

Mr. Vampire Jump

Version 1.0.0



Welcome to China. The Republic of China has taken control of the country and the 2nd Sino-Japanese War does not yet loom heavy. It is a simple world, but in the shadows of the night taoist priests deal with dark spirits and the hungry dead. Well at least on occasion. And maybe.

You are entering the world of the Mr. Vampire franchise, but when is a little unclear. After all of the 5 films by the original director - not counting the other films which lay claim to being part of the series - only 1 was a direct sequel to any of the others. Still you are going to China - or just maybe British controlled Hong Kong - and to a world where taoist priests use magical powers to fight the undead. That much is consistent.

You can expect some horror and some comedy in your time here, and maybe a nice little trip through China and a chance to experience Chinese culture. Maybe you can find a cute girl to keep you company, or learn some taoist philosophy. Whatever you are doing take these to help you:

+1000 Choice Points

Good luck, and good jumping.

Location:

Well perhaps time period would be the better name for this section. You may choose to arrive at the location and time of any of the first four films: Republican era China for *Mr. Vampire*; modern (1980s) Hong Kong for *Mr. Vampire 2*; the uncertain period of *Mr. Vampire 3* implied to be earlier than the Republican era by the lack of technology such as fire arms and bicycles; or the likely Qing era of *Mr. Vampire 4* (there is still an emperor). *Mr. Vampire 1992* is not available as a start location or period as it follows after the events of the original *Mr. Vampire*. You can even choose to arrive a few weeks, or months, before the events of the film. You won't know exactly how long you have till it, though.

If you'd prefer, you may instead arrive in rural China during the Qing dynasty or Republican era, away from the direct events of any of the films. You will, however, find yourself encountering the supernatural at least once even if you do not go looking for it.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Assistant: You have been accepted as the student of a prominent taoist. You are only at the beginning of your career and studies - at least without further perks to represent them. If you'd prefer to forgo connections and history in this world, you may choose to have appeared as a drop-in, though you may still have a recommendation to a taoist as a student or circumstances will arrange themselves to see you taken in as a student by a taoist soon if you allow them. If you drop-in your age and gender are the same as at the end of the last jump, otherwise you may select your gender freely and your age is 16 to 25.

Official: You possess an official, government backed position. You might be a mere police officer or low level bureaucrat, or maybe you're something more like a police chief or a general. Or maybe you're the wife or child of an official instead of holding the position yourself. Your age is 20 or older, and you may select your gender freely.

Taoist: You are a follower of the Tao, and even if you have not obtained magical powers through your cultivation under the Tao you have begun training towards the path and are familiar with the supernatural elements of this world. Your age is 30 or older, and you may select your gender freely.

Vampire (200): You died with breath caught in your throat, unable to escape, unable to finish the breath, and unable to let go of attachments to the world. This stagnant breath has festered within you causing you to rise again as a hungry corpse. Events have led to your being exhumed, and your release into the world of the living once more. Unlike other jiangshi of this world, you seem to have retained your mental faculties and can resist the need to drain the breath and life of the living. You are physically 6 or older, though you may have been sealed away for years, and you may select your gender freely.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Archeologist (50): You possess the skills of a professional, modern archeologist with at least a decade in the trade.

Breaking and Assisting (50): You are deceptively skilled at picking locks, and breaking into buildings, either through breaking, or climbing walls and otherwise finding means of ingress.

Charlatan (100): You'd make a pretty good stage magician with the way your mind seems to brim with ideas on how to fake supernatural powers. This usually relies on a combination of deception, set-up, and sleight of hand, but you could fake an exorcism if you needed to - and could think of a way to justify turning the fake exorcism into a beating to punish the recipient for infidelity without actually destroying their marriage.

Of course, this goes the other way too. You're pretty good at using actual supernatural magic in a way which makes them seem faked instead. This might include acting like a stereotypical conman, and will probably require you to be a bit more subtle with your powers.

You might be best at mixing the two, using actual supernatural powers to improve acts of staged 'supernatural' occurrences, such as using ghosts to help you fake an exorcism of unrelated spirits.

