rush could succeed wildly beyond their own expectations. Your best friend accidentally turned themselves into a monster? Maybe it will be easy to get your hands on another vial of the same serum and experience a life-enhancing transformation. Stuck watching a bad film? Maybe you'll be able to get a tremendous amount of entertainment out of mocking it. The possible opportunities scale in terms of how significant the problem is, and it's up to you to seize them when they become available. The one thing this cannot work on is the Drawbacks from Jump Documents.

**Capstone Boosted** – Drawbacks certainly fall into the category of problems, albeit ones you've accepted, but by the rules they override Perks. But now compromise is possible. While this Perk still can't do anything about Drawbacks in the Jump that you are in, it can allow you to benefit in a similar way *after* the Jump has ended and the effects of the Drawbacks have been removed. Taking a Drawback in one Jump that causes you to suffer from constant pain could give you an increased resistance to pain or ability to cope with it in subsequent Jumps, as an example. The only question now is how much you are willing for yourself and others to suffer so that you may benefit in the long term.

## Detective

100 – **We Haven't Had Anything This Good Since That Thing In San Francisco** – It's possible to encounter some pretty gruesome stuff even at a relatively mundane crime scene caused by ordinary criminals, but stranger elements can create even more bewildering and disturbing sights. You and those working with you seem to accept gore and extraordinary things with surprising ease. It's not being jaded or callous, but more of being emotionally and mentally prepared and capable of dealing with things that are unsettling or out of the ordinary. You would still use an expected amount of caution when trying to arrest some sort of alien or vampire, but you and your co-workers wouldn't be freaking out over the existence of such things or throwing up at the sight of the mess they've made.

100 – **Apparently They All Shop At The Same Mercenary Supply Store** – Figuring out who the victims are in a crime can help quite a bit when you're trying to find out who committed the crime and why. You can do this surprisingly easily, as even if you can't ID them at the crime scene, you can figure out the origins of any equipment or possessions you might find there. Eight unknown but armed bodies on a ship in international waters? You'd quickly be able to track down the source of their weapons and from there figure out the identities of those who purchased them, even if the supplier usually keeps their clients confidential. As long as it's something that didn't come from the crime scene itself, you'll always be able to figure out exactly where it came from given time and effort, regardless of usual obstacles.

200 – **You Also Work At The Horizon Lab** – An important part of any investigation is finding the connections between things, particularly people who may have been involved in a crime. You can almost instinctually figure out connections between people and places, allowing you to easily piece together associates and those who may have assisted with any activities. You'd know where a survivor of a vicious attack worked as soon as you saw them, as well as who their co-workers and close associates are, even without investigating them further. Private and hidden connections might take some time compared to the instant knowledge of publicly accessible information, but it's possible for you to find out even if it wouldn't be for anyone else.

200 – **You've Been Looking For A Cure For Your Condition Your Whole Life, Right?** – You seem to pretty much know anything about other people, at least if it's regarding the possible means or motives they might have to commit some sort of crime. It might come across as purely speculation to an outside observer, but you do have a surprising amount of genuine insight into others you are even vaguely familiar with. Investigating some famous doctor whose work saved your arm, even if you never met them personally? You'd know a *lot* about them and be pretty good at anticipating them or noticing that something doesn't match up with how it should be.

400 – **Yeah, You're Coming With Us** – With extraordinary situations becoming more common, it seems the rules have become a little more flexible. You can legally arrest people even with little to no evidence, skip reading people their rights, open fire at unarmed fleeing suspects, break into apartments without warrants or probable cause, and even delay things like a prisoner having a phone call or legal counsel before an interrogation. Amazingly, none of this causes any sort of reprimand or negatively affects the outcome of a case, so you

don't need to worry about an investigation being ruined because you brought someone in based almost entirely on speculation.

400 – **Catching Up** – Have you ever tried to arrest someone, only for them to fly to the roof of a building? Most would have quite a lot of trouble keeping up with such an agile opponent. You don't have this problem and could get to the top of any building within twenty seconds or catch up with anyone moments after they stop so long as you have some idea of where they're going no matter how improbable that might be. Maybe you're just lucky with the lifts and finding shortcuts? You can do so with incredible stealth as well, seemingly materialising behind someone with no warning even if they have super-senses.

600 – **Pretty Sure They Were Guilty Of Something** – It might not look good if you claimed to be *happy* that eight people had been killed, but at least you can be certain they deserved it. Through some bizarre quirk of fate, nothing you are ever involved in seems to involve any genuinely good or innocent people getting hurt, with those negatively affected suffering in proportion for genuine crimes and wrongdoing. Investigating the brutal murder of eight mercenaries? Turns out they were all really bad people that genuinely deserved it, despite how unreasonable such an assumption might be normally. Arrest someone for a murder based largely on speculation, even if they don't seem like the type to hurt anyone? Turns out they killed eight people. This doesn't help much with the whole 'following the law and due process' side of things or making sure you arrest the *right* people for the crime you're investigating, but those you do arrest or find suffering *are* guilty of something, you can be sure of it now.

**Capstone Boosted** – You're one of the good guys, right? Wouldn't it be a terrible shame if you were cut down in the line of duty because you had the misfortune to run into something you couldn't deal with? It's not something you'll have to worry about anymore, as now you never find yourself up against something you have no way of dealing with. Investigating vampire-like attacks, but wouldn't stand a chance against such a monster? The one you arrest will knock you over and flee at worst, while other officers somewhere else end up being the ones to corner and get slaughtered by the real monster. Other agents might get slaughtered on the chase or get caught in collateral damage in the final battle between the two super-powered beings, but you might only arrive after the fight is over and the more violent one has been defeated. You might miss out on some spectacular sights, but you'll also miss out on being a pointless casualty. You might still get a face full of bats if you're not careful, but this protects you from *harm* in these situations, not humiliation.

600 – **Clued In** – You must be a fantastically skilled investigator, able to get much closer to figuring out who committed a crime much faster than any other. You're so good at it, in fact, that it's less like proper detective work and more like you keep stumbling over clues that remind you of bits of the script that you've read. You'll inevitably find yourself investigating the right places and people, even if it seems like you're jumping to conclusions and assuming things. Since you're clearly so perceptive in these matters, you'll also notice when there's a suspicious lack of evidence or too much convenience lining up even for you, always letting you know when something is being covered up or somebody is being framed. You wouldn't want to arrest someone for the wrong crime, would you?

**Capstone Boosted** – Even if *you* figured out who did it, or if you *know* someone is innocent, proving this to the courts can be a little more difficult. Fortunately, situations seem to almost line up in your investigations to expose guilty parties and clear the innocent. Looking for someone killing people and drinking their blood, but the guy you brought in doesn't seem like they'd do it? You'd soon find the real criminal gets caught on camera killing people as a monster in a way that provides pretty conclusive proof it was them and puts significant doubt on the innocent suspect's guilt. They might even be looking straight at the camera without any sort of disguise, making identification a simple matter.

# Items

## General Undiscounted

Free – **A Fish Tank For Flying Mammals** – This tall cylindrical chamber, sealed with a keypad lock, is curiously enough the perfect habitat for any creature that can fit inside it. You don't need to worry about cleaning, feeding or any other sort of care or maintenance, and even when the door is open the inhabitants won't leave it unless you want them to. Bats, as an example, could fly around in here forever perfectly content.

Free – **Sinister Soundtrack** – Even if you don't want to *watch* anything that might happen here, which is fair enough, some of the things to listen to aren't bad. You have the complete soundtrack of *Morbius*, including what's in any trailers, and play it from any applicable device.

100 – **Living Vampire Mouse** – You seem to have acquired an adorable pet! One that can subsist entirely on blood, artificial or otherwise. It seems to be one of the semi-successful tests of Dr Morbius. Guaranteed not to bite you and has something of an indefinite and perfectly healthy lifespan so long as you give them a bit of blood every once in a while. This white mouse has all the abilities of a Living Vampire, albeit rather scaled down from what you might find in a human-sized test subject, and it isn't infectious. You don't need to worry about your pet creating bat-mouse monsters.

100 – **First Six Digits Of Pi Backwards** – Need to keep your work or properties secure, but there are far too many people who can figure out your codes or just hack your systems? Not if you use this. You could use it as a password for anything, and nobody you don't want to get into whatever you've locked with it will be able to get in. This works best on systems which don't have some way to bypass them, as it might keep someone out of your computer files, but if you set it as the entry password for a door someone might eventually try smashing it open or finding another way in if they're determined enough.

200 – **Morb Orb** – This used to be an entirely mundane bouncy red ball, but something seems to have altered its nature. Other than leaving a short trail of disconcertingly chaotic scarlet energy whenever it moves and possessing a frankly absurd capacity for ricocheting, it doesn't seem to do anything else notable. Maybe you can ponder upon some better use for it.

200 – **Bat Repellent** – Not everybody is fond of bats, so you might appreciate this option. Coming in a convenient spray can, this substance can both drive away any bats and sufficiently bat-like creatures you directly use it on and deter their presence by spraying it in an area or on a person. Non-toxic, environmentally friendly, harmless to non-bat-like creatures and not of the variety that makes the target explode, which might be a relief if you accidentally sprayed someone who had bat DNA or were dressed up as a bat.

400 – **Bazillion Bats** – Something of an exaggeration, but it's definitely a lot of bats. Always as many as you need, conveniently enough. They're inexplicably present to call upon wherever you might be, even in a subway. It's like they materialize out of nowhere, then

disappear again when they're not needed. They're surprisingly durable, seem to invigorate you whenever they're present, and can even be propelled to harm or at least restrain more durable targets. You have a kinship with these creatures, they would tear anyone else apart at your command, but they welcome you like a sibling. Even if you're not a Living Vampire, you could probably teach them to do tricks, like fly at a given target when you give a specific gesture.

**600 – Test 243 Formula** – The most marvellous creation of Dr Morbius thus far in his medical career, albeit not quite the way he intended. You have a bottle and syringe sufficient for a single injection, as well as a copy of all the data that went into its creation should you want to mass produce, alter or create a counter-serum to the formula yourself. This version can be injected anywhere without complications, rather than needing to target the spine of the subject, which might be useful if you intend to use this on yourself without any assistance.

Upon injection, the subject will briefly have a seizure, followed by a period of unconsciousness, followed by rapid transformation into a Living Vampire. During the initial transformation, the subject will suffer a short period of overwhelming bloodthirst, causing them to enter an animalistic state until this is sated, or presumably until they are incapacitated in some manner.

A Living Vampire does not possess any of the classic weaknesses attributed to vampires, such as vulnerability to sunlight or holy water. They do, however, possess superhuman strength, speed, durability and agility, impressive aim and precision, echolocation sufficient to monitor a large portion of a city and pinpoint specific sounds, some degree of rapid regeneration, and the ability to fly on even the faintest air currents at incredible speed despite not having wings. They also seem to rapidly process incoming information, which combined with their extreme speed and agility can allow easy dodging of bullets. Use of these abilities typically involves either partial or total transformation, the latter looking particularly monstrous and bat-like though exact appearance varies a little between subjects. As well as having large fangs, their nails change in length and sharpness to make them ideal for slicing and stabbing. Finally, allowing others to ingest the blood of a Living Vampire appears to transform them into something similar after some time, even if the secondary subject is dying or subsequently has a large amount of their blood removed, though it is unclear exactly what the capabilities and limitations of these 'offspring' are.

The main downside of the current formula is that not ingesting blood on a frequent basis, artificial or otherwise, will cause the subject to regress back to their original state before the injection and threatens to trigger another animalistic feeding state. While Dr Morbius found that his Artificial Blood grew less effective at sustaining him over time, it is possible that this further complication was due to his pre-existing blood disease considering he did not regard Artificial Blood as a full solution to his condition. As such this will not be a problem from this version of the formula so long as the subject does not have the same pre-existing condition before injection.

## Stranger

100 – **Uninteresting Uniform** – Whether this is the outfit for a prisoner or something a bit more general, it will always be something to help you blend in wherever you might be. Even if you're transported to a new world without warning you'll always have at least these on you. It's not much, but it's a guarantee you'll always have at least clothes on your back wherever you show up.

100 – **Daily Bugle** – Showing up somewhere new, you might want a heads-up on important features and events. What better source than the local, ever-reliable Daily Bugle? You don't own the company, but you'll always be able to get one of their newspapers no matter where you end up, given to you for free from a news stand, delivered to your door or just found somewhere nearby. Not only will it have general news and some puzzles near the back of the issue to amuse yourself with, the headlines and front pages will always be about things that would be useful and relevant to you. It's always got a section complaining about the Spider-Menace regardless of what universe you end up in, because some things are consistent no matter where you go. Honestly, if you find it's praising Spider-Man, something has probably gone *horribly wrong*. At least you'll have a heads-up.

