

Enter freely and of your own will, Jumper.

It is May 1st, 1893. You will remain in this world until November 10th, 1893. If things go as they were meant to, this should give you enough time to settle things to your satisfaction.

Ah, the fog is rolling in.

Have you ever seen a true fog? I assure you, there is nothing quite like it. Stifling, choking, obscuring more than anyone who had never beheld it before could ever believe, the fog hides all beneath its touch and dims your sight. The streets fade before your eyes and all around you is quite and still.

But is it truly just the fog?

Look up. Look closely.

The sun is setting.

Night will fall soon and all good folk be seated at their tables or in their beds. The candles are blown out, the gas turned down and the fire banked for tomorrow. You hear fading footsteps and the quiet catch of door-latches as those last stragglers make their way inside for the night.

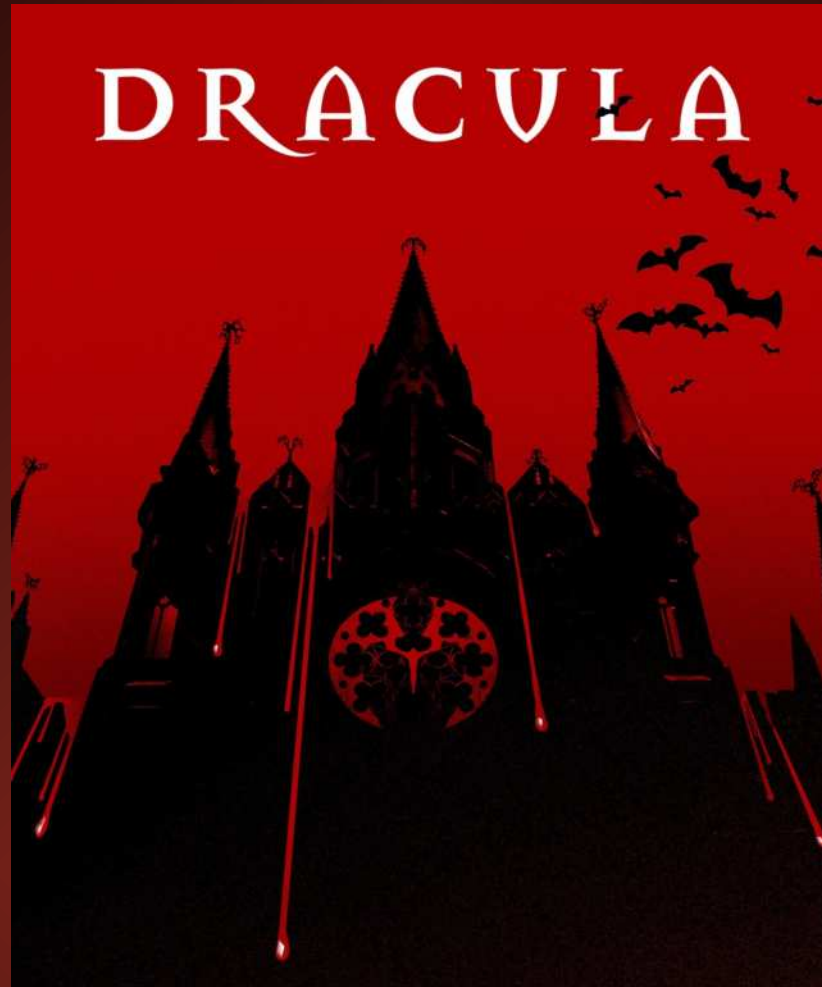
Now it is truly silent.

Now it is truly inscrutable.

There is only yourself, the silent streets....

And something that was only once human.

Nightmares are real here. The devil walks upon the earth in the flesh of a man. Take these +1,000 Crucifix Points to protect yourself, if only for your mother's sake, and good luck.



Origins

You may choose to take your origin as a Drop In, giving you no memories, history or connections in this world. You can choose your own sex, nationality and any age over 18 years old that would make sense for what you choose.