Cry for Help (100): When you cry out for help in a full scream - or just a scream of terror - your family, and close allies can hear this scream from all the way across a city as large, populated, and noisy as Hong Kong, and get a good idea of your current location as well.

Bewitching Beauty (200): You are a rather attractive and beautiful individual. The sort of person who if you died young could get strangers seeing your picture to lament you were too beautiful to die. You're beautiful enough that people vulnerable to such beauty might overlook such facts as firm knowledge that you're actually a life draining monster who will consume their life force through acts of intimacy. At the very least it's a tempting proposition.

Even if someone has enough self-control not to give in to your charms, your supernatural powers to control or bewitch the mind grow more effective upon targets based on their carnal desires for you.

He Helped Us Once (200): Should you not act like a monster, avoiding murdering people and other monstrous acts, even should you look like or be a creature normally considered a monster, you will find people becoming progressively more willing to accept you as not being a monster. This seems to spread out from your actions a bit. Simply treating a child with kindness or as their friend with no hostility, might make the child accept you as safe, protecting them from a bully might make their parents do so, and saving them from another vampire would make the taoist vampire hunter hesitate and be inclined to listen to their plea not to slay you. The more people you treat well the more this effect will spread, till even people who are not aware of your actions will be hesitant to treat you like a monster and instead give you a chance to prove yourself. Of course should you act like a monster you will have to build back up this state of not being a monster again.

And it's not just people. Those things that cleanse the unholy, the evil, and the monstrous will become less effective against you as well. This includes things like the sun. As an innocent jiangshi you might be able to walk around in the sun merely with a hat, and heavy cloak to minimize contact, and should you go beyond merely not-actively-evil to good you might find its purifying light not affecting you at all. And this will apply to other weaknesses incurred due to being a 'monster' or 'unholy' creature. This will never result in you being extra protected against holy effects, no matter how good you are as a jiangshi you could be burned like a normal person because you have no special resistance to it and even if it no longer is a weakness you don't become immune to fire simply not burned extra compared to a normal human, but they may lose all their super effective quality against you.

Medium (200): You are a capable medium, able to channel the spirits of the dead - as long as they haven't already reincarnated or had their spirit eradicated - into yourself so that they can control your actions. You will need something to form as a connection - such as the presence of a loved one, a dearly held possession, or part of their remains - and you will need to know who you are trying to channel unless this is a very strong and specific connection such as their remains. This takes a bit of time to perform, and does not grant you control over the spirit, though you may push them back out with a few moments of effort.

This experience makes you better at resisting possession as well, as you know how to force possessing spirits out from you once they have taken root. You might need it if you invite in something that doesn't want to leave and possesses the power set to stay inside you.

Geomancy (300): You are a student of feng shui and geomancy. Going far beyond simple comfortable interior design, you have an understanding of the geomantic influences of the environment around you, and they'll continue to function in other - less spiritual - worlds. This helps you to understand what geographical features and combinations will bring good or bad fortune in various forms and aspects of life, as well as how to design and construct houses to profit from these effects. Or how to design a grave in such a way as to bring ill-fortune to the interred individual's descendants for generations to come if you were feeling particularly spiteful.

Ghost (400): You seem to be a ghost. In many ways you are much more dangerous than a vampire. You are able to levitate or even fly, as well as existing partially in the world of spirits. You are able to slide between that world and the physical one, manifesting as fully physical and tangible, or becoming invisible and intangible but unable to interact with the physical world beyond observing it; it does take some time and concentration to switch between these forms. Even when tangible you are still undead and highly resistant to mundane weapons, though a martial artist's blows can still harm you, and sufficient firepower - even of this era - could leave you with lasting injuries even if they would not end your existence, merely present a lasting inconvenience.

You also possess telekinetic abilities, able to move small objects with your mind, and even manipulate individuals' bodies, though moving and controlling them would be difficult for you, and even to fly. Likewise you possess certain power to cause illusions; yours will require some preparation and spell work, but you could curse a door to cause those who try to pass through it to see themselves wandering in the dark for a time. And of course as an undead spirit you are able to feed on the life force of the living through acts of intimacy, slowly draining their vigor and vitality.