200 – **Wall Art** – Want to brighten up the place, or just attract some interest? You can now choose a single wall, or appropriate alternative, and have any image you have already seen put onto it in a form you want. It could be a poster, spray paint, stylised or realistic, and you can even choose the size of the image. Want to have something from the cover of a film you saw on a wall? Now you can, even if what you choose isn't anywhere in the Jump that you're in. Maybe you could use it for decoration or to advertise something? Just bear in mind it can still be defaced or covered up by others after you've placed it.

200 – **Post-Credit Postcard** – Wait, is it all over? Where *were* you? Wasn't it implied you were going to be showing up a little earlier, while things were still happening? Apparently not, though since you have this... it's weird, but we'll allow it. This postcard, one side showing a picture in some way related to major events in a Jump, can be filled in by you and any Companions or Followers before the Jump starts to cause you to start the Jump *after* the main events it covers are done. You will be given the opportunity to do so even if this wouldn't normally be the case. This doesn't let you leave earlier or spend *less* time in the Jump from your perspective, any timers starting when you actually *show up* in the Jump, but you could completely avoid everything that happens by showing up after it's all been concluded. If you had a condition due to Perks, Drawbacks or otherwise that would let you leave the Jump immediately after the 'main events' have concluded, you'll still need to stick around for as long as those events actually took. This doesn't bar you from getting involved with the locals, it's just that you'll essentially only show up in the equivalent of a film's post-credit scenes.

400 – **Supply Stash** – Showing up somewhere with *nothing* isn't ideal for long term survival, even if you had the good fortune to show up somewhere with civilisation. Now you have something to fall back on. It's not much more than a reasonably safe place to sleep, some food and other survival gear appropriate to wherever you've ended up, but it's better than nothing. You'll always be able to find it shortly after arriving in a new Jump, or if you find

yourself displaced from any of your usual resources. It will take on a different form to suit wherever you might have ended up, but you'll be able to find and recognise it whether it's a cave, tent, or even an abandoned building.

**400 – Safe Landing Spot** – When you're showing up in an entirely new world, you may not always have options of where to start. Even if you do, you might not like your options. With this, you have a little more control over this situation. By putting down this Marker anywhere except in your Warehouse or similar extradimensional spaces, you can designate that location or a close equivalent as a Starting Location you can freely choose in future Jumps. You need to actually reach that location in the prior Jump, so you couldn't put it somewhere on Earth's Moon unless you could get there some way by yourself, but once you do it would always be an option for you to start at as long as that location exists in future Jumps. Alternatively, you can place this Marker in a structure or vehicle you own that would be placed in an appropriate location in the setting, ensuring you always have an option to start off there no matter where it might have been placed in the Jump. You can change the location of the Marker, which takes on a form appropriate for your purposes, by touching the Marker to remove it from wherever you had placed it, making it take on a physical form you can carry with you and deploy elsewhere. A sticker might just unpeel from whatever surface you placed it on, a flag might shrink to a size you can easily fit in a pocket, or a sprayed symbol might transform into a spray can with enough in it for a single use. You may purchase this multiple times if desired, potentially giving you multiple additional options of where to start the next Jump.

**600 – Rift** – Did a bit of strange sorcery not work as intended? Whatever the reason, you now have a small but stable crack in the local multiverse. It's only slightly bigger than you are, but it does come with the guarantee it won't be detected by those who keep an eye out for such things and won't destabilise or cause problems. This glowing purple portal can allow you to visit any other realities within the local multiverse, such as allowing you to hop from one where goo aliens caused havoc in San Francisco to one where their counterpart landed in New York. It won't allow you to go to entirely different settings until you've finished your Chain. One further limitation is that the portal is somewhat spatially locked once you decide where to put it at the start of a Jump, so if you put it in the basement of Horizon Labs in New York, you'd find it exits into other versions of whatever that building is in other realities or a suitable underground area in the same location as appropriate to allow entry and exit. If the desired exit point is still obstructed, such as being beneath the ground or inside a wall, the rift will conveniently tear apart or displace obstructions to allow you to pass through it without being trapped, though only just enough to allow passage and not enough to cause significant local damage. As you might find yourself in a situation where you desperately need to flee the universe but can't make it to the stationary portal you set up, once per Jump you can decide for the Rift to send you into a location in a parallel universe adjacent to the one you are in, where no alternates of you exist, at the cost of closing the Rift for the rest of the Jump. This might mean you only move from one version of a prison to another version of it if you use this while you're in a cell... but maybe the food's better?

**600 – Vulture Exo-Suit** – Well, here's one explanation for somehow having this equipment. You have a copy of the full suit used by the Vulture, also known as the Bird Of Prey,

complete with all the features that the original used in their thefts. It consists of a metallic body armour, outfitted with talons and a winged, detachable steel harness for flight. It has a special pair of retractable wings that allows the user to fly at high speed with ease, having specialised motors which provide thrust and considerable agility, and do not need to be manually controlled by the pilot which allows using other weapons or equipment in flight. The wings can also be used in combat as blades, which are sharp enough to cut through a cargo plane with little trouble. The feather-like edges of the wings can double as incredibly sharp blades capable of destroying concrete and can be precisely controlled to cut through objects in a scissor-like fashion or act as pincers to grab and lift objects. The wings can also form a vacuum seal by bringing them close together, allowing a pilot to safely breach a plane at high altitude or in other locations where there is no atmosphere, and be remotely controlled. A decoy drone is stored in the back compartment of the suit, which can be used to trick radar and similar systems. The suit itself is designed to support the weight of the wings and protect the wearer from the environment, and in doing so gives the wearer enhanced strength and considerable resistance to damage. A pair of mechanical talons are built into the feet, allowing for lifting heavy loads while in flight or to be used as additional weapons, and the modified helmet provides an air source and environmental protection as well as visual aid for flying at night. As you went to the trouble of buying this Item rather than somehow assembling it yourself, we'll throw in a Matter Phase Shifter that can turn portions of surfaces intangible and transparent regardless of how durable they might normally be, as well as a stand and equipment for proper storage and maintenance of this Item. You can choose for the glowing sections, such as the helmet's goggles, to be any colour that you like, whether it's blue, orange or even green.

## Doctor

100 – **Hiding Hoodie** – Is this the part where the mysterious Jumper with the hoodie comes in and kicks everybody's asses? Maybe, maybe not, but this might help you with the mysterious part of that scenario. This hoodie will completely conceal your identity while the hood is up, so long as you don't talk to anyone, and provide a degree of protection from whatever environment you're in. Useful if you become the type of vampire that needs to worry about sunlight. If you need them, it comes with other clothes items such as trousers, a shirt and shoes.

100 – **Doctorate** – It's difficult to call yourself a doctor without the qualifications to back it up, but you can actually outdo that dropout Frankenstein with this paperwork. And possibly in creating monsters, but that's outside of this Item's capabilities. At least you can legally introduce yourself as *Doctor* Jumper. This can also provide suitable paperwork and qualification records for any other skills you have. If you have all the talent of an engineer, you would have a suitable Degree for your level of expertise.

200 – **Morb-Mobile** – It's a car! A nice one too, the sort a skilled Doctor could afford. Other than never running out of fuel, always being parked where you need it to be, and being repaired and restored within 12 hours if damaged or lost, there's nothing else special about it. It comes in silver by default, but if you insist we can give you one with black paint. Any further modifications are up to your own efforts, though we'll let it keep them between Jumps if you like.

200 – **Nocturnal Notes** – Sometimes you just need to get your thoughts in order, or just put them down so somebody else can understand what you're working on. This should help, making it easier to draw connections you might have missed or come to new conclusions you might have dismissed normally, even if you're just recording things that should be obvious or you already understand. Taking on a form you find convenient, such as a recorder or a notebook with pen, nobody would ever try to read or confiscate it without your permission. Even if you clearly shouldn't have it on you or it would benefit them to see the contents, such as if you were arrested and it would normally be used as evidence. Anyone you allow to see or listen to the contents will quickly come to understand what you're talking about regardless of their own knowledge, so they won't need a background in biology to comprehend any complicated medical information you share with them.

400 – **Artificial Substitute** – Do you have an overpowering urge to consume human blood? Something else? If you can't acquire some biological requirement due to shortages, difficulty or just moral concerns, you'll find this pale substance is a perfect substitute. It fulfils all the needs, dietary and otherwise, of whatever you would normally need to consume. The one real downside is that it doesn't quite taste or smell as nice as the real thing, but you do have a large and ever-replenishing walk-in fridge of this stuff so maybe you'll come to appreciate quantity over quality?

400 – **Local Laboratory** – Nice place you've got here. Finding somewhere to work on shady medical projects when you're on the run might be difficult for most, but you'll always be able to find this one somewhere nearby no matter where you are. It might not be the best

equipped place in the world, but it'll always have some of the science-y stuff you need, a few things you can improvise with if you're clever, and whatever you get up to in here won't be noticed by anyone else. You won't even need to walk in and break most of the bones in someone's hand to claim it. Additionally, as the original owners may have been less than entirely legal, whichever of these you use you will find they have left behind dubious material ranging from counterfeiting equipment to drugs, or snacks at the very least.

**600 – Unique Anticoagulant** – Deadly to bats, lethal to humans. And to any one specific species or target of your choice in each Jump. All you need to do is get what's in this syringe into their body, and to make matters easier it will always be able to inject into them no matter how durable they might be to everything else.

**600 – Horizon Labs** – You seem to have been made the Director of your own branch of Horizon Labs, giving you a building identical to the one used by Dr Morbius. A large part of the building is for general hospital purposes and has several labs for multiple researchers to work with, but you have your own private section of the building even if you do open up the rest to medical professionals and patients seeking treatment. With secure doors, voice-controlled systems and plenty of room and equipment for work on whatever projects you want, this place is ideal for experimentation as well as treating patients. It's even got a secured area should you need to contain any uncooperative or dangerous patients, capable of containing anything weaker than you even involuntarily, or anything stronger if they submitted willingly to the containment. It can incorporate relevant Items and equipment you already have, as well as any viable attachments to its structure. Work in this location is faster and more effective, even to the point of rapidly allowing mastery of any unusual abilities such as ones derived from questionably legal experimentation. Time to find out what you're capable of.

## Patron

100 – **Dancing Duds** – If you're going to be out having fun while you're here, might as well look good while doing it. What you have here is a high-quality, quite expensive and very comfortable suit. Other than being surprisingly resistant to stains, it must have a speaker somewhere inside it because you can choose for any music you have to be playing around it at any time. Might want to make sure the lyrics aren't something embarrassing or can be easily misheard as something else. Your choice between more casual trainers or smarter shoes.

100 – **Covert Card** – You might already have Debit or Credit Cards, but this one is intended for things you'd prefer authorities and those monitoring your finances not to know about. It allows easy access to and spending of any money you have with complete discretion, allowing you to buy or pay for anything you can afford without anyone realising it came from you. Even those who might notice that some of your money is suddenly missing will think it was spent on entirely legitimate and legal things that they have no interest investigating, and any deliveries will be suitably discrete to avoid attracting attention.

200 – **Bat Trap** – Do you or a friend need some test subjects in good condition? As long as they're not sentient, you can use this device to safely and humanely capture and transport whatever you need. So long as you can provide a suitable bait and deploy this trap in a location where the creature/s you're trying to capture actually are, it is guaranteed to trap a suitable number of them within only a few minutes. You'll need to empty the trap, either into the wild or into a suitable facility for containing the captives, for it to be ready for use again. Bear in mind that the larger or more dangerous whatever you are trying to trap is, the less of them you'll be able to capture in one go. This setup might capture hundreds of Vampire Bats easily, but you'd probably only be able to catch a single creature if it was bigger than the average house.

200 – **Playboy's Penthouse** – If you're not the one spending most of your time in a laboratory, you might like having somewhere nice to relax. You own a fancy apartment at the top of a building in an ideal location for your work or social life, which has good security and plenty of room for any friends or family. It's very comfortable and has decorations and features appropriate to your wealth, taste and lifestyle. It might not have its own laboratory or workshops, as that would be more of a workplace feature, but it might have a personal gym and if you had health issues then you'd have all the equipment needed to deal with them as well as a dedicated carer if necessary.

400 – **Hired Guns** – Does someone have a grudge against you and some protection is needed, or do you just need people with guns for something? Whatever the reason, you now have access to teams of professional mercenaries. Since payment has already been sorted out, they're guaranteed to be loyal and carry out their jobs as well as you'd reasonably expect them to, no questions asked. They might not do much more than slow down a Living Vampire as they are now, but if you equip them better or modify them in some way you'll find they or their replacements retain the upgrades.

400 – **Actual Dollars** – Alright, enough with the jokes for now, you might need some *real* money to get by while you're here. Fortunately, you have quite a lot of it. How much? You'll always have enough for anything you reasonably need to buy, so you could easily fund extremely expensive experimental research but couldn't be expected to buy a city on a whim. How you got this money is largely up to you as long as it fits whatever background you have, but it could reasonably be anything from winning the lottery using a ticket you found on arriving in the Jump to inheriting it from your local family.