The Damsel [FREE] – An average human existence, but since when did we begin equating average with bad? You are more of a homebody than an adventurer, but there is nothing wrong with a simple, quiet life. Well, at least until someone comes along to disturb that simple, quiet life....

The Gallant [FREE] – A not-so average human existence for those who like a bit more agency in their lives. You have the means and the will to grab life by the horns, metaphorically or quite literally. You are not content with home life and seek constant excitement, whether through your work or travel.

The Professor [FREE] – A very unusual human existence that requires the constant mental rigors of academia. You are more of a thinker than a fighter, but you can certainly do that too if need be. Most people believe the light of science has banished all shadows of superstition... but you know better. Those stories have a basis in real life and sometimes you must needs put your knowledge to use.

The Count [500 CP] – A vampiric existence that offers immortality and fantastic powers, though at the cost of your humanity. How long have you... not lived, no, but existed? Do you even remember? Was your new status bestowed upon you recently or so far back that no record of your people survives? Were you willing or was it unwanted? Do you wander the nights alone or have you found yourself a group of similar individuals with which to pass the centuries? Well, we can say one thing for sure. You are thirsty. You are so very, very thirsty....

Location

Roll a 1d6 to determine where you begin your adventure and you may collect +100 CP. If you wish to choose from these options, go where you wish but you get no extra CP.

1. Castle Dracula – Hidden away on a spur of rock deep within the Carpathians, this fortress has seen the rise and fall of nations. As have its inhabitants....
2. Bistritz – A small post-town and one of the last few signs of civilization before you head deeper into the Carpathian mountains. The Golden Krone Hotel is recommended for travelers, but failing that any door will do when the sun goes down.
3. Carfax Abbey – A crumbling ruin in the English countryside of Purfleet, just north of London. It rests next to the insane asylum of Dr. John Seward and has recently been taken off the market, though the new owner has yet to take residence.
4. The *Demeter* – A Russian ship that will soon be put under contract to deliver a light cargo to England.
5. Seward Asylum – Run under the supervision of Dr. John Seward, this asylum enjoys the full force of modern medial miracles available in this day and country.
6. Your Own Choice – You may begin anywhere on this world that you wish to. Good luck.

Perks

The following Perks are discounted by 50% for those who signed on under the associated origin. Any discounted 100 CP Perks are free.

Please note that FREE Perks are not the same as mandatory Perks. Only take what you wish to take.

General

Polyglot [FREE] – You can speak, sign, read and write all languages to be found in the setting with the fluency of a native.

Salvation Assured [FREE] – To safeguard your soul in this most hazardous of places, please take this. Your soul is now utterly immutable, indestructible and stuck in place. Nothing – absolutely nothing – can change, destroy, harm or remove it without your explicit and informed consent.

The Damsel

The Door Swings Both Ways [100 CP] – Whether by means psionic, magical or otherwise, anything or anyone that makes contact with your own mind will create a connection that can be traced back by you to see through their senses and glean their thoughts. Take care, as this does nothing by itself to guard you from notice or retaliation should they notice you snooping.

Clerical Duties [100 CP] – You are adept at assembling relevant data into a coherent whole. You can read at a blistering pace and your memory is utterly perfect in all ways, extending even retroactively to things you would have forgotten by now. You can also write in shorthand and no one will understand it unless you desire them too.

He Survived [200 CP] – Your friends and loved ones tend to survive lethal situations far more often than they should. Whether through divine protection, sheer chance, overconfidence on the enemy's part or something

else entirely, they will manage to escape a threat to their life more often than not.

The New Woman [200 CP] – You are brave, determined, clever and resilient. If they were a product of 1893 England, they might say you have the mind of a man. You are a product of Jumpchain, so you can just say you are mentally tough.

The Meek [400 CP] – People working against you and yours always assume you are the weak link in the chain and do not think you could be much of a threat to them unless they see otherwise for themselves. On the downside, this might mean they go after you first. On the brightside, they are definitely not going to be giving it even 10% of their all the first time they do.