A final power you possess is the ability to possess individuals. This requires you to press your spiritual form behind them, slipping your feet under their heels. This does come with weaknesses. You are vulnerable to exorcism and potentially to other magic, as well as sunlight. It won't kill you instantly, but will force you to dematerialize and find some lightless place to hide as it will burn you away with time. In this state you are able to puppet them, moving them to your desires. This is a somewhat crude manipulation, leaving them moving somewhat like a zombie, and unable to speak, and with reduction of

fine movements. You may do this while remaining invisible, but you will be semi-tangible, and in addition to this control being relatively easy (even casual) to exorcize, you could be physically beaten out of them, or off of their back.

Vampires may take this perk at a discount by giving up the free **Jiangshi** perk they would otherwise receive. Post jump this ghostly nature becomes an alt-form.

Spirit Possession (400 CP; discounted with either Ghost or Unibrow): You are capable of using your spiritual form to possess another entity in a much deeper and fuller manner than either the basic power of ghosts, or the body puppeteering spells of a taoist. This requires you to enter them with your spiritual form, and to overpower their spirit with your own. While possessing them in this way you will have full control of their body, able to move it freely and normally, and even channel part of your supernatural might and power through it. You will also have access to their memories, at least well enough to impersonate them. You are also significantly harder to exorcize than the base level from ghost, though the difficulty will rely heavily on your own spiritual power and ability to hold yourself in.

If you are not a ghost yourself when using this, you will have to send your spirit out of your body, acting as an invisible and intangible ghost. Your body will die if your spirit does not return to it quickly enough, however, and bereft of your spirit your body is left in a coma-like state where it is vulnerable. If your body dies this will not kill you as long as you have successfully possessed a host, though if you're not already a ghost, this does not give your spirit a surety of surviving long term if disembodied.

Assistant Perks

Bluff and Deception (100): You're rather good at thinking on your feet when it comes to tricking people - and vampires. You can quickly think of disguises, lies, or little tricks to deceive someone, especially for the purpose of covering your escape. These tricks are unlikely to last long, but you find them surprisingly effective for how obvious some of them are. Well at least when not dealing with those who know you well. They seem to see straight through these deceptions.

Monster Bait (200): Something about you seems to attract the attention of monsters. All else being equal a monster will target you to eat or kill in preference to other individuals. Even if you do fall outside of their preferred target group, you might still find monsters coming out to attack you, or even choosing you over a target in their preferred group, though this will depend upon the individual monster and how tightly they follow their preference. Even monsters not currently seeking out victims will find themselves strangely interested in you.

You may toggle this ability off or on as desired.

The Goofball Gets the Girl (400): Girls, or guys, seem to have a thing for you. Really whoever is attracted to your own gender. Oh they might start off standoffish at first, but you have a way of thawing them out. Even if a woman has no interest in you at first, just by being around her and being yourself you seem to generate an attraction towards you. This works better if you're not doing things she finds morally reprehensible, and better still if you're doing things that encourage her to like you, but even a ghost who lured you in to drain your life to feed herself might find herself coming to desire your presence for your companionship instead as she found herself falling in love with you. Actually this seems to be a touch extra effective on ghosts, fox spirits, and similar monsters with attractive human forms.

Gag Armor (600): So vampires are able to throw people around with one arm, and smash through walls with effort. But somehow they just can't seem to sink their claws into you. Combat with you seems to take on an element of slapstick. This won't make your attacks less effective, but it will make it harder to land a decisive and telling blow against you. Not impossible. But they will have to burn through your gag armor first, and that will take either time or overwhelming firepower. Even with the latter you can rest assured you won't be brought down in a single blow, as it will stop at least one attack no matter how overwhelming it is. And of course this metaphorical armor does recover with time outside of combat.

This is converting attacks and injuries against you to slapstick gags so expect it to still be painful and annoying, but you can recover from stung pride a lot faster than a vampire bite. Though as the armor is worn down in a fight you might find actually injurious blows mixing in - such as a vampire's fingers stabbing into you - before lethal ones do. Still with this you might manage to survive encounters against a powerful vampire despite having no useful combat skills of your own, at least long enough for help to arrive or for you to potentially figure out a means of escape.