600 – **Covert Cane** – The greatest trick the Jumper ever pulled was convincing the world they were harmless. This could take the form of a cane, a set of crutches, or even a wheelchair, but so long as you're visibly using it and seem to be impaired enough to require it, you won't be considered a suspect in any crime except by direct witnesses and those who see clear footage of you carrying out the crime. Even if you're the only person who might have means and motivation to commit the crime and you're in the area it was committed, you'll be entirely overlooked. And like that, Jumper's gone.

600 – **LCV Murnau** – Sometimes, you might need somewhere discrete and well equipped to perform some sort of highly experimental, ethically questionable and not exactly legal activities. Fortunately, you already have this freighter all set up for whatever you or your acquaintances need to do. Even human trials. It's not the best equipped lab in the world as it is, but it is a mobile one and whatever happens here will be entirely undetectable and overlooked by any who might be keeping an eye on what you're doing or would normally enforce laws you break here. You're guaranteed to get away with any crimes you might carry out here, even murder. On that note, you'll find it comes equipped with eight individuals intended to guard and maintain the vessel that any law enforcement would apparently be happy to have off the water no questions asked, should you need some test subjects or snacks. They'll be replaced on a daily basis if needed, so you won't need to worry about running out. If you need to leave the ship somewhere and don't want to swim back to mainland, you might be pleased to know it comes with two small boats onboard that are sufficient to transport eight people each, as well as a Jet Ski. The latter was a bit of a mailing error, apparently it was supposed to be sent somewhere with an M. *Mobius* instead.

## Detective

100 – **Badge & Handcuffs** – You can't just walk around claiming to be an FBI Agent or some other form of law enforcement without something to back it up. Fortunately, you can. This badge is all the proof you need, giving you the full authority of being an official member of law enforcement. This defaults to being an FBI Agent, but can change to be other forms of law enforcement appropriate for whatever setting you are in. Not only does it ensure you have all the history and qualifications you would need for this position, including being on any databases of such figures, but it includes all the licences and other paperwork required for carrying an appropriate personal weapon in your line of work. You also get a set of handcuffs and a key, should you need to arrest someone, and a uniform to look the part.

100 – **Robotic Arm** – Have you been injured in the line of duty? Do you just want a cybernetic limb? You can have one, either supplementing one you have or replacing one you lack. It's not really any better than an ordinary human limb other than being significantly more durable, but it does seem to go entirely unnoticed and considered normal even when it would be notable. You could probably get through an entire film, and nobody would ever realise you had one even if it's uncovered.

200 – **Universal Warrant** – Usually, law enforcement would be limited in terms of where it could go, both in terms of areas they are allowed to investigate crimes and where they can enter to do so. This handy bit of paperwork allows you to bypass this, letting you operate pretty much anywhere so long as it's genuinely trying to enforce law. You could investigate murders that occurred in international waters, even if it was on a Panamanian boat so the jurisdiction should fall to Panama, or pursue fleeing suspects over state and country borders without needing to contact local enforcement or leave the chase to them.

200 – **Triple-Blessed Holy Water** – Really? Well, if you don't want to take any chances. This would be very useful against an entirely different kind of vampire to the ones you'll find here. Still, this is a bottle of genuinely holy water with a very potent effect on anything demonic, undead or otherwise unholy that you might reasonably expect holy water to work on in a story.

400 – **Pet Summoning Box** – Not a litter box, because shaking one of those and expecting a cat to show up would be kind of stupid. Instead, shaking *this* box and calling out for any specific pet you have will cause them to immediately show up and approach you no matter where they might have been beforehand. Opening up this small blue box, which seems a little bigger on the inside, will reveal a stash of appropriate treats to give to your pet if you'd like to reward them. It's less effective on more general creatures and doesn't work at all on sentient beings, but with some persistence you could get somebody else's cat to come to you if you were in their home and the cat was actually in the vicinity.

400 – **Surveillance Laptop** – Getting evidence can be a difficult and time-consuming process if it's not as simple as picking it up off the ground, and sometimes time or technical errors can lead to recordings that might have been vital to an investigation being inaccessible or unclear. This device might help a bit, not only having all the functions you might expect of an ordinary laptop, but capable of remotely linking to any security cameras to show you

both live feeds and anything they've recorded since they were installed. There's even helpful software included to easily skip to specific time periods or look for specific things in the recordings, sparing you the need to closely watch hundreds of hours of footage. This works even if the recordings in the original camera were wiped or modified, showing the edited and original version side by side if necessary, so long as the camera is still intact. You'll always be able to use this to get a clear picture, and you have a surprisingly high chance of those you're investigating looking directly at the camera at some point so you can get a good look at their face.

**600 – Auto-Arrest Gun** – This is what you pull out when you've had *enough* of superhumans escaping the law just because they can fly away or shrug off bullets. So long as you aren't in the middle of a fight with the target and you make them aware you're pointing this at them, such as by calling out and ensuring they can clearly perceive you pointing it at them, you can cause them to immediately surrender to you. Even if they could easily flee or slaughter you normally, they will stand down and allow themselves to be captured and processed as according to the law. They might break out of prison later, but you'll be able to bring them in. Just note that the bullets are entirely mundane even if you do get a replenishing supply, this effect won't apply to those you *don't* give a direct warning and doing anything other than capturing the target you have ordered to surrender will cause them to fight back or flee as they normally would. This is for *arresting* people, not killing them.

**600 – Serious Security Prison** – Even if you've managed to collect all the evidence and even capture the criminal, it can be a pain if they just treat the prison like cardboard and break out almost as soon as you've put them in there. This one doesn't come with a revolving door, both literally and metaphorically, as it can successfully contain anyone that is genuinely guilty of the crime they were charged with and arrested for. No matter their abilities or resources, if you bring someone in for a murder then they won't be able to escape or continue their previous actions from confinement, nor will anybody else be able to break them out or subvert their sentence. Just bear in mind this containment is both specific and law abiding, as it won't maintain the effect beyond what the proper sentence for it is and bringing someone in for a crime that they *didn't* commit won't be guaranteed to hold them either. If they killed eight people but they're only being charged with and arrested for a *different* murder they *didn't* commit, then their containment is not guaranteed even if they're genuinely guilty of the other crime.

## Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

Free – **Jumping Social Correspondent** – We are very happy to announce you have your own Social Correspondent! They're something of an *unusual* Companion as you'll never meet them in person, but they're certainly able to keep tabs on what you're up to. They were told that for some reason, working for a Jumper can be an unusually hazardous job... but a paycheck is a paycheck. One that we'll be handling so you don't need to worry about it. They'll keep you, and any audience you might want to have, up to date on what's going on. Once a week, they'll cover everything from your own public activities to the efforts of any businesses or organisations you run. One thing to note is that they have an entirely *neutral* opinion to you and your activities, reporting only the facts as they are in a fair and balanced way and not trying to make it seem overly positive or negative no matter how you'd prefer it to be presented. At least it's a good way to keep the locals informed about what you're up to or keeping track of what you've done. You can bring this Companion into any Jump for free regardless of usual restrictions as they're not really *physically* present anywhere, or decide to exclude them should you be getting up to activities you'd prefer people not know about in that Jump.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Intrigued Individual** (Free for Stranger) – Did somebody else get displaced here with you, or did one of the locals find you upon arrival? Either way, they found you interesting enough to stick around and accepted the offer to team up with them. Aside from knowing a surprising amount about wilderness survival, they have a shocking affinity for tinkering, to the point that collaboration with others who have any sort of technological aptitude seems to allow far more impressive creations with far less time and resources needed. If you're something of an engineer yourself, you could get a surprising amount out of a box of scraps.

200 – **Scientific Subordinate** (Free for Doctor) – Brilliant as you might be, it can be useful to have a second opinion as well as a second set of hands. Whether or not you need them to inject something into your spine, they have a wide range of medical expertise and are particularly good at keeping patients calm and comfortable even if they're suffering from debilitating conditions. If somebody was having a particularly violent reaction to the treatment, such as a bloodthirsty rage, they would have a good chance at calming them down so long as nothing else exacerbates the situation.

200 – **Burly Bodyguard** (Free for Patron) – You might have found yourself alone and unable to protect yourself, which is where this older figure came in. You might be familiar enough with them that they're pretty much a surrogate parental figure, on top of their training and experience for protecting others and providing general care and assistance. They might not have the same knowledge or skills as a medical professional, but they know how to provide aid someone who needs it on a daily basis, as well as when they need to call in a proper Doctor. Their presence is quite reassuring, not only giving you someone who will keep quiet about any questionably legal activity out of professional and personal courtesy, but so long as they're with you then they would be the first target for anyone attacking you.

200 – **Perceptive Partner** (Free for Detective) – You might need someone to watch your back in a line of work like this, so you've been able to get some suitable backup. Fully trained and qualified for this role, not to mention having some experience as a soldier, they'll stick with you while you deal with some of the worst humanity has to offer and help out when things that certainly aren't humanity crop up. They have a fairly extensive knowledge of fiction, religion and mythology, which could come in handy considering the strange events that are bound to become more common in the future, and while they might be a bit odd in the way they go about things at times they have an impressive eye for detail and a knack at figuring out things that more straightforward investigations would miss.

400 — **Sarcophagus Subject** – Did you ever wonder why there was a huge stone container inside Dr Morbius' private labs at the Horizon Institute? You must have done, considering you decided to open it. Turned out there wasn't much, just some ancient bones, vaguely Viking-like imagery and a shrivelled black and red mass. You also managed to cut yourself closing it back up again in disappointment, but you could have sworn you heard something shift inside it as you walked away. The next night, you found this peculiar creature scratching at your door. Only about the size of a cat, and best described as a tiny dragon made out of reddish-black goo with blank white spots for eyes, this clearly alien organism seems to think you're its owner and is quite fond of you. Its form decayed through damage, time and starvation, it is currently a fraction of what it could be, and while you have a sense this organism can symbiotically bond to others based on its physiology it seems to have lost this capacity. It only needs a handful of chocolate every day or so to remain stable enough to not turn back into a puddle. Given sufficient time and care you may one day be able to learn from 80 billion light-years of hive knowledge across universes. Until then, enjoy your alien cat. It's not fond of loud noises, so you won't need to worry about it making a ruckus at night. Maybe you could give it a suitably Viking-themed name, like Grendel?

## Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Variant Strain** – Things seem a little different to what someone familiar with this story might expect. Maybe an FBI Agent clearly has a cybernetic arm? Maybe in this universe Michael has Milo's appearance and vice versa? Perhaps the breakthrough treatment took something from wolves instead of bats and this world will soon be witness to some sort of Werewolf By Night instead of a Living Vampire? Specific characters will still be recognisable even if they have different faces, and broadly speaking things will play out roughly the same way as they would normally, not accounting for interference from you or other Drawbacks and Scenarios.

0 – **Patient History** – Have you been around this neck of the Multiverse before? You can have this Jump continue from the events of other Jumps set in the Sony-Verse or MCU that you've visited, so depending on where you have been and what you've done you might be a familiar face to the Vulture or Venom. This is a Continuity Toggle.

0 – **Rapid Recovery/Extended Treatment** – If you don't want to stay here for a full decade and don't have any Drawbacks you could avoid by leaving early, you can leave once the events of the film have finished, ending just after the Vulture would make their offer to the Living Vampire. Or you can stay for longer than 10 years, if you really want to stick around and see if there's a sequel. Just make sure you don't accidentally die of old age or some other health complication before you decide to leave.

0 – **Long-Term Illness** – Do you want to show up a bit earlier than when Dr Morbius set out to collect bats? If you like, you can start this Jump 25 years earlier, when Michael and the soon-to-be-nicknamed Milo meet at a hospital in Greece.

100 – **Definitely One Of The Movies Of All Time** – Jumper, somebody must have broken you're your Warehouse, your properties, and all your collections of media! Worse than taking or damaging anything, that monster left behind multiple copies of the Morbius film, as well as a ton of memorabilia, copies of the script, behind-the-scenes footage and even novelisations! All your computers have a copy of the film in its memory, your wardrobes have several costumes and Living Vampire masks, and no matter what you do you can't seem to dispose of it or entirely avoid all of this stuff. You might be making a cup of tea, only to realise you're making it in a mug with a picture of Morbius on it! After this Jump ends, you can choose to get rid of any of this once and for all... or keep as much of it as you like.

100 – **The Time Has Come** – It's going to happen any second now. Any moment. You're sure of it. You are under the impression that *something* is going to happen and it's going to be either amazing or hilarious, possibly both, but the truth is it never will. You'll forget the exact nature of this Drawback once you take it, leaving with you to eagerly anticipate something that will never actually happen while you're here. Just before the Jump ends, you will probably feel a sense of crushing disappointment and feel like you missed it somehow,

before this Drawback is removed and you suddenly realise how *pointless* all that expectation was.