Scrutiny [400 CP] – You are a skilled investigator, able to recognize relevant data and evidence for your goal. You can analyze info-graphs of all kinds, notice slight details that most would miss and discard your own personal biases for your investigation to approach everything with a clear view.

In Distress [600 CP] – People fall over themselves you help you when you are in danger. Even people who you met only days before would dedicate their wealth, connections and lives to keeping you safe from whatever is threatening you with only a minimum of prompting.

Resist [600 CP] – You have a fantastic immunity to supernatural curses and diseases. The only way they would successfully overcome your defenses would be if you let them. Over time you can even overcome the symptoms to live a normal life again, though the root cause of your malady may yet remain.

The Gallant

In The Loop [100 CP] – You are always kept up-to-date on your organization's progress towards all of its goals. No one ever knowingly or unknowingly withholds relevant information from you, regardless of your actual standing in that group.

Do You Know What Day It Is? [100 CP] – Locals will warn you of any and all present dangers, even the ones that seem obvious or that may get them in trouble for sharing with an outsider.

Man Of Action [200 CP] – You can brawl, shoot, ride, drink, track, pontificate and more. You seem to have all of the skills learned by someone who was a lawyer, cattle rancher, psychiatrist and landed lord all at once in the late 1800's.

No Time For Papers [200 CP] – You can bypass any bureaucratic process by bribing the official in charge of it with a large sum of money relative to their income. They will always accept it and keep quiet about it, even if they usually would not.

My Blood To Her [400 CP] – You can transfer your vitality to another by giving them some of your blood. So long as you are yourself in good health, this will restore them to the same state.

All Nighter [400 CP] – You can stay awake as long as you can stand it and operate as well as if you had received a full night of sleep. You still need sleep and will eventually die without it, but you can remain operating at good mental and physical condition right up until the point where you collapse.

Vampire Hunter [600 CP] – Are you certain that you are human? You have incredibly sharp senses, superb reflexes and are in fantastic shape. You might even exceed what a human body should be capable of. What is definitely true is that you have a strange and inexplicable ability to salvage what you can from your defeated foes. Specifically, any monsters you kill that were once human have their souls purified and freed upon their death.

God Protects [600 CP] – Once per Jump, you can escape a situation that would end with your death. Even being locked in a castle in the middle of nowhere with a trio of ravenous vampires as your only roommates and nothing but hostile minions of both the human and wolf variety to be found outside, you would still manage to escape to safety.

The Professor

Universal Blood Type [100 CP] – Your medical treatments are always successful so long as you correctly identify the problem and a viable solution, no matter what you use to complete them. This bypasses any complications arising from infections, improper donors, incomplete medical knowledge and more. If you have the problem and you have the solution, it will work.

Well Preserved [100 CP] – You are not a vampire, but age still does not seem to have slowed you down. You can keep operating at peak mental and physical efficiency no matter how decrepit your body becomes.

King Laugh [200 CP] – You can always have a good laugh to drastically improve your mental health in the short term.

Can You Explain Zat? [200 CP] – You can always convince people of supernatural things as long as you believe them to be true. It might take some rather gruesome evidence, but they will eventually come around to believe in the unbelievable, no matter any possible mundane explanations that could be the cause.

Improvisation [400 CP] – Your on-the-fly supernatural hacks will always work. Make a circle of the Host to ward off some vampires? Sure, why not. Counter-espionage via hypnosis and a vampire's victim? Yeah, you will get something useful out of it.

Understanding [400 CP] – You can get an accurate measure of your enemy without ever personally meeting them just by talking with their victims.

Purification [600 CP] – You can mystically sterilize a monster's lair to destroy any power they have invested within it and render it hostile to their return, ensuring they can find no haven there ever again. Nothing they can do will ever remove this.

Widely Studied [600 CP] – You have a ridiculously thorough education in all recognized sectors of academia to be found in a given setting. You are literally an expert in everything. You might not be in the top 1% for anything, but you are in the top 2% of everything.