Official Perks

Brown Noser (100): You are an excellent suck-up. When you are willing to play the sycophant and suck-up you have a naturally feeling for what to say to your superiors to be pleasing to their ears. This won't tell you their secret plans or desires, but you'll have a good idea of what to say that they'll like hearing. This doesn't just work on your boss; you can suck up to other people too.

Acceptable Asshole (200): You're not a very nice person. Or well if you're buying this you don't seem to want to be one. You see people just seem to accept your assholish, jerkish, rude, petty, and cruel behavior as long as it's not directed at themselves or their close intimates. Even earnestly suggesting killing someone because they embarrassed you when you decided to try and bully them would earn you little more than a quick reprimand, and not cause a noble hearted protector of people to distance themselves from you. They might try and stop your bullying if they were there and saw it, but they'd not hold it against you.

This does have limits. If you begin to cause people lasting harm or injury, or reach severe breaches of the law, people will begin to react. But as long as it's merely mean spirited bullying directed towards other people they will overlook it and not judge you for these actions. Emotional harm is alright.

Picking Targets (400): Well this is more of something people here lack. Still you seem to have it. You are an excellent judge of who would be more trouble than it's worth to bully, frame, blackmail, or otherwise start a conflict with. You won't know why, but you'll know when it's just not worth the trouble to mess with the funeral home director - who is currently preparing for battle against a vampire - or to pick on the traveling taoist - who is friends with ghosts. This won't tell you anything else, other than that it would be more effort than you'd like to bully someone or vent sadistic desires on them.

General Corruption (600): What's the point of holding a position of power if you don't use it to benefit yourself? People are oddly willing to overlook even flagrant abuses of power from you. As long as it is not against them directly, or threatening their own position of power, your superiors seem to ignore even total corruption from you and your behavior. Those beneath you might look askance and shift uncomfortably, but they too will do little or nothing to stop your abuses of authority. As a police chief you could arrest someone for having medium length fingernails because they suggested a long nailed monster killed someone, in broad daylight, while people were watching, and then skip their trial completely to move forward to torture and punishment and while people

might be a touch uncomfortable, they'd not object and your superiors would not act to stop you. There is an upper limit to this - if they think that you will personally kill them people may start to rebel, so keep your cullings limited - but you can get away with comedic amounts of corruption and abuse of power and authority.

Taoist Perks

Traditional Medicine (100): You have a deep understanding of traditional Chinese medicine. You know which remedies actually work, and which are merely things that charlatans and con-artists have spread about to sell their powders and drugs, and the number that actually work for you might surprise you. Herbal remedies are more effective in your hands than those of others, especially those based on Taoist principles. You won't be making a functional pill of immortality, but you could treat many common ailments with the right herbs, and even help to mitigate certain supernatural ones.

Martial Artist (200): You know kung fu. Actually you're pretty good at it. The style you seem to practice focuses on defense more than offense, deflecting and dodging blows, and providing you with significant maneuverability in combat. In fact it almost seems like you're on wires with the way some of your leaps work. Still you're capable enough you could possibly hold off a common jiangshi long enough to buy others time to escape, and possibly trap it. In fact you might be able to fight a small group of such common vampires at once, though there are some jiangshi who have reached levels of power sufficient that they could simply overpower you, and this won't give you a way to actually hurt much less finish off such a supernatural threat on its own. And while the focus is on defensive fighting and movement, you're still strong enough to knock a person flying if you caught one midleap with an uppercut or strong kick.

Sifu (400): There'd not be much of a reason to have an apprentice if you can't teach them something. You can teach arts of magic to others, even those from other worlds. As long as a student possesses the minimum capabilities to learn a skill you can teach it to even the most asinine of students. It might take time, and you may need the patience of a saint to teach them, but you could do it. This won't make them learn significantly better, mainly being about being able to teach people supernatural abilities from other worlds as long as they could be taught in their original world, and if it's something that is limited by bloodline, talent, and the like you will find the same limits in new worlds and still only be able to train those who have the minimum capabilities.

While this won't make your students brilliant geniuses who are sponges to absorb knowledge, or you a brilliant super teacher, it does provide you with mundane skill as a teacher to help you get started.