100 – **We Shouldn't Be Here When It Gets Dark** – Mainly because, unlike bats, you aren't great at navigating in the dark. You're fine when there's enough light in the daytime, but once the sun goes down your ability to perceive things around you is significantly reduced. Even special senses like echolocation, bat-radar for the uninitiated, are far less powerful than they otherwise would be. Might be best to stick to very brightly lit areas at night, lest you find yourself becoming as blind as a bat supposedly is.

100 – **Unlaced** – For someone that might have difficulty walking around normally, you're not making anything easier for yourself. Maybe you're just really bad with string, no matter how good you are with paper? Not only will any shoes you wear with laces keep coming undone, but any shoes you wear will somehow have laces. Even sandals. Not great as a tripping hazard even if you don't rely on crutches.

100 – **As You Can See, I Don't Have Very Good Sea Legs** – You're not great on boats, or at swimming for that matter. No matter how robust or stable you usually are, you'll find it very difficult to move around when you're at sea, in or on water. You don't have any reason to stay in international waters, do you?

100 – **Shifting Eyes** – Not *shifty* eyes, though it's about the same effect. Whenever you use any of your Perks or abilities, your eyes will visibly change in some way that indicates you're doing something. Whether this is a consistent change or varies depending on what you're doing is up to you, but it will always be visible for anyone looking at your face who is able to see your eyes. Maybe you could find an excuse to wear sunglasses even when you're inside?

100 – **2003 CGI** – Usually, seeing the real thing in person can get around any limitations that a studio or animators might have when trying to put something on a screen. You are not so lucky, as anything that isn't entirely mundane to have taken a significant downgrade in visual appearance. Even if your transformations and abilities should look entirely natural and realistic, it will somehow look like outdated CGI effects.

100 – **Random Slow-Motion** – You're fairly sure you're not in some sort of simulation, but whether or not you have super senses you can sometimes feel the world slow down around you. This includes you, so you're not actually moving any faster than you might do normally. Nobody else seems to notice this, and at best you might be given slightly more time to look at something before the world resumes its full speed again. It will always feel jarring and out of place.

100 – **B-Rated** – A PG-13 Vampire film turns out to not have much blood in it. This fixes that... and goes way, way over the top in its efforts to do so. Akin to an intentionally amusing B-Movie that apparently had to get rid of a lot of fake blood, every time there is an opportunity for blood to be spilled due to injury it will flood out in comically huge amounts. This occurs in yourself, your Companions, and everybody else. A small cut that would normally release a few drops is like turning on a tap, while someone getting their throat slit could shower an entire room. On the plus side, nobody else will find this strange, and

despite the ludicrous amounts of blood loss it won't cause any more harm than the cut normally would, nor will it last any longer than the more realistic effect would. You might need a towel for a deep papercut, but at least you won't run out of blood from it.

100 – **Furthermorb** – Bat got your tongue? You can still talk as much as usual, you've just got what seems like a bizarre speech impediment. Whenever you speak, not only does any word with 'mor' in it somehow end up with a noticeable 'b' accompanying it, but you just can't help somehow putting the word 'Morb' into whatever you're saying. It might actually be best not to speak, as this could get annoying for you or anyone else fairly quickly.

100 – **Do You Need A Doctor?** – Because you don't seem to be one. Whatever major skillset your Origin should have, you don't seem to have the skills to back it up beyond the basics. Sitting in front of a computer while it processes things, injecting sedatives and cutting open a bat might be the most complex medical-related thing you could do if you are supposed to be a Doctor. A Patron might be terrible at anything to do with money, a Detective might not remember what the laws they are supposed to be enforcing *are*, and even a Stranger might find themselves attracting the wrong sort of attention.

100 – **But You're Still The Help** – They can tell all that by just looking at you, huh? You don't seem to get any real respect or recognition for your capabilities and achievements. Skilled and fully qualified Doctor and medical consultant? People think you are 'only' a Nurse and don't seem to think that's worth anything by itself. Mercenary trying to do your job and investigating a disturbance? You're just a jacked-up idiot, apparently. The world is going to treat you as a side character while other people get all the attention. You might end up proving people right depending on your own aptitude and attitude, but that's on you.

100 – **Tickets To Morbius** – Were you expecting one of those 'Companions and Followers from outside this Jump are barred' things? They don't get to escape this so easily, because this is enough 'tickets' for you and *all* of them to enter this setting, and they don't have a choice in the matter. There are two major downsides even if you thought this was a great deal, as this is still a Drawback: Firstly, any brought in with this method will not receive any CP, can't take any Drawbacks of their own if they normally could, and can't make purchases in the Jump Document. Secondly, they are *all* aware of what this Jump is about, and that *you* decided to drag them all into it just for a little extra CP for yourself. Have fun explaining things...

100 – **A Marvel Legend** – Were you expecting one of those amnesia-like 'forget what happens in the original story of the Jump so you don't know the events' effects? Too bad, this is a *Drawback*. Instead, you know every moment and every line in every scene in *Morbius* off by heart and are unable to purge it from your memory while you're here. If anything, you might find yourself expecting something specific to happen when your own presence has butterflyed events from what you would expect if it followed the script exactly.

100 – **Bat Radar, For The Uninitiated** – But we are initiated, aren't we Jumper? Wait, no, wrong bat-related story. You don't have any sort of combat training or experience, even if you did previously. This doesn't stop you from improvising or getting training while you're here, and superhuman capabilities might help, but fighting will never come naturally to you.

100 – **Paper Trail** – You aren't trying to copy something related to another bat-like character, are you? Because whether you mean to or not, you keep leaving behind clues that would point people towards your presence and actions, even if they're somewhat inept investigators. It might be Origami or something else that is closely associated with you, but this trail of clues will lead any search parties straight to your doorstep eventually.

100 – **Classic Costuming** – Not fond of the look in *Morbius*? Well, can't change anything about that, but you've certainly dressed up for it. All the clothes you wear turn into one of Morbius' costumes from the comics, composed of a red-and-blue jumpsuit, a popped collar, deep open V-neck down to your torso, and what could be described as an attached mantle or cape. It won't be any less protective or comfortable than what you're actually wearing, but it'll always look like this.

100 – **Winner Of The Noble Prize** – Shouldn't that be *Nobel*? No? Are you sure? Alright then. It seems that any rewards or achievements you already have or earn while you're here have been somewhat downgraded. You'll still get rewarded if you work for it, but it will never be as prestigious as it could be.

100 – **I Can't Believe You Dissed The King Of Sweden** – You have a really bad habit of insulting others for poorly justified reasons, particularly those who are important. This could potentially backfire if the insulted party is easily offended, if you're not just seen as a jerk for doing so. You might find it difficult to make many friends

100 – **Jury-Ruining** – Nothing to do with courts, unless of course you try jury-rigging something important and it backfires. Attempts at temporary, haphazard and improvised fixes to things inevitably go wrong whenever you try to do them. Get a machine working again by replacing a proper fuse with a spring from a Ballpoint Pen? Not only will it *not* solve whatever problem caused the fuse to blow in the first place, but it could make the machine horribly malfunction now that there's not a proper fuse to stop excess current amplitude and duration. Stick to the instructions, use the proper parts, and avoid trying to build anything in caves with boxes of scrap.

200 – **There's Something Missing From Our DNA** – Like a piece of a puzzle, and until you find it the only way to stay alive is an oil change three times a day. Not literally, no matter how strange your biology or pseudo-biology is, but you certainly have the same blood disease that Dr Morbius and Milo have and all the problems it causes them, though outside of other influence you should be able to last a decade in this condition. This will resist any out-of-setting attempts to cure it, but it doesn't stop you from trying to come up with a solution using local means and resources. There's one in the works at the moment at Horizon Labs, but it's highly experimental and may have some unforeseen side effects.

200 – **11 Out Of 10** – You might need a Doctor, or at least a quiet room and some painkillers. You suffer from an unfortunate degree of sensory overload, not only making any noise or sensation more intense, but any actual pain will be significantly worse. You might want to be careful where you walk, because stubbing your toe might feel like you've broken it. You aren't going to have a great time if you get seriously hurt or have another painful condition on top of this.

200 – **We Have A Minute?** – You don't have much luck when it comes to the law, as they seem to be paying far more attention to you than they usually would. Even being tangentially related to an investigation will result in being approached for questioning, actual investigations on you will be far more thorough and even questionably legal at times and attempts to avoid these efforts only make you seem more suspicious to the authorities. You'll always stick out to them, even if you're trying to be discrete. If nothing else, this is going to take up an annoying amount of your time.

200 – **You Don't Look Anything Like You Do On The News** – A Jumper might look or act a little out of the ordinary, but small things are often ignored or easily excused even if they don't have some sort of filter on other's perception. Now it seems a lot of people are taking after Sherlock, noting even tiny things about you that could be out of place or don't match up with whatever image you are trying to present. They might not fall for an obvious excuse even if they normally would, or even notice that you look somewhat healthier than someone in your condition should. Covering up your nature and actions just got a lot more difficult.

200 – **Misty Eyed** – Is this some way of a human brain visualising echolocation? You might not even *have* echolocation, but something's clearly up with your senses. To you, moving things seem to leave behind brief trails of smoke, with faster objects leaving a larger trail. Even largely stationary things seem to have this effect faintly hanging around them. This might make it a little difficult to perceive details at times.

200 – **Cure For Insomnia** – On the plus side, sleep comes easily to you. The downside is that it comes *far* too easily to you at times, as you will find yourself consistently tired and repeatedly falling asleep. You can combat this with methods like caffeine or sudden noise, but these will only keep you awake for so long before you pass out no matter your efforts. It'll be even faster if you're doing something boring.

200 – **Jumper Dancing** – Perhaps not quite the performance you or anyone else intended to be the highlight of your time here. There is now a recording of you doing something you find highly embarrassing, such as dancing, which has become very widely viewed. You might have been having fun at the time, but combined with a rather unfortunate choice of lyrics in the song? Maybe someone even edited the recording to make it even more embarrassing, but the latter is bound to happen at some point if you get over the embarrassment of the original version. It won't be anything illegal, but you can expect a lot of mockery and becoming famous for the wrong reasons.

200 – **I Don't Remember You Ever Finishing Law School** – That's because you didn't. Any qualifications you might normally have, such as those generated by Items, are no longer applicable unless you actually go to the trouble of going through the system like everybody else in the Jump. You might have the medical skills necessary to make a Living Vampire, but you're not going to be any sort of legally qualified medical practitioner unless you study and pass the right courses.

200 – **Six To Eight Weeks, A Little Ibuprofen** – You aren't going to be healing up just fine and should probably get a second opinion, because your dominant hand has been broken in

several places. You're going to need a splint or at least some tape to keep the broken fingers stabilized and might even need surgery. You can take this up to four times if you don't mind having all your limbs painfully broken.

200 – **It's Time To Eat, You Little Monster** – You're pretty uncoordinated, badly enough that you could cut yourself while opening a can of cat food. You might want to keep some band-aids handy. Hopefully you don't need to do delicate work or hang around anybody bloodthirsty.

200 – **Hello Milo** – You don't even remember the first Milo, but it might not help that you call everybody by that name. Even people you have just been introduced to, or that you know full well has a name that *isn't* Milo. It's bound to be a bit confusing, not to mention a little insulting for them.

200 – **Best Not To Be Outside When School Gets Out** – Kids can be cruel, but when it comes to you they can be downright sadistic. Whenever you encounter children, even and especially if you *are* one, they will pick on you for any known or imagined flaws, steal your possessions, and any sort of resistance to this will cause them to viciously attack you.

200 – **Milo's Law** – Have you ever heard of the saying 'everything that can possibly go wrong probably will'? That now applies to you in a very specific circumstance. Namely, when you are relying on a machine to do anything. Hopefully you won't be hooked up to life support while you're here, because it will almost certainly cut out at some point.

200 – **10 Morbillion Dollars** – We've got a great deal for you, Jumper! We'll exchange *all* of your monetary wealth for the amount stated in this Drawback! No, it's not real money, who else would accept it? You might want to get a job, because you don't have anything left in any vaults, wallets or bank accounts, regardless of what currency it was in. This won't take something like your house, but... you have all your taxes sorted out already, right?

200 – **Hey, Your Highness, Time's Up** – You never seem to be given much time to do things, even if it would be reasonably expected or even a legal requirement. You can expect unreasonable deadlines and people rushing you for just about everything. Even being a lawyer talking to a suspected murderer would only let you have about two minutes when you should get a more reasonable amount of time to discuss the case. Hopefully you can work quickly.

200 – **Bright Orange Trainers** – A terrible place filled with terrorists and drug lords... and a Jumper. You'll be starting off in a high security prison, charged with a crime as serious as murder and a sentence of at least ten years. If you escape, you're guaranteed to be labelled a fugitive and chased by the full power of the law. If you can't stand a stay in prison, maybe you can find a way to clear your name, or stay on the run?