The Vampire

Child Of The Night [FREE And Exclusive To The Vampire Origin] – You are one of the UnDead, Jumper! A Vampire! You are immortal, able to last through the ages with no infirmity gained from time. Blood will restore your youth, though only temporarily. Only a strike through the heart with an iron rod or complete decapitation can permanently end your existence. You can call upon the creatures of the night to aid you or even assume their shape yourself. Weather working, intangibility, changing your size, hypnosis, supernatural strength and speed and so much more are now yours to wield. Your curse can be passed to other humans by a single bite, the transformation to take place upon their death. However, make no mistake – you are not invincible. Garlic, wild roses and mountain ash are now anathema to you. Anything bearing a blessing of the Lord will burn you to the core in an instant. Running water is an impenetrable barrier to you, save during the rising and the lowering of the tides. You cannot rest anywhere save in unholy soil, such as that of your own grave or that of a suicide victim. You cannot enter a building with living humans unless one should invite you inside. Finally, though you can walk under the light of the sun, doing so strips you of your powers and leaves you as no more than a human until night returns.

The Patience Of Years [100 CP] – You are endlessly patience and can work towards a goal entirely by yourself for years without losing heart.

Hollywood Flim-Flam [100 CP] – How much do people really know about vampires these days? Or werewolves? Or ghosts? Pop culture has diluted folk tradition and it shows if you ask. People who successfully comprehend what you truly are will nonetheless misunderstand your weaknesses. Finally, unlike some monsters, you are never too good to cut your losses and run if things get tough.

My Slaves [200 CP] – You can easily find fanatically loyal minions. Maybe they think you can give them eternal life, maybe you pay well, maybe they are just terrified of crossing you – the reasons can vary. They will never willingly betray you unless you are so foolish as to leave them for dead without making sure of the fact.

Blue Flame [200 CP] – At night, you can see blue flames marking hidden treasures. It matters not how old it is, what form it takes, what its origin or how deeply it might be buried. If it is even moderately valuable, there will be a blue flame that only you can see burning close by.

Fools! [400 CP] – You can always find the weak link in your enemy's organization and planning. What weak link? Any weak link. A person, a material, a location, a specific item, a way of thinking, a critical moment in time – you can instantly recognize any weak link even without proper context to fully understand it.

Obey! [400 CP] – Your minions – whether knowingly or unknowingly – never do anything that would hurt or even irritate you. Any mistakes they make tend to have either no negative effects for you or perhaps even beneficial ones.

I Rise Again [600 CP] – By dripping some fresh human blood on your remains, you can be resurrected from any death. You will rise again in a perfectly healthy body with no confusion or disorientation. Only one instance of you may exist at a time using this method, so do not worry about two Jumpers arising should you be bisected and then each piece drenched in blood.

Daywalker [600 CP] – Whatever bargain you struck for these abilities must have been with a being that felt some true affection for you. Or perhaps you are a great haggler. As it stands, you have no crippling weaknesses unique to your species or the state of your soul. Anything that should drive you to your knees – such as close proximity to a crucifix or walking under the sunlight will do to a vampire – will instead just weaken you a bit.

Items

The following Items are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Items are FREE.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time. All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

General

Crucifix [FREE] – A crucifix on a chain that has a powerful protective effect against the powers of the undead. While you wear this, none of their kind can lay hands on you. Should you manage to touch it to their skin, it will burn them to the bone and the wound will never heal.

The Damsel

Telegram [100 CP] – A telegram consisting of a single sheet of paper which will always be at hand when you need it, along with a ballpoint pen. Write your message and its intended destination, then drop it. It and the pen will both vanish and the telegram shall appear in the hand of the recipient. You receive a new sheet every 24 hours.

Wardrobe [100 CP] – A collection of sensible clothing for your setting. Will update based on the world you are in.

Unexpected Inheritance [200 CP] – Well, it seems someone saw you as their own child. You have received a small fortune, enough to never work a day in your life if you are thrifty or enough to live well for ten years if you are a spendthrift. Will renew itself every Jump and always takes the form of the local currency.