Unibrow (600): You have obtained the first steps to enlightenment under the Tao, cultivating your ki and understanding of the world and unlocking powers outside of those found in the mundane world. This has provided you with the understanding of magic and the necessary attributes to work it. The magic you practice mostly concerns itself with dealing with supernatural forces whether it's aiding ghosts to pass on, purifying the undead, castigating ghosts and malevolent animal spirits, see through illusions, or countering other magical curses. Still it isn't without its more mundane uses. It can be used to animate corpses to make them obey your will especially to lead dead travelers to burial back in their home provinces, as well as the creation of voodoo doll-like objects to control the moments and sensations of others from afar though usually requiring something that belonged to them, among other uses. In short you are the equal to the monobrowed taoist, or the four eyed taoist, in the use of magic.

This magic does often require specific tools and components such as magic seals written on paper, rooster's blood, and the like. But you know how to prepare and use these tools for their intended purpose as well. This also does come with some knowledge of traditional Chinese medicine and geomancy. While you won't be able to match either perk in efficacy nor could you replicate what they could do, you could recognize the quality of work in either field, and elements of both are sometimes involved in your spells.

Vampire Perks

Jiangshi (Free and Restricted to Vampires): You are a hopping vampire. You are only one of the more average specimens, your joints stiff and your movements slow, but even that is not without its advantages. Blades blunt against your flesh, bullets bounce from you without causing harm, strong blows of martial artists can push you back or slow you, and pressure points can cause a reflexive reaction in you to pull away, but even they will not hurt you. You are effectively immune to mundane weapons, though strong enough blows - much less bullets - may knock you back or momentarily stun you. Your strength is also increased, making you stronger than you were in life. In addition to these advantages you are able to smell the qi in people's breath and track them by their delicious life force as well as drain it from others by biting and drinking their blood with your sharp vampiric fangs, stabbing them with your sharp weaponlike fingernails and drinking it that way, or stealing their breath. And you are undead, while you hunger for the qi of the living, and will grow lethargic and 'sleepy' in day time, you do not tire from exertion, and are highly resistant to biological weaknesses - enough elephant tranquilizer to kill an elephant (or two) might knock you out.

There are weaknesses. You don't seem to possess the ability to talk normally, being reduced to grunts and animalistic cries. Daytime weakens you and leaves you vulnerable to mundane harm, as well as forcing you out from the sunlight. Sticky rice burns you. Certain holy arts and exorcism techniques can hurt you as well, or drive you away, and qi based or magical attacks may be able to overcome your resilience. You are also vulnerable to fire as burning your body can end your undead existence, and you seem to go up in flames like somebody soaked you in oil.

Post-jump this becomes an alt-form and these weaknesses will only apply within it.

This perk does not give you the animalistic mindset and driving hunger of a jiangshi.

Hopping Movement (100): A hopping vampire's limbs are stiff so it is difficult for them to walk normally. So instead they hop with just their feet. Whether a vampire or not you are a master at this, able to easily propel yourself by hopping using only your ankles and feet. You can even hop faster than you could walk with far less effort expended, about at the speed of a lower end run; or well how fast you could walk/run if your joints weren't stiff as a corpse's which means pretty fast for someone with rigor mortis. This works for other impediments to your leg movement; as long as you can move your toes or feet you can keep on hopping at a speed greater than what your walking speed should be.

You are also able to rise to standing without moving any joint other than your feet, and balance on just the ball of the foot and toes even when leaning forward till your face almost touches the ground, and rise back to standing while only moving your feet.

Jiangshi Magic (200): Or maybe it's psychic powers? It's probably based on qi in some way, but it seems a lot simpler than a Taoist's spells, needing no rituals, hand seals, written spells, or the like and at most simply pointing. You are able to use this magic to slide along the ground, moving across it at speed, bend yourself in unnatural ways, to levitate yourself off the ground completely and fly slowly, or telekinetically manipulate small objects. You are also able to make people piss themselves, or lose control of their bowels, or cause a spasm in another body part.