200 – **Blood. Human Blood** – As a result of your choice in this Drawback, this is what you're reliant upon for any of your Perks and abilities to work, though at least consuming it won't make you ill if it normally would. Consider it like refuelling a car, where the longer you use your Perks and abilities and the more intensely you do, the faster you burn through your

'fuel'. You have to drink real human blood to refill your reserves too, you can't just get by on animal blood. Artificial blood might work at first, but in the longer term you could consider it like putting petrol in a diesel engine, either not working or actively causing damage when you try to use it.

**200 – I Tried To Protect You** – You know those bits in stories where someone pushes away their friends when they're trying to help, or refuses to explain properly when it would avoid a lot of problems in the long run? That's you now, as your efforts to protect those around you have a tendency to fail or backfire horribly. Not cluing in an assistant to your true work in the name of plausible deniability only leads to them getting blindsided by the results and still considered a suspect by the police, and your efforts to stop a friend getting turned into the same monster you are with your botched experiment would only drive them to take the formula out of spite. You never seem to learn from this.

**200 – Morbed All Over** – Downside of being like a Living Vampire, you still have a reflection. And it's not a pretty one. You don't have any of the benefits or abilities of being a Living Vampire, but you look just like one in their fully transformed state. You're stuck in this monstrous form and unable to change out of it until the Jump is over. At least this doesn't give you a need for blood by itself.

**200 – Graduate Of The Stephen King School Of Bullying** – You're really in touch with your inner child... and they kind of deserve being hit in the face with a crutch and then beaten some more when they're down. You seem to have not only lost any compassion for those less well off than you in some way, such as being disabled if you aren't, but your sense of humour has become bizarrely cruel. You might steal some kid's letter and think the contents are hilarious even if they aren't.

**400 – Seized Assets** – Seems you're under investigation for Illegal Dimensional Travel. Don't worry, we're sorting it out, so you'll be cleared by the end of the Jump. But until then, since you'd probably tear down the 'Crime Scene' tape used to obstruct it, you can't access your Warehouse or any Items from outside of this Jump. It's being safely stored in Extradimensional Evidence until we get the charges cleared.

**400 – Morbillion Morb Memes** – If you've gotten to this point in the Document, you're probably a bit sick of it by now. So why not suffer more for some CP? Wherever you go, you'll somehow keep being exposed to variations of 'Morb' being put into various phrases, quotes and other things. Not to mention numerous images, edited and otherwise, of the various memes this has generated. You'll be unable to avoid it or not notice it, and you are probably going to be utterly sick of it by the time the Jump is over.

**400 – Make It Mean Something** – You might have had a chance to not get involved with the events here... but with this Drawback, you're inevitably going to get drawn into the events of the Morbius film. No matter where you try to run or hide, things will keep dragging you back into the plot. You can't escape until it's over. We hope the CP is worth your sacrifice.

**400 – Hope The Food's Better In This Jump** – Whether they're friends or foes, familiar faces from previous Jumps will be showing up while you're here, which is guaranteed to make

things more complicated when they inevitably get involved. If this is your first Jump, you'll find people from your Pre-Chain life will be showing up out of nowhere. Everybody is probably going to be a bit confused... hopefully nobody decides this is all your fault. Because it really kind of is.

**400 – I'm Not Sure How I Got Here. Has To Do With Jumping, I Think** – You still haven't forgotten the *Morbius* movie, this is still a Drawback... but you have forgotten everything else. You don't recall anything that happened in prior Jumps, or even which Drawbacks, Perks and Items you selected for this one. It's like you were living your Pre-Chain life and suddenly showed up here. You still have all of the stuff you did before if no other Drawbacks took it from you, just no memory of it. Hopefully you're not in a position where you could accidentally break reality because you forgot you could, the local multiverse isn't as stable as it used to be.

**400 – IT'S JUMPING TIME!** – While certain phrases may or may not be spoken while you're here, if you intend to use any of your Perks or abilities you're going to need to do so. Specifically, you'll need to loudly call out some variation of the name of this Drawback, ideally something appropriate for whatever Perk or ability you want to use. Any further emphasis is entirely up to you. It might make your actions much more dramatic and memorable, but it's not going to help if you're trying to be subtle.

**400 – I Have Good Days And Bad** – Once any Drawbacks or other conditions that affect your health have been applied, take a note of your state. This will now be you on a *good* day. Your health is going to vary over time, sometimes being as you are normally, sometimes being much worse. You might be able to use crutches on a good day, but barely able to move on a bad one. On the plus side, as unpleasant as this might make your time here, this won't kill you by itself. Pilates might help.

**400 – No CP** – Not to worry, you still have all the things you can buy from this Jump Document... but any Perks and abilities from other Jumps won't function while you're here. Perhaps you could consider it a lesson in Method Acting as one of the locals?

**400 – Method Jumping** – How would you like to get *really* into character, even if it makes things difficult for you and everybody around you? Depending on what Origin you took and what role you would be fulfilling in this world, you'll find that your Perks, Items and abilities are now limited to the ones that would 'fit' in that role. An FBI Agent wouldn't reasonably be expected to have super-science skills, while a surgeon probably wouldn't be some sort of master combatant. Even as a stranger with no established history, entirely out-of-context things would be far too jarring to include in this performance. Time to play your part, Jumper, as you can't 'drop character' until this Jump is over.

**400 – Fun Facts About Jumper** – First fact: Did you know that information about the Jumper has been spread throughout the setting, so that most people know who they are and what they can do? Some of the 'facts' will be obvious or somewhat amusing, but others might reveal weaknesses. If you were planning to fly below the radar here or take advantage of your capabilities being unknown, this could be a problem.

400 – **Luckless Lucian** – With luck like yours, it might not be so unbelievable that someone would lash out at the world when they were given the opportunity. You have bad luck in general, but it seems to come into full force whenever something that *should* be particularly good should happen. Get a letter from your friend promising to help solve a debilitating condition? It'll get blown out the window, and you will not have a pleasant time trying to get it back. Friend comes up with a cure for your condition and is clearly able to walk around while you're still struggling with crutches and might not have long left to live? They'll refuse to share it and not properly explain why. Taken a super-enhancing formula and feel great for the first time in your life? Your friend wants to 'cure' you even if it's a death sentence. You might even be having fun in a club for once, only for some jerk to come along and ruin everything.

400 – **Won A Hand Of Cards Against Some Russian Gentlemen** – Apparently they found your luck improbable, because they will be trying to recollect what they lost with interest. What may be the Russian Mob, or some comparable alternative, will be trying to hunt you down to get what they think you owe them, and things will get unpleasant if you can't or won't pay them. Even if this turns into a wonderful excuse to snack as a Living Vampire, you'll find they never seem to run out of people to throw at you, and they're clearly too prideful to ever give up regardless of how dangerous you prove yourself to be.

400 – **Stand Back! I Am Beginning To Morb!** – That's probably not bad advice to give, considering you have lost a significant amount of control over your abilities. Hopefully you don't damage yourself or anyone else too much, and it might be best to avoid using anything that might have particularly destructive effects when you *are* in control. Even relatively tame transformations might ruin your clothes.

400 – **Maybe I Blacked Out** – Even if you're not normally capable of doing something or acting in a certain way... that's going to change while you're here, at least for short periods of time. Without warning, you'll seem to black out, only to later have any chance of discovering what you did. Whatever it was, it will be something you're normally opposed to doing. If you devoted your life to making people better, you might hurt or even kill someone. If you're normally bloodthirsty or selfish, you might find you've given something away or helped someone you normally never would. Either way, it will be something the normal you will regret.

400 – **Never Too Early** – It might be best if you don't share your hipflask with anyone else, considering the contents. You have a strong thirst for blood and can't go without it for long even if you're otherwise an ordinary human. A few hours at most, though at least drinking it won't make you ill if it would otherwise. If you're a Living Vampire or you *already* have a desire to drink the blood of the living, this is greatly amplified beyond what it would usually be, to the point you're pretty much looking for excuses to start tearing throats open. If combined with **Blood. Human Blood** then not only will you be burning through your 'tank' over time anyway even if you're not using your abilities but running out entirely might actually kill you.

400 – **This Isn't You** – I know you, where is the Jumper I used to have, look what you've become... you'll be hearing a lot of this sort of thing, as someone has betrayed you. Or they

believe you have betrayed them. Either way, there is going to be a significant falling out and doing things behind each other's backs, and you won't realise who it is or even remember this Drawback until after something terrible has happened. It could be a Companion, or even someone you befriend during the Jump, with a guarantee that the latter will happen if there's no suitable source of betrayal.

**400 – Karmic Chameleon** – Wait, maybe it really *isn't* you. It seems that the figure known as the Chameleon has made you their latest target and has figured out how to flawlessly pretend to be you. It's sufficient to completely fool even your closest Companions, at least at first. Depending on what you are here and what you're doing, they might just be trying to exploit your identity for their own benefits, or they might be trying to get you in trouble. While they don't have your Perks and abilities, they seem to be able to fake them pretty well even if they're quite spectacular... they might have even gotten hold of some advanced holographic equipment from an adjacent universe. Wouldn't be the only time something from there would end up here.

**400 – Early Trials** – Not fond of the idea of being used as a Human Test Subject by some mad scientist thanks to your abilities? Good news is that you don't qualify for that sort of thing. Bad news is that the reason you don't qualify for it is because you aren't able to take on the form of a human while you're here. You're stuck in the form of a mouse, the Control Sample to Test Subject 117 to be specific. This doesn't bar you from your Perks and abilities by itself, but this might make doing anything a bit more difficult. Even if you're a Living Vampire with all the abilities that gives you, you're still a mouse, albeit one that can grow fangs and look somewhat monstrous.

**400 – Blown Away** – You better hope nobody leaves a window open or that you don't need to walk around on tall buildings when it gets windy, because you seem to be a lot lighter than you used to be. Like a Living Vampire, you can fly on air currents. Unlike a Living Vampire, you don't have much control over this peculiar phenomenon, and even taking the measure of wearing diving boots won't stop you taking off like a kite if somebody so much as turns on a powerful fan. Come to think of it, you might want to follow the example of a kite and make sure you're tethered onto something solid if you go outside and it's windy. You might not get hurt by falling, floating to the ground and all, but you'll be going wherever the wind does if you're not careful and that might not be where you need to go. Or if the wind cuts out and you're over water. You can swim, right?

**400 – It's Your Password For Everything** – You should change that. But you can't. Anything you would usually have locked or sealed so only you or those you permit could open, access or use it are no longer secure. Even if it usually has a barrier of some sort to keep things out, anyone could potentially wander into your Warehouse if you're not careful, or get into your computers, or even walk into your house without a key. Apparently, your usual security measures are really obvious and easy to bypass for everybody, not just those who know you personally.

**600 – How Long Could You Survive Without Morbius?** – Turns out, not very long. Fortunately, you while don't need to be in constant contact with the *character*, you just need to be around and use *Morbius-themed* things to benefit from them, otherwise you'll

weaken over time. Drinking water? Needs to be out of a *Morbius*-themed mug, or it won't count. Eating? Needs to be out of a *Morbius*-themed bowl or off a *Morbius*-themed plate if you want to avoid starving. Raining? You'll still get wet if your umbrella isn't *Morbius*-themed. To make things a little easier, we'll make sure you can get your hands on this stuff within the Jump if you don't have it already, though some of it may be a little expensive and less vital stuff more difficult to track down.

**600 – It's Over, Anti-Jumper!** – Did somebody else inject themselves with your DNA? Are they a dimensional doppelganger? Whatever the explanation, it seems there's another being running around with a similar appearance to your own, but abilities that seem to be opposites of yours. Much as you might not want to fight this bizarre opponent, you're inevitably going to be drawn into direct conflict with them.

**600 – Twice The Failure** – If at first you don't succeed... you'll probably fail even harder if you've taken this Drawback. You are pretty much incapable of learning from your mistakes after the first time, which is going to lead to making the same bad decisions all over again *at least* once more. You'll be utterly convinced that the *second* time will work out so much better, regardless of what you would think normally, even taking mockery of your first effort as encouragement to do it all over again.

**600 – Getting A Leto Out Of Hand** – Alright, there's taking on a believable role for your performance, and then there's going a bit too far. You have managed to go some way *beyond* the latter, keeping your behaviour and actions entirely within the 'role' you are playing in this Jump even when it causes problems for you and everybody else. You don't 'break character', *ever*, from the moment you start the Jump till the second it ends. You'll even take on a character suitable for your Origin that will have some complication that makes this into a real problem, and you'll fully embrace every element of it no matter how impractical it is for you and everyone else. Pretending to be a doctor with a condition that makes walking difficult? Even when you're in private and you could very easily stop pretending to be disabled without it affecting the 'performance', you would *still* stick to behaving in a way that makes it take at least 45 minutes for a bathroom break. You can never be persuaded to act otherwise for *any* reason, and at best in the given situation you could *eventually* be negotiated with to use a wheelchair rather than crutches to speed things up a bit for everyone else. But you still wouldn't properly run away if, say, you were chased by a Living Vampire, even if it could cost you your life. Be prepared to suffer for this art, not to mention have others do so. Will it at least be a *really* convincing performance?