Travel Atlas [200 CP] – A paperback atlas with up-to-date geographical and municipal information for the entire setting you find yourself in. Small enough to fit in your pocket despite its seemingly endless number of pages.

Safe [400 CP] – For your sensitive documents and such. Has a 3-cubic foot interior and anything inside is utterly protected from everything until you open the door. Only you can open the door and it will not open if you are being coerced or tricked to your detriment in any way.

Wild Roses [400 CP] – A bush with roses that can instantly regrow if some are cut off. Will grow to cover as much or as little space as you like with a thought on your part. The roses come in any color you wish and the bush cannot be killed by lack of care or bad weather.

Wedding Rings [600 CP] – A set of two beautiful rings. Keep one for yourself and give the other to whomever you care for the most. So long as you both wear them each will always be able to tell where and how the other is. Finally, the person wearing the second ring can be freely exported from their current setting and imported by you into any future settings for free with the allowance of that Jump's Companion importation option.

Decoy [600 CP] – A bubbly and sweet acting NPC that can pass flawlessly for a normal human being. Anything that means to kill you will somehow always get this first. It resurrects and regenerates at the beginning of each new Jump.

The Gallant

Diary [100 CP] – A diary for your thoughts and notes that will always be protected from everyone you have not authorized to read from it.

Man Of Means [100 CP] – You always have a well-paying job for each setting with the training to do it well. If you choose to walk away from the job, there will be no hard feelings from your boss or coworkers if you come back later to resume your employment.

Train [200 CP] – Your own private express train that takes priority over public transit on the rails. It consists of a train engine, a coal car with a never ending supply of coal and a single passenger cab. The coal somehow dissipates to nothing after burning up to prevent pollution. The passenger cab is not lavishly furnished, but it is comfortable enough for long journeys and comes with a small selection of drinks and snacks in a cabinet.

Gun [200 CP] – A Winchester repeating rifle with a small box that holds an unlimited supply of ammunition.

Asylum [400 CP] – A sanitarium that can speed up the rehabilitation of those with mental and spiritual damage, as well as lessen the loyalty of any enemy minion you confine in here. Prisoners cannot escape on their own, but can be broken out by others. You own this and are recognized as the director, but can leave the running of it to the included personnel if you wish to take a hands-off approach.

Steamboat [400 CP] – A sturdy little steamer with a never ending supply of coal that seems to dissipate after burning to prevent pollution. It has the unusual and useful ability to go up and over any sort of aquatic hazard without a care for damage or even physics. You can sail over reefs and rapids, chug your way up a waterfall and glide over sandbars without fear of beaching yourself. The cabin below deck is lavishly furnished and will make for a very comfortable time traveling. It even includes a small kitchen staffed by a cook who has a never ending supply of food and drink for your nourishment.

Kukri [600 CP] – The knife that can kill a vampire and (in this case) any other kind of supernatural creature too. It cuts through any natural and supernatural defense as if they were nothing but butter, wounds inflicted by it do not heal, it will never break or need sharpening and it always seems to be at hand when you need it.

A Lord's Estate [600 CP] – A lavish estate of the kind commonly found in this era. Comes with large and verdant grounds, a massive amount of servants of all stripes, a steady income of £100,000 per year (or whatever the local equivalent is) and a title of your choice that you can slap in front of your name.

The Professor

Tools Of Your Hobby [100 CP] – Holy water, wafer of the Host, wild rose, garlic, mountain ash and more. You have an unlimited supply of every vampire killing item you could need, all coming from a small foot locker.

Blood Supply [100 CP] – An unlimited supply of human blood, type [UNIVERSAL]. Useful for replenishing the fluids of vampire victims before they can perish from blood loss.

Travel Papers [200 CP] – A set of changing travel papers. They will always update to inform whoever is reading them that you are allowed to be wherever you are or are heading to.