Unsealed (400): You seem to be particularly hard to bind or seal away. Magic designed to bind or seal you find you much more difficult to seal away than it should. As an example, as a jiangshi paper seals that would seal an ordinary vampire into a state of suspension burn and burst from your head forcing several such seals to be used, and the ropes to bind a coffin would need to be doubled or tripled. And any bindings - whether magical sealing spells or mundane chains or even prison cells - on you have a tendency to be disturbed whether by luck, chance, or carelessness, giving you more opportunities and chances to escape if your captors are not very careful, and even redundant in their means of containing you.

Once per jump if you are sealed in such a way that you cannot escape at all for more than a year, you will find that circumstances arrange themselves to let you escape your binding no matter how thorough, or how many redundancies were involved, in your containment.

Grudge Against the Living (600): Like an Evil Baby which was once a Holy Baby, or a particularly powerful vampire, you have soaked in your resentment for the living for a long time, your qi growing dark and tainted. This has increased your unholy and dark supernatural powers. As a jiangshi you would be as powerful as the main vampires in *Mr Vampire* and *Mr Vampire 4*. This would leave you strong enough to take blows which to the body would stagger a normal jiangshi to your joints without even budging an inch, or to throw three men flying across a room just by turning around with them on you, as well as strong enough that ordinary corpse appeasing talismans could not seal you, and you could survive a taoist's coin (or sandalwood) sword, requiring multiple methods to be combined, or the sun itself, to end you, all while moving with much greater fluidity to your limbs granting you speed of motion greater than the living due to the dark power which empowers your arms so that even as an average man you'd now possess clearly superhuman strength. As a ghost you'd go from the equivalent to one of the weaker

ghosts in the sequels, to the lady ghost of the original film, possessing the ability to create illusions which change the appearance and nature of a house - or yourself - to fly with ease, to casually telekinetically manipulate ordinary individuals from afar, to create gusts of wind and control the weather, or bewitch minds (though some bewitching beauty would help with this). You will also still become more resistant to exorcism techniques and methods, as well as gain the ability to detach your head, causing your hair to sharpen into needle-like points, and your head to fly independent of your body as a weapon on its own.

This could likewise empower darker aspects of magic should you have taken it; with **Unibrowed** you could replicate the devil lady's magical acts such as rendering her servants immune to mundane steel unless blood is smeared upon the blade and it is dragged across their flesh in a cut, keeping the same servants "alive", closing wounds - and keeping her servants in a state of pseudo-undead - creating swarms of magically empowered vampiric bats, empowering the body substantially, controlling and compelling ghosts, and even launching your own spirit outwards as a ghost. The ingredients for some of these spells may involve eating worms and other disgusting creatures.

This perk doesn't actually fill you with hatred though. You just receive the boost to dark powers. However, should you actually possess overwhelming and all-consuming hatred you may see these dark powers improving further. Though that would take enough hate for it to be your primary motivation and to drive your actions primarily through hate. And as your resentment continues to grow your power will as well, though it will take greater and greater amounts of hate to see you grow further. And this is hatred, resentment, and long-standing grudges, mere fleeting anger, or a newborn desire for revenge won't cut it, you have to stew in it first.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Incense Sticks (50 CP): This is a small box of incense sticks - approximately 50 or so. When lit this incense is pleasing to undead and spirits of the dead. It might not be enough to stop a rampaging jiangshi that has fully become a malevolent creature, but is a nice treat for the dead whatever their nature.

Western Fashion (50 CP): Whether a tuxedo, or a dress, this is the finest in early 20th century European fashion. This outfit seems to compliment you extremely well, and lends you an air of refinement and beauty when worn. Will be restored and replaced within a week if damaged or destroyed.

Corpse Appeasing Talismans (200 CP): The seals upon these talismans touch Yin & Yang and link the 5 elements granting them the power to exorcize all spirits. By placing one of these talismans on an undead creature's head that creature becomes immobilized and inanimate once more, suspending its undead existence until the talisman is removed. Some undead creatures will be powerful enough to resist this talisman, but because you are paying CP for this it will weaken even the strongest of them, and additional talismans may be placed upon a creature to weaken it or seal it more completely with each talisman possessing a compounding effect.

Another bonus for paying CP for this, these talismans will be able to attach to normally intangible ghosts to seal them in place, and can be placed upon haunted objects to seal the spirit within.

You get ten of these corpse appeasing talismans. You will get a new one within a week if one is used, destroyed, or lost.