**600 – Actually That Kind Of Vampire** – You have several of the downsides of being a vampire with none of the benefits, at least none provided by this Drawback. You burn in sunlight, have difficulty crossing running water, are repelled by holy symbols and have a very nasty reaction to garlic or holy water. You would also probably die to a stake through the heart, but that applies to most things really.

**600 – Worst Of Both Worlds** – At some point during your stay here, you'll find yourself nodding off and you finally awaken to what might be a vaguely familiar scene. You're sitting amongst criminals, being transported somewhere that will soon become rather dangerous, with the events to follow potentially deciding the fate of the world. Someone speaks:

*“This is Katana, she’s got my back. She could cut all of you in half with one sword stroke just like mowing the lawn. I would advise not getting killed by her. Her sword traps the souls of its victims.”*

It’s debatable if it could be a worse alternative, but at least it’s not cold. You have somehow gotten mixed up in the events of the *first* live-action *Suicide Squad* film. You’ll be stuck here until the events of that film have been concluded before being transported back to the *Morbius* setting to continue where you left off, waking up as if from a nightmare. Strictly speaking you don’t need to follow the rest of the Squad, but part of your neck is inexplicably stinging... maybe you should wait to see someone else attempt to escape first.

**600 – Time To Get Morbed, Jumper** – Ah, it seems somebody told a different version of *Morbius* that you didn’t like their film, and they’re come after you. Unfortunately for you, this one is *much* more powerful than the one native to this world. They seem to have bonded to some sort of spherical red artefact, allowing them to cross dimensions and amplifying their vampiric nature. With it, they are not only nearly immune to your abilities but can drain energy from you to increase their own power. If you can’t run forever and don’t fancy trying to fight something that gets stronger as you battle them, you might need to get help or find a way to separate them from their relic.

**600 – It’s What These Bloodsuckers Do; They Multiply** – In hindsight, being PG-13 probably helped out since the lack of blood reduced the chance of anybody else being transformed into a vampire by accident. That’s going to be a problem now. Perhaps because some of Dr *Morbius*’ animal test subjects escaped, or Milo decided to perform some evolutionary experiments of their own? Whatever the cause, you’ll find that far more people will become Living Vampires, many of a less stable variety than the originals, which will rapidly spread if going unchecked considering that those infected can move around in daylight without issue. You might need to come up with a solution that can be applied rapidly on a large scale, or otherwise find a way to cope with the legions of bloodthirsty monsters that will soon be tearing their way through New York, perhaps even spreading beyond it given enough time.

**600 – Jumper Destroyed The Sony-verse** – Turns out, if an individual from one universe stays in another universe for too long, one or more universes may be destroyed. This is going to pose a problem with this Drawback, considering *you and any Imported Companions* aren’t from this universe, and neither is at least one other person you might find here. On the plus side, the Incursion isn’t guaranteed to kill you or end your Chain, at least if you could normally escape or survive universal destruction. It will, however, destroy this entire universe if you, the Vulture, or any other extradimensional visitors stick around for too long.

**600 – Maximum Carnage** – With *Venom & Eddie*’s sudden dimensional displacement combined with your arrival, and perhaps a few other disruptions to the local Multiverse, the Carnage Symbiote has somehow managed to be unleashed on this world again. To make matters worse, it has been able to perceive enough of the 80 billion light-years of hive knowledge across universes to identify you as the main threat to its existence here with *Venom*’s absence. It will find a way to bond with whoever you would *least* like it to bond with in this world, working to destroy your life and kill you. If this wouldn’t be much of a challenge to you... then it will instead manage to infect and control *you*, and in this case if

you are not free of it by the end of the Jump then you will Chain-Fail, as it's a safer alternative than unleashing Carnage across the multiverse.

**600 – I Wouldn't Go In There If I Were You** – Oh, too late. Hopefully you're not keeping more dangerous things than bats contained anywhere, because they're inevitably going to get loose. Whether it's living test subjects in a lab, prisoners in a cell or even yourself when you did it for the safety of others, the captive party will always manage to break out eventually or somebody will accidentally release them. Even if you prepare for this sort of thing, it will always manage to happen when your guard is down. You don't have anything too dangerous locked away from your travels across realities, do you Jumper?

**600 – We Don't Have Much Time Left** – This could be your last chance. You have some sort of condition that *will* kill you before the Jump is over unless you can find a way to cure it. If this is taken with **There's Something Missing From Our DNA**, then you have a variant of their condition which has all the same problems they suffer from, but is sufficiently different that a cure that would work on them wouldn't work on you, so you'll need to come up with something else. It will probably be highly experimental, ethically questionable, very, very, very expensive and not exactly legal.

**600 – Jump-Chain Of Jeopardy** – There must be an interdimensional library somewhere that really needs to review its lending practices, because an old enemy of yours has somehow managed to get their hands on a copy of the Darkhold. Also known as the Book Of The Damned, this magical grimoire corrupts the reader and contains a lot of dangerous spells and information about powerful beings, such as the mythical Scarlet Witch... and this edition seems to have been updated to include a little information on you. Specifically, your potential to acquire a Spark of immense power, and how to extract this from your corpse. As you may expect, your now empowered enemy is probably quite interested in obtaining this hidden power, or at least turning you into a corpse, and due to the corruptive effects of the Darkhold are far more willing and able to cause harm to you and others than they would be normally. You're probably going to need to deal with this madness, lest you or the rest of this universe ends up dead from the collateral damage.

**600 – A Bloody Good Film** – Think you can do better than what all of this is based on? Here's your opportunity to prove it, as you need to make a successful and genuinely popular live-action *Morbius* film. Actors, style and other elements are entirely up to you, so you could go for a darker approach or even ham it up into more of schlocky horror tribute. Whether you're going for something serious or amusing, the result must be a film in public cinemas that is liked enough to get widespread, genuine, non-ironic requests for a wide-scale re-release, without any sort of mind-control being involved. Otherwise, you won't just be getting bad reviews, you'll have a Chain-Failure.

**600 – An Incursion Level Threat** – It seems your frequent travel between universes, and potentially all the disruption you've caused, has gotten the wrong sort of attention. A group known as the Illuminati now think that you're a threat to the Multiverse, and though they won't immediately resort to lethal measures and would prefer to remain low-key in their actions, you might be surprised how ruthless they can be if you push them too far. They're made up of some of the smartest, strongest and most influential beings across several

universes, and even though a Jumper might be out of their realm of expertise they have enough experience with Multidimensional threats to adapt to even out-of-context capabilities. Should they manage to capture and contain you until the end of the Jump or successfully apply something to you that would usually banish something back to its place of origin in the Multiverse, you will Chain Fail.

600 – **Peter Parker Is Spider-Man** – Got that? Good, because you'll be going on a little trip across reality along with several other people that know it. The other thing you might have in common with the other inadvertent visitors is that you now have some sort of issue that needs to be properly resolved before you are sent back. It might be a flaw in your abilities, new or old, or even a mistake you need to fix in this new world. Otherwise, you're going to die and Chain-Fail due to it, an inescapable fate if you or others can't come up with a solution before the spell is reversed or you try heading back here by your own methods. In the grand calculus of the multiverse, is this worth the risk?

600 – **Don't Shoot!** – This might be a vampire story but jumping to violence this quickly has got to be an over-reaction. Every situation you are in that could potentially escalate into gunfire or fighting seems to do so far more frequently and rapidly than it normally would, people jumping the gun both metaphorically and semi-literally. There's going to be a lot more blood spilled if you're not careful. If this isn't a problem for you, then you'll find this is still a Drawback because in contrast to this age-rating-ramp-up you'll find yourself becoming far more passive and slower to react to danger than usual, completely refusing to fight even if it's in the interest of your own safety and that of others.

600 – **The Most Dangerous Game** – Usually, being given details on a Jumper's capabilities would deter attempts to confront them, or at least make people consider other options. This is not one of those situations, as someone has found out about you and relishes the challenge. Kraven The Hunter has identified you as their latest and greatest prey and will soon be coming after you. They're already physically comparable to Spider-Man thanks to a mysterious mixture of jungle herbs, and they will make up for any lack of raw power compared to you and your allies with extensive preparation and cunning sufficient to put you on an even footing. They do possess a sense of honour though, so you can expect a more direct confrontation rather than underhanded tactics you have no way of dealing with.

600 – **Tangled Webs She Weaves** – It looks like somebody noticed your arrival, which is quite a trick considering they're blind. They are also an immensely powerful precognitive, who seems determined to teach you various lessons or use you as a lesson for others. You can expect the mystical Madame Web to manipulate events to create these teachable moments, or at least manipulate you so you find yourself participating in them. On the plus side, none of these lessons are intended to be lethal, but it will often seem to happen when you have your own problems to deal with and will rarely be simple matters. If you try going after them... well, not only will they predictably see you coming and have already prepared for it, but they might be operating from a different universe entirely.

600 – **Cat Burgled** – Are you feeling lucky? You probably shouldn't, because it seems a local thief has all the look in the world when it comes to getting their paws on your stuff, no matter how well hidden and secure. Black Cat is on the prowl, and you've caught their

attention with all the fancy Items you brought with you or acquired here. While they might not try to do anything particularly dangerous with it, you can bet they'll be very interested in using your stuff for their own goals. They'll even be able to figure out ways to use the stuff that should be locked to your personal use given a bit of time, and they seem to be exceptionally skilled and fortunate at evading attempts to capture them or retrieve what is yours. It's like you're afflicted with bad luck whenever you try. If you were thinking that stuff that's locked out of this Jump even to you is out of reach due to another Drawback... well, do you *really* think Black Cat wouldn't try stealing stuff from an Evidence Locker?

## Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

### **They Never Actually Jump In The Movie**

You aren't exactly getting a lot of 'screentime' in this Scenario. Any at all, in fact. All you need to do for this Scenario is to stay out of the way of the plot and never deliberately get involved with any of the main characters and events. Let things play out as they would have done, for better and for worse.

**Reward = Wish You Weren't Here.** You went to the trouble of coming here... and you didn't get involved in *anything*? Did you really want to see what happened here, or were you forced to do so? In that case, you might appreciate not being forced into this situation again, as you can now entirely *skip* a Jump, taking whatever you buy from the Jump Document and heading straight onto the next without having to go there. This does have some conditions though. Firstly, you can't take any Drawbacks in the skipped Jump, since you wouldn't be there to experience and/or suffer from them, leaving you with only the default CP allotment as usual. Secondly, you can't take any Companions or Scenarios in the skipped Jump, as you never went there to meet them or take part in the events. Thirdly, you don't get any non-CP-related freebies or rewards that you would usually get just by going to a Jump or finishing the Jump from the one you 'skipped', since you never went there. Finally, while you can use this on *any* Jump, subsequent use of this option is delayed by another six Jumps, so you'll have to go through another six of them before you can pick this 'skip' option again.

### **I'd Do Anything To Save A Life**

As expected in a film about vampires, people die and blood is spilled. Not a lot of the latter, admittedly, but lives are lost. Your task in this Scenario is to stop that from happening. Whether you're a doctor or not, you cannot kill *anyone* while you are here, nor can you allow anyone that would have died during the events covered here to die. Not even the eight 'expendable' victims of Dr Morbius' initial transformation. You can't get around this by having Companions, Followers or others kill anyone or indirectly kill anyone. As long as you can fulfil these conditions, you can succeed at the Scenario.

**Reward = Non-Hypocritical Oath.** You've shown what you're capable of. For ensuring that, perhaps just this once, *everybody lives*, you might be pleased to learn it will always be an option in the future. No matter how bleak or hopeless it might seem, now you will *always* have an alternative to killing someone or something. This might be far more difficult, resource intensive and time consuming than the lethal route, but you will *always* have an option that avoids taking a life.

### **We've Evolved!**

You're a Jumper, surely you understand that? Through choice or accident, you've acquired great power, and with great power... comes a load of fun! You don't need to be a normal person anymore, you're fine just the way you are. And it seems like you and Milo think alike, as he's guaranteed to somehow become a Living Vampire and quite pleased at the idea of teaming up with you against the world, having caught a glimpse of the fate he would have met in the normal series of events. What you do is entirely up to the two of you but is probably going to involve a lot of chaos and bloodshed since at least one of you is a Living Vampire. It's not all going to be fun and games though, or at least not ones you can't take *somewhat* seriously, as it seems it's you two against the world. Dr Morbius will find out what his work has led to and team up with Vulture to do something about you, local law enforcement will prove to be almost unnaturally quick on the uptake, and eventually you'll find yourself hunted by the 'Lethal Protector' Venom. You might even attract the attention of some version of Spider-Man. All you need to do is stay free and alive despite your activities and growing infamy to succeed at this Scenario, and as a bonus you can take along your new buddy Milo as a free Companion if they're still alive by the end of the Jump. Go anywhere, do anything, have some fun... and don't let *anyone* stop you.