A Friend With A Greenhouse [200 CP] – Or a ship. Or a train. Or legal training. Any time you need some small assistance in a hurry, you will remember someone who has that thing and owes you a favor. Assuming you can get a message to them in time, they should be able to get it done for you.

Easy Ride [400 CP] – A horse-driven carriage with perfect suspension and a duo of horses (your choice of breed) that never grow tired or get injured. They handle well and are more inclined to trample predators than shy away from them.

Holy Circle [400 CP] – A single wafer that will grow to encircle you in holy protection if thrown down to the ground. To return it to its wafer form, tap the circle edge with your fingers. No undead creature of any kind can cross over this circle to reach you, nor can their powers reach you through its protection. Even their dominated servants will be stymied.

The World's Fair [600 CP] – Grabbed straight from Chicago and worked entirely by NPCs, this copy of the World's Fair initially takes the form of a novelty World's Fair postcard which can be placed wherever you wish in-Jump. It will then grow to take its true form, that being a perfect working replica of the World's Fair. Wherever you place it will have the area expand to fit it comfortably. This will net you a pretty penny in income. No one will ever question whether or not it is reasonable, legal or even possible for you to have this.

The Kingdom Of The Netherlands [600 CP] – Van Helsing's home country. You are now the ruler of this seaside nation (circa 1893) and universally recognized as such. All of your subjects begin as either NPCs or copies of the locals, but you can add to them with any person or persons who agree to go with you as Followers. This initially takes the form of a windmill keychain, but planting it in the ground will see it expand to become the full kingdom complete with a stretch of ocean coastline. Wherever you place it will have the area expand to fit it comfortably. No one will ever question whether or not it is reasonable, legal or even possible for you to have this.

The Vampire

Wolf Pack [100 CP] – A collection of one dozen wolves who revere you above all others. They will obey your every command as best they can, but bear in mind that they are otherwise ordinary wolves. Anything more complicated than 'hunt' or 'guard' is more likely to be met with a head tilt and a whine than swift obedience. Any individual wolves that die will be replaced with a new wolf in 24 hours.

What You Cannot Drink [100 CP] – A large, replenishing supply of drinkable alcohol, food, spices and clean water for your guests. Will restock every 24 hours and consists of your own selections.

Cargo [200 CP] – A collection of fifty caskets containing the earth you require to sleep. They are hard to find and even harder to break into. These do not regenerate individually and all must be destroyed en mass before they will restock.

Minions [200 CP] – A collection of unsavory individuals who are sworn to serve you and are too terrified to ever betray you. They number in the dozens, will update to fit the setting and are universally regarded as lowlifes no matter where they go.

Enter Freely [400 CP] – You have a standing invitation to any one location of your choice to be decided upon at the beginning of each Jump. This will allow you to bypass any and all defenses it possesses.

Wealth Of Ages [400 CP] – You have a vast amount of treasure taken from many nations across many years. The exact amount and type is up to you, but just be aware that this is a truly ridiculous amount of wealth.

Ship [600 CP] – A rather terrifying looking wooden sailing ship that can safely cross any body of water no matter the natural hazards. The included crew will replenish themselves if someone were to start using them for blood bags. Enemy ships never manage to find this vessel. Initially takes the form of a ship in a bottle, but will leave the bottle and grow to full size if placed in a body of water to be crossed. To return it to bottled form, throw a bottle at the sides of the ship.

Castle In The Carpathians [600 CP] – My, how ominous looking. This includes the mountains and is impossible to find or enter without permission. Should someone manage to arrive at its gates anyway, there is no force in existence that can damage its structure. Anyone brought inside by you cannot leave save with your permission. Initially takes the form of a small painting that will expand to take its true form upon being placed on the ground.