**Reward = Why Shouldn't They Know What It Feels Like For A Change?** You might have been flying around, eating people, just having a great time in general, and despite the world's best efforts you've been pretty much unstoppable. Maybe you were so successful because you've envied the rest of the world for so long? For any individual or groups that you have a grudge against because they have something and you don't, you seem to be able to reduce the gap between you or even turn it around out of sheer spite. It might be a boost in your own power in a direct fight against something more powerful than you, your enemies being unusually unobservant when they're looking for you and you're outnumbered, or even fortunate opportunities cropping up that expose what you want to take from them. You've been vulnerable for so long, now it's the rest of the world's turn.

### **Terrible Trio**

It seems someone gave a bunch of supervillains the idea of teaming up, and they don't seem to be out to do good. As the local Spider-Man seems to have his own issues to deal with at the moment, it's up to you to enforce the law and capture Black Cat, Rhino and the Chameleon. You have to take them in *alive*, as unharmed as reasonably possible. This might be difficult for most members of law enforcement considering the capabilities of this trio when working separately, let alone working together, but you probably have advantages they don't. Maybe you could put together your own team of specialists if you can't take them on yourself?

**Reward = Vigilance.** You may have run into more than a few problems trying to catch the trio, whether you were operating entirely through Law Enforcement or adjacent to it. In the future, you and others should find it a bit easier, as all the problems that might usually occur when superheroes, supervillains, extraordinary circumstances and more standard methods of law enforcement mix. Vigilantes don't accidentally ruin Police Sting Operations or damage and displace vital evidence, while more official law enforcement won't mistakenly target those trying to help people or get in the way against something they have no way of dealing with. Criminals arrested by vigilantes can even be properly processed as if they were brought in by following all the rules and regulations. Either side of this arrangement will always be able to rely on their counterparts to what they can't manage by themselves and cooperate without conflict.

### **Sinister Selection**

Whether you intend to do some good, pull off an ambitious caper or take on something you don't think you could face by yourself, your aim in this Scenario is to put together a team for some goal that needs multiple people with extraordinary capabilities. As well as assembling this group, you'll need to find a way for everybody to work together willingly and effectively, proving that you are greater than the sum of your parts. Just bear in mind that your end goal for this venture needs to be a reasonably lofty one, like how in a universe adjacent to this one the Avengers aren't going to assemble for something that only one or two of them could easily deal with. Any locals, or even new or existing Companions would be valid for membership if they're in the Jump with you, but if you're lacking suitable goals or recruits then we heard that a certain winged newcomer to this world will be trying to put some sort of team together at some point...

**Reward = Chain Gang.** You might want to come up with a better name that represents how many people are in your group, like 'The Fabulous Five' or 'The Spectacular Seven', but after going to all the trouble of assembling them and proving you can work well together it would be a shame to have to leave anyone behind or put a price on your alliance. Not only can you bring every member of this squad with you as Companions, but from now on your new alliance can be imported as one for free in any Jump. You can choose to have any Perks or Items assigned to this group weakened but spread between all members if you don't want them to be limited to a specific member.

## Re-Release

Based on how much the audience clearly *loved* this Jump Document, you're being given the opportunity to experience it all over again! With all the same Drawbacks as you took the first time around, as soon as this Jump reaches the point where it would normally end you'll find yourself right back at the same time and place you first started the Jump in. This essentially doubles the time you're in this Jump, but you don't need to worry about dying from old age or health complications as your condition will *also* be reset to exactly how it was at the beginning! You won't be able to buy anything else from the Jump Document, but you'll have everything you had the first time around. To minimise complications, you don't have to re-do any Scenarios you successfully completed the first time around, you just won't have access to the Rewards until you've finished this Jump a *second* time. Have fun!

**Reward = Second Try.** If at first you don't succeed, you can try again. Or if you just want to do things a bit differently. While there's no guarantee you'll do any better the second time around, you can now essentially do the same Jump *twice*. Not only does this allow you to repeat a Jump as soon as you've finished it for the first time, but you can also choose to re-do any Jumps you have previously visited a single time. You won't be able to purchase anything else out of the Jump Document, so you can't really use this as it is to go back and buy Perks or Items you didn't pick up the first time around, but maybe you can change what happens within the events of the Jump with your newfound experience and capabilities? You would be allowed to earn a Reward from a Scenario you didn't accomplish the first time around if you met the requirements in the *second* attempt, as an example. Or possibly fail even worse than you did the first time, it's entirely possible.

## Unfriendly Neighbourhood Spider-Man?

It might not have been present in the final cut, but trailers for Morbius did seem to suggest the local version of Spider-Man has been accused of murder. In this Scenario, you'll be investigating these claims. As you may have expected, Spider-Man is *not* the murderous menace that the Daily Bugle might claim that they are, and they have been framed. Whether or not you can track down Spider-Man yourself, assuming they haven't been dragged into another universe or something like that, you'll need to find a way to prove their innocence to the point even the Daily Bugle will have to admit it. Preferably in a way that doesn't expose their secret identity to the public, as that didn't work out too well in another world.

**Reward = Friendly Neighbourhood Vampire.** Winning over the public can be the one battle some superheroes can never claim victory in. It might be because their nature is of something people hate and fear, because of an unsettling appearance, a feeling that they're ignoring the law even in their attempts to aid it, because someone is trying to get publicity by labelling them a menace, or even a bad attitude on the part of the hero regardless of their good intentions. You don't seem to face the same issues, being accepted and even liked by others as long as you aren't causing problems or genuinely trying to help, regardless of your nature and appearance. You might get valid criticism in the papers, but they won't try to slander you just to sell issues or they don't like people wearing masks.

### **Back To Formula**

While the efforts of Dr Morbius to cure their blood condition didn't *quite* work as intended, it did manage to render those subjected to the treatment perfectly healthy. The requirement for blood, superhuman enhancement and transformation into a Living Vampire are still somewhat unwanted side effects... but perhaps ones that could be removed with further testing. Jumper, would you happen to be something of a scientist yourself? All you need to do for this Scenario is refine the efforts of Dr Morbius to make his solution a more focused cure for the condition, as he had originally sought out. You're going to have to dilute the effects a bit though even if you have a remedy for the subsequent dietary requirements of his treatment, as you're trying to make people *healthy*, not turn them into superhumans. As long as it is acceptable to be safely introduced to the general public like Penicillin and the Artificial Blood, *without* the side effects of the current iteration of this treatment, you will have succeeded at this Scenario.

**Reward = Safe Solution.** Learning from the work you did here, you can now modify and tone down any other super-empowering or enhancing procedures that would normally give some sort of superpower or special abilities into ones that just improve the health of the recipient without any of the side effects or flaws of the original treatment. You'll also find yourself able to mass-produce and rapidly synthesise this watered-down variation even if the original approach required rare materials or extensive time. Your new treatment might not make individuals into super-soldiers, but it could make many people healthy without any risks of physical mutation or mental damage.

### **Crazy Isn't A Term That I Would Use**

There's tech here that could be used to cure blood disease... but you don't *want* to cure blood diseases, you want to turn people into vampires. Unorthodox, maybe not the most responsible thing to do with such power, but this Scenario isn't about that. There may have been some teething troubles with Dr Morbius' treatment, such as initial loss of control and artificial supplements losing effectiveness, but there are plenty of benefits to the transformation as it is, so why not work to perfect it? More than just curing a relatively mundane blood disease, you need to refine the formula to allow the subject to remain in control and either not rely on human blood or be capable of sustaining themselves on artificial blood indefinitely.

**Reward = Monster Mash.** Whether you've been working to improve yourself, inflict your own perception of evolution on others, or even developing vampiric super-soldiers, you've figured out the trick to this DNA modification. You can easily develop and apply treatments that involve injecting people with DNA of animals to turn them into superpowered 'hybrids', like how a mundane Vampire Bat results in Mobius the Living Vampire, developing powers associated with the donor species but boosted and broadened to seemingly supernatural extremes. Similar processes have worked with Spiders and Lizards elsewhere with amazing results, so who knows what you could get up to with the plethora of creatures you could use from across the Multiverse?

## **Nights Of The Living (And Unliving) Dead**

Through some multidimensional madness or strange sorcery, crimson cracks have appeared in the sky and let loose beings from other dimensions! Unlike another similar event where almost everyone found a way home, this is not a spider-related fiasco. It's rather more bat-related, as appropriate for this setting. But it's not just a few alternate versions of Dr Morbius the Living Vampire that have been dragged into this world and depending on what you've seen and where you've gone, there might be a few familiar faces... and fangs. Quite a lot of the latter, as numerous *other* vampires from different universes have shown up. There's quite a variety of them, their abilities, aims and attitudes varying greatly, from half-vampires with sunglasses hunting bloodsuckers, to flamboyant attempts to take over the world, to being incredibly good at counting, to brooding on the nature of their soul, to going on very enthusiastic moonlit walks. Two things many of them have in common is a curious ability to sense each other's presence even at great distances, and a dislike for *competition*... which, ironically, is probably going to lead to quite a lot of competition between the bloodsuckers. Multiple different vampires claiming to be King Of The Vampires might lead to more than a small amount of blood being spilled. You might even be involved in this blood feud yourself, depending on your own nature. Still, you do have more than one option of how to resolve this situation.

The *hopefully* comparatively bloodless route is to find a way to return these vampiric visitors back to their home dimensions. This might be a lot easier said than done even if you already have some form of multidimensional transportation, as some of these nocturnal nightmares might prefer to seize new opportunities in this world or have other motivation to *not* return wherever they came from. You'll need to find a way to persuade or trick them into it, and while you *could* throw curing their vampirism into the mix in some cases, that's an entirely optional achievement.

The much messier approach is to visit violence on these vampires until you are the last one standing, whether you share the same vampiric classification or not. As some of them may start trying to kill each other soon after their arrival, you might be able to take advantage of this chaos and take them out when they're weakened and distracted, or you could form alliances with those more willing to negotiate and who see the benefits of cooperation. While it would be more *thematic* if you limited yourself to strictly vampiric abilities in this battle, it would be unfair to place it as an official restriction considering that guns, swords and knives aren't usually vampiric in nature either and some combatants will be using those. Just bear in mind that few vampires are known for being *weak*. Even an often-mocked variety that react a little *differently* to sunlight than most vampires are still vastly stronger and faster than most mortals.

**Reward** = This depends on which route you took:

If you worked to send everybody back home safely, you earn the Perk **Return Trip**. This allows you to return or otherwise banish entities foreign to the dimension you are in back to their dimension of origin. This doesn't stop them from trying to come back again by itself, but those you'd prefer not to see again will find it significantly more difficult to invade where you banished them from the first time. You can also use this ability on yourself or

your Companions but doing so will only send you back to the universe you *started* the current Jump in rather than sending you back to where you were before the Chain.

If you treated this situation as more of a battle royale, you earn the Perk **Blood Red Skies**. You can choose to recreate circumstances similar to the one you fought in here, calling forth variations of beings present within the Jump. Whether you decide to try re-creating the battles you fought here or use it as a desperate attempt to seek help from some crisis you can't deal with yourself is up to you, just bear in mind you might be facing the same problems with antagonistic or unhelpful visitors as you did here.

### **Worse Than The Disease**

You're probably used to getting some sort of reward for doing things that are difficult, dangerous, or otherwise unpleasant. This might be one of your greatest challenges yet: Without any sort of boredom-filters, bright-side-of-things detectors or anything else that would make experiences go faster or be more enjoyable, you need to sit down and watch *the entire Morbius film*. The whole thing, from beginning to end, without a break. No taking any measures to avoid, forget or reduce the experience. You have to see every scene at normal viewing speed, watching every moment and hearing every sound from the whole thing. Experience the actors act, witness the CGI, and keep watching until the post-credits scene has finished and the screen has gone blank for good. Only *then* will you have our permission to leave, having succeeded at this Scenario. Was it worth it? Feel free to drag your Companions into this, they can't really benefit from it but *why not share the experience?*

We will allow you the mercy of making fun of things as it happens, it's not like we haven't been doing so throughout this Document. You just can't use this to blot out the film, you have to honestly experience the whole thing to succeed at this Scenario. We'll provide a copy of the film and a way to view it if you don't already have something comparable to a cinema, with enough room for all those you decide to drag into this with you.

**Reward = Morbid Misery.** Well, now that *you* have had to experience some of the same horrors as us, you might enjoy the opportunity to share such misery with others. Except unlike here, they probably won't be able to benefit from it. Specifically, you are now able to *share* the effects of Drawbacks with others, inflicting what was brought upon you unto others, and they don't even get any CP out of the arrangement. This does have one complication: You need to use a specific approach to *transmit* the Drawback, the method of which will vary depending on the Drawback. This could range from simply showing your victims footage related to the Drawback, to referencing something, to physical contact, to hitting them with a ball. This will be more difficult or complex to accomplish the harsher the Drawback is, so while you'll instinctually know what you need to do, a more severe Drawback will be much more complicated to transmit to others. A minor inconvenience could be quick and easy to share, but something genuinely threatening could be time consuming and require a lot of effort. Just bear in mind *you're sharing* the misery, not removing it from yourself. It's not a cure for what ails you or make your condition any easier to deal with, you've just become contagious.

## **Ending:**

The Jump is finished. Your time here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *Morbius* franchise, Marvel, the Marvel Cinematic Universe, Sony, Sony's Spider-Man Universe, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the film *Morbius*, the 2022 Science Fiction Superhero Horror movie directed by Daniel Espinosa and written by Matt Sazama and Burk Sharpless. It is the third instalment of Sony's Spider-Man Universe after *Venom* and *Venom: Let There Be Carnage*. It is based on the eponymous comic book character and stars Jared Leto in the title role, as well as Adria Arjona, Jared Harris, Tyrese Gibson, Matt Smith and Michael Keaton.

-Regarding staff or other followers for properties or vessels you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-Regarding the **I'm Not That Kind Of Jumper** Perk and Capstone Boosted effect, the weakness you swap it to has to exist in the setting and be justifiably comparable to the original. Going for the exact opposite is one option, like making a weakness to fire instead become a weakness to water. Having a 'weakness' that is something that doesn't exist within the setting doesn't work. You couldn't swap out a weakness to silver for gold if the latter doesn't exist within the setting, as an example, but you could swap it out for an equivalent precious metal that is present there. The Capstone Boosting effect only enhances you while exposed to the weakness, so a vampire vulnerable to daylight would have their power boosted while they are standing in it even if they're getting hurt due to it, but going into shelter will cause that boost to vanish as they're not exposed to the weakness anymore.

-Regarding the **I Can Make That Go Away** Perk and Capstone Boosted effect, legal consequences can be erased by the former and social consequences by the latter, but none of them stop personal grudges of those you directly affected. As an example, say you punch someone in the face. Normally, that might be considered assault in the legal system, people that hear you punched someone in the face might not like you, especially if they know that person, and the person you punched will be annoyed at you. With the main Perk, you can get the charges cleared, but people who hear you punched someone in the face still might

not like you, especially if they know that person, and the person you punched will still be annoyed at you. With the Capstone Boosted effect, the charges are cleared, people who hear you punched someone in the face won't care, even if they know that person, and the person you punched will still be annoyed at you. If the Capstone Boosted effect seems to be too powerful or easy to exploit, it could instead be swapped out for this alternative:

**Capstone Boosted** – Being able to clear yourself in the eyes of the law is one thing, but what if you'd prefer to try shifting the blame rather than just avoiding it? Now you can use this trick to frame other people for your crimes and have the legal consequences apply to them. This doesn't guarantee everybody would believe the frame up, such as the one being framed if they don't have some reason to believe they did it, but law enforcement would be convinced.

-Regarding the **It's Not A Curse, It's A Gift** Perk's Capstone Boosted effect, while doing *anything* with Drawbacks and arguably affecting the 'meta' of Jump-Chain outside of House-Ruling can be considered a problematic issue, the stipulation that it *only* provides a benefit *long after* the effects of the Drawback are over and done with makes it seem a bit more reasonable. Since it doesn't weaken the Drawbacks when they're active and doesn't help a Jumper get around something that is (usually) considered to Fiat-override Perks, plus actually gives a longer-term incentive to take Drawbacks beyond more CP and potentially make things more interesting, it seemed to be a reasonable measure that could encourage new elements in a story. If it's still too much, unreasonable, or unsuitable for a given Chain, then this Capstone Boosted effect can be swapped out with this alternative:

**Capstone Boosted** – The thing about gifts is that they tend to be given to others, or even shared. Why should you be the only one benefitting from the silver lining you've found to a problem that's affecting multiple people? You've figured out how to share the bright side of the problems you share with others. Long-term, currently incurable blood disease that you and your best friend share? Turns out it can prove to be really motivating when you have a good reason to change the world, and you could become rich and Nobel Prize winners in your dedication to cure the disease. You and your best friend somehow turned into vampiric creatures that thirst for blood? Maybe you can use it to help people by focusing the bloodlust on those that deserve it, like some sort of Lethal Protectors.

-Regarding the **Test 243 Formula** Item, despite the downsides in the current treatment they are not Fiat-Backed Drawbacks. It isn't intended as some sort of trap, and Perks or further refinement the current formula could limit or remove the problems with it entirely. Unless you're being blocked by some Drawback, it's entirely possible for a Jumper to come up with a 'cure' that removes it from a subject who has taken it. If you like, you can choose yourself or any Companions who have undergone the treatment to be 'cured' of being a Living Vampire at the end of a Jump, needing to take it again to have the abilities it would grant and getting the same problems found in that iteration of the treatment.

-Regarding the **Safe Landing Spot** Item, the main reason it doesn't work inside the Warehouse is to avoid a Jumper accidentally trapping themselves inside, such as if the main door would usually open to wherever the Jumper last was within the Jump and they haven't technically been *anywhere* in the Jump. Other extradimensional spaces tend to work along similar lines, so it seemed reasonable to include them. Otherwise you can pretty much put it

anywhere. For example, you could put it in your office in **Horizon Labs** in this Jump, and in the next Jump where **Horizon Labs** had been placed in New York but all the Starting Locations were in the UK, you would be able to use that same point in your office in **Horizon Labs** as a Starting Location. If you had a Drawback preventing you from putting **Horizon Labs** into anywhere in the Jump, that additional Starting Location wouldn't be available as you put it in **Horizon Labs** but the building doesn't exist anywhere in the Jump.

-Regarding the **Rift** Item, it's intended to allow some degree of Multiversal travel with limitations to try to keep it in line with the film *Morbius* and balance its effects. Adrian Toomes didn't build a device that allowed him to travel between universes, he was apparently transported completely by accident. While travel between different universes in-setting might be easily available in other Jumps, the events covered in the *Morbius* film don't support an easy method. As a Jumper might not appreciate paying a lot of CP for something they have very little control over or can't use, the **Rift** allows them to pick and choose which reality to go to, rather than showing up randomly. Having the Item by itself locked spatially keeps it limited as a route between universes, rather than making it double as portal creation to pretty much any location with a brief diversion to another universe en-route. Making sure the Jumper didn't somehow end up fused inside a wall was a necessary safety feature, plus avoids making it useless to travel to any location where *anything* is present at the point of passage. Finally, Toomes seems to have gotten out of his incarceration due to the traversal between universes despite presumably not having the freedom to wander off into a tear in the fabric of reality, so giving the once-per-Jump escape option seemed fair with the balance of closing off the more casual use of the **Rift** when this has been exploited.

-Regarding the difference between **Local Laboratory**, **Horizon Labs** and **LCV Murnau** Items, while they are all lab-capable or can be modified for various scientific purposes, there is a difference in their accessibility, isolation and how well equipped they are. **Local Laboratory** is basically the same sort of thing Dr Morbius found when he followed the money counterfeiters, a makeshift lab that he was smart enough to configure some of the equipment in for his purposes, but he still needed more specialised gear. You'll be able to find it at short notice, and while it's a makeshift setup it could just about work for your purposes if you don't have better options. **Horizon Labs** is the best equipped of the options, but it will probably be in a public location, and unless you have something else to use with it you could have difficulties keeping out authorities and others trying to find out what you're doing. It's also a single building, so by default it doesn't move around once you've put it in the Jump, potentially making access to it difficult if you need to move around a lot. **LCV Murnau** is the middle-point in its equipment, having been somewhat prepared for your purposes already, but it won't have such convenient access to outside resources or personnel that could easily be invited to work in **Horizon Labs**, as it is intended to be isolated and very discrete for the sort of stuff you don't want anybody to stumble across. While it's not as easily accessible as **Local Laboratory**, it does have far more room to work with, more specialised equipment, and as it's a ship you can move it around relatively easily.

-Regarding the **Sarcophagus Subject** Companion, some sort of Sarcophagus is shown in Dr Morbius' labs during one of the trailers, complete with him partly lifting it to test his newfound strength, though it doesn't seem to show up in the film. While the initial idea for

this Companion was to have them as a more supernatural vampire that found the artificial variant here intriguing, considering the lack of actual vampires shown in the Sony-Verse or MCU (as of August 2022) aside from the mention of their existence in *Loki* and the voice of Blade at the end of *The Eternals* there wasn't a lot to work with. Plus, one of the Scenarios already introduced a wide variety of vampires so an additional one seemed redundant. Considering that Symbiotes such as Venom and Carnage exist in the Sony-Verse, and the MCU might be heading towards having Knull The God Of Symbiotes as a character later on, it didn't seem completely unreasonable to take another element from that part of the universe. Though a fully grown Symbiote would be a bit out of place to include in this Jump, a tiny weak one that can't actually merge with anything at this point seemed more acceptable, with the potential long-term opportunity to access the extensive hivemind Venom notes at the end of *Venom: Let There Be Carnage* and eventually the more potent abilities of Dragon Symbiotes. Plus, the picture of Grendel The Symbiote Dragon from the comics seems somewhat reminiscent of a cat, something about the face. You can swap them out for a Living Vampire Cat if you prefer to avoid Symbiotes entirely, just give them a bowl of blood instead of chocolate.

-Regarding the **Wish You Weren't Here** Scenario Reward, it seemed somewhat appropriate to include something about not actually going to see a thing despite knowing a lot about it, considering the subject matter. While just taking stuff from a Jump Document without having to face *any* of the problems in the setting or spend any time there might seem somewhat powerful, efforts were made to balance this with the inability to get more CP to spend in them, lack of meeting or benefiting from the local people or taking part in any challenges for prizes, and the six Jump 'cooldown' limitation to prevent it being constantly abused. Thematically, it's really intended as an emergency 'why did I get sent here at random, I cannot stand any part of this place and do not want to participate' option. In practice it's a faster version of a tactic of going into a Jump and travelling as far away from anything that happens in the story as possible to never interact with any part of it. It's one of the reasons that this is the best tactic of winning this Scenario. It's intended to allow an option for the use of a Jump Document that would normally be disregarded in favour of others for whatever reason, and definitely not intended to insult any Jump Document or setting. If it is unsuitable, it can be swapped out with this alternative:

**Reward = Outpatient** – If you really want to maintain your distance from what's going on, you'll always have some sort of opportunity to do so. As long as you aren't trying to get involved with the important events of a Jump or any of its main characters, none of it will affect you or your Companions. Even if events would somehow affect everything within the entire setting, you and your Companions will somehow be unaffected, even if it requires spontaneously being moved to a near-identical dimension to avoid it. While this absolute effect will be broken should you deliberately get involved with the important events of a Jump or any of its main characters, there is a lesser form of protection that will still be available either way. If you are witness to something but make it clear you do not want to get involved or reveal it to anyone else, those involved will ignore you and forget you were ever a witness. Useful if you should accidentally stumble upon a Living Vampire feeding on someone and don't want to end up as the next snack.

-Regarding the **Nights Of The Living (And Unliving) Dead** Scenario, it's really just an excuse to have a crossover event not unlike the one in *Spider-Man: No Way Home*, but with

different vampires instead of Spider-Men and their villains, and the potential for a much more violent outcome... because it's vampires and they tend to be linked to bloodshed. It's not necessary to stick with the suggestions of vampires alluded to within the flavour text or even have any specific vampires participate that you don't want to, on the off chance you don't want to risk the presence of some vampires that are essentially reality warpers. Nor is this Scenario intended to imply that some are 'better' than others. As long as you could justify a character as 'being a vampire' even if they're different from others of their kind, feel free to include them. It's really just a case of throwing in whoever you think would make it an entertaining Scenario, so feel free to have it as either a relatively civilised meet up or a figurative and possibly literal bloodbath. By default, this Scenario would take place just in New York to make it easier for Jumpers with more limited transportation, but the area it takes place in can be extended if it would work out better.

-Regarding the **Morbid Misery** Scenario Reward, if doing anything with Drawbacks is unacceptable for the theme or rules of any particular Chain, then it can be swapped out with this alternative:

**Reward = Emotional Vampire.** It seems your experience has transformed you into a different kind of vampiric creature than even the Living Vampire. Rather than blood, you now feed on the emotional turmoil, misery and even boredom of others, able to use it as a substitute for any other food or energy supply you need. This doesn't actually harm anyone beyond what they're already feeling, and merely requires you to be physically present to passively feed on what has been inflicted upon your unfortunate victims. If you still want to rip people's throats out that's entirely up to you, though depending on the situation this might just be putting them out of their misery.

## Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.