Wherever you place it will have the area expand to fit it comfortably. No one will ever question whether or not it is reasonable, legal or even possible for you to have this.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Scenarios

Renovation – With Dracula dead for good (and that must occur for you to take this), Carfax Abbey is now on the market again, as is the house in Purfleet and the house in Piccadilly. While the wicked count probably had a few more properties squirreled away, for our purposes these are the only ones you need to be concerned with. Your task for this is to purchase, renovate and sell off all three properties for a profit. We recommend taking at least one instance of Extended Stay from the Drawback section unless you have some Perk, Item or ability to speed things up. Should you manage to do this, you can take these for your prizes:

Spending Power [Reward] – +500 Warehouse Points OR whatever Warehouse equivalent that you would like to apply them to.

Landlord [Reward] – Copies of Carfax Abbey and both houses as they are when you leave the setting, to ensure that you do not have to leave your finished projects behind.

Slay The Night – For the good of the living, the dead must die! For this scenario, you must either have a hand in slaying Count Dracula and his brides or you must do it yourself. Just joining on with the Van Helsing crew and sticking it through to the end would be enough, but you can go above and beyond if you want to. Should you manage to do this and survive the attempt, you can take this:

Legacy Of Leon [Reward] – If you know, you know. You are a natural bane to those monsters that prey on humans. Your blows against them seem to strike harder and swifter, with the injuries you deliver refusing to heal. You have an uncanny ability to arrive at precisely the right time and place to foil their plans and you can recognize something trying to disguise itself as a human with a single glance. This ability can be toggled on or off if you would rather stay out of things.

Rule The Night – Humanity is overrated. For this scenario two things must be completed by the end of the Jump. Firstly, you must be a vampire. Whether

by taking the vampire origin or by convincing an in-setting vampire to transform you, you must have a vampire form by Jump's end. Secondly, you must do what Dracula himself failed to do and convert England into a playground of the undead. You might consider taking at least one instance of Extended Stay for more time to facilitate this. You must have at least 500 vampire descendants, control over 75% of the human government through any means and root out at least 50% of any organized resistance movements. Should you manage this by Jump's end, you can take this:

Legacy of Matthias [Reward] – If you know, you know. You are the king of the night and it shows. Any supernatural form you possess will be the peak of its kind, as powerful as it is possible to be without any kind of outside augmentation. Beyond that, for those instances that you fall to the hands of a pesky hero, you can vanish with your own seeming death and reappear in a new, far away location with a new face once per Jump.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the Everything Is Worse! Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Continuity Is Adjustable [+0 CP] – There are so many adaptations and variations of *Dracula* that you could spend months doing nothing but trying to list them all. By taking this you can leave the novel setting and enter any other version of *Dracula* that you would like to use for this Jump.

Supplement Mode [+0 CP] – Take this option and you can use this Jump as a Supplement to another Jump.

Extended Stay [+100 CP] – Instead of remaining for the duration of the novel, you will be staying in this Jump for a full decade. This can be taken multiple times.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

Bad Beginning [Variable] – Forget the location roll. You are beginning inside of Castle Dracula. At night. While the count, all of his brides and all of his

human servants are in attendance. To gauge how many points you get from this, you have to do your best to realistically judge how much danger you are in with whatever your Jumpchain load-out is. If destroying all opposition or escaping the castle is something you could do with a wave of your hand or in a few seconds, this gives nothing. If you have to work a little but it is still largely fine, then take +100 CP. If you are in some real danger but still have a good chance of success, take +300 CP. If you are completely boned and need to hit the ground running like Usain Bolt, take +500 CP.

Evil Eye [+100 CP] – People believe you are cursed and will react accordingly. So-called enlightened individuals will probably not treat you any differently, but those of a less tolerant and educated mind will probably do things such as refuse to come near you, make the sign of evil eye when you stare at them and clutch their talismans tightly as you pass by.

Broke [+100 CP] – Being able to buy anything you need can solve a lot of problems. Well, it could have. You are entering this Jump without an ounce of wealth to your name. Any Perks or Items you possess that either give you wealth or help you generate, accumulate or earn wealth in any form are now suspended until the Jump ends. If you want cash, you will have to do something to earn it the old fashioned way.

Monolingual [+100 CP] – Pick a language, any language. You will be using that and nothing else for the duration. Any method you have for communicating with people who do not speak your language is now rendered null and void until this Jump ends, including the Polyglot Perk given at the start of this Jump. You can learn a new language the old fashioned way, but any learning Perks or Items you have to speed the process up no longer work.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Priority Two [+200 CP] – Van Helsing and his companions will soon learn of your existence through one method or another. They view your unnatural

existence with only slightly less disgust than they do Count Dracula's. While they might be willing to put their feelings aside to work with you to kill him, as soon as that is done they will make ending you their highest priority. They are only human... but they are extremely wealthy, fit, armed and motivated humans. Do not underestimate them.

Sleepwalker [+200 CP] – Every time you fall asleep for more than two hours, there is a high risk of you sleep walking away from where you laid down to rest your head. You are not aware of yourself while doing this and it takes a lot to wake you up properly from this state. To prevent any unfortunate mishaps to others and your surroundings, your more volatile abilities will be sealed away while you are in this state.

No Boundary [+300 CP] – Any building you are in will not benefit from the supernatural protection of a threshold, allowing any supernatural creature to enter freely as they will. This will leave when you do, restoring the boundary for everyone else who may be left inside.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Priority One [+300 CP] – Well, Dracula and his servants all know of you, they all hate you and they all want to kill you. Good luck.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Weak Mentality [+400 CP] – You are mentally susceptible to the presence of supernatural evil. You crave its attention, its praise, its power... and you will obey most anything that they ask of you for it. This is not an absolute obedience – there are one or two lines that even at your worst you will not cross – but for the most part, disobeying will not even enter your mind.

The Sickness Waits [+400 CP, Cannot Be Taken By A Vampire] – Well, it looks like the wicked count got his fangs into you before anyone else. You begin this Jump having been bitten by Count Dracula, leaving you with a curse lingering over your soul. Holy items burn you, you have a mental link to your impending master and the moment your heart stops beating you will rise as his undead servant. Additionally, any 1-ups or death cheats that you may have collected up to this point are now suspended. These conditions will last until either the end of the Jump or until Count Dracula dies a final death, whichever comes first. If you do somehow die before that point, you will fail the Jump.

Pop Culture Was Right! [+400 CP, Cannot Be Taken By A Human] – Well, remember how sunlight would only reduce you to the level of a human? And how you do cross running water at certain times? Well, those are no longer true. To be more specific, you now have every single vampire weakness ‘known’ to modern humans. Sunlight can absolutely kill you. So can silver. So can fire. So can a lot of things. Tread carefully.

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you’ve picked up along the way, supernatural powers you’ve been granted since leaving home, nothing, zilch, nada. How

resourceful a person can you be with just a regular body, your memories of Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

End Choice

Go Home – May you leave behind some of the happiness you brought with you. Your original home awaits.

Stay – Take +1,000 CP to make your final purchases in this world. Best of luck.

Continue – The journey continues through the ages.

Notes

You can take one of the human origins and become a vampire the old fashioned way here, but that carries its own risks. The Salvation Assured Perk offered will only counteract some of them. Choose carefully.

For the purposes of this Jump, being transformed into a vampire will not count as a form of death and thus will not end your chain should you do so without a form of 1-up.

V0.9 – Rougher than sandpaper, but it is technically finished and I am putting this version up for review so that I can say I at least got it done on Halloween I THOUGHT I WOULD HAVE MORE TIME WHERE DID THE DAYS GO AAAUGH!

V0.91 – added a lot of text to clarify things, changed the background and cleaned things up in general.

V0.99 – 11/3/2024 – Looking properly finished now. Will choose the background, get any remaining suggestions in and then post V1.0.

V1.0 – 11/9/2024 – No comment on the background and I think I like the red better, so were are going with that. V1.0 done!

V1.1 – 04/29/2025 – Outline has been brought more in line with my other Jumps, some spelling/grammar errors corrected, other things clarified, one item added (it's a vampire Jump and I didn't give out a crucifix, shame on me ;__;) and font type/size changed.