Assistant Items

Glutinous Rice (100): Also called sticky rice. Delicious and excellent for making rice balls. Oh, in this world it's also good for absorbing negative qi and can even hurt jiangshi or slow vampire sickness. It won't enforce this in future jumps where it'd not already apply, though, as this is just ordinary glutinous rice with no special qualities. Still you get fifty pounds of it and it will refill itself at a rate of 5 lbs a day.

Vampire Costume (200): This is a set of Qing era burial garb, though of a much lower quality than the **Funeral Clothes** available below, along with a pair of fake fangs and fake long fingernails. While you wear this costume, undead creatures will accept you as a fellow undead creature of the same type so long as you behave properly for the type of undead in question. They'll even ignore such things as the fact that you're breathing (even if that's what triggers their hunger response), or smell alive, as long as you put on a facade of their observable behavior.

Holy Babies (400): This is a set of a dozen small stone statues, more statuettes, representing children. These statues serve to host the souls of unborn children awaiting for the chance to be born. These souls can manifest from the statues taking on the appearance of children - not infants or toddlers but more elementary school aged - ghosts. They are friendly and nice children, eager for the chance to play, and willing to aid you or work for you in exchange for offerings of eggs. They are frozen emotionally and developmentally as children, and on the younger side at that - these are the souls of unborn children - but they can do simple labor and tasks, or just keep you company if you play with them. Besides manifesting as child labor they are still ghosts, and while their powers are on the minor side, they do possess limited telekinetic capabilities when they are physically manifested; it'd take multiple of them to levitate a person, or control their movements but with a dozen they certainly could do so to multiple people at once.

In addition you may help these children be reborn, by giving them to women who have just or soon will conceive, or who for some reason are carrying a child which has no soul. Any children which are reincarnated this way will be replaced at the start of the next jump, or sooner if a child dies in the womb nearby. You don't really get a benefit from doing this, but it helps them get a healthy reincarnation and a chance at life.

Vampire Powder (600): This is a powder made from the fangs of a hopping vampire. It is possible to make tea from this powder which will cure the effects of vampire sickness, preventing their transformation into a vampire, and reversing the effects of the deadly cursed poison. Since you're paying a premium for this it will work on other transformations as long as you can catch them before the transformation has finished whether it is an explicitly corruptive, magical, or supernatural effect, or just some virus or poison which causes transformation in the afflicted; it won't cure regular diseases like a common cold, or even cancer, but works on the sort of fictional ones that transforms them into something else even if they are 'mundane'.

You get enough of this vampire powder for a single dose, though it will replenish itself within 1 month if used.

Official Items

Brandishing Iron (100): This is a police issue handgun from the early 20th century. The gun is perfectly ordinary, though you always seem to have a reload for it when it is empty in your warehouse or other properties, at least as a weapon. Somehow this gun is more intimidating than usual, just a little scarier than a gun should be. This won't do much against something that has no fear of guns whatsoever, but normal people will be noticeably more scared when threatened by this than most guns.

Fireplace Soot (200): This is a collection of black tar or soot. By smearing it over your body and clothes you render yourself (or whoever else it's smeared over) invisible to ghosts and similar spirits as long as the soot covers everywhere that would be visible. This won't hide you from other senses than sight, but spirits will be unable to see you when you are covered this way.

Official Estate (400): This is a palatial mansion, the sort of house a general - and one not above using his position to live in luxury - during the Republic era of China after WWI might live in, complete with a large family tomb a good distance away from the main estate. This also comes with a few dozen armed soldiers to serve as guards, and a barracks to house them in. Food and salaries for these soldiers, as well as early 20th century weapons and ammunition will be provided for them.

Unofficial Salary (600): You seem to be doing quite well for yourself. Or at least you will be. Whenever you hold a government position you will also gain additional income equivalent to what someone holding that post could reasonably obtain through shady deals, extortion, blackmail, and bribes. And you don't even need to do any of those things meaning you can be honest... or double your income by being as dishonest as you can. If you don't hold a government position you'll still get about the amount of money a local small town police chief could obtain this way. Of course the higher your position the more wealth you'd obtain this way.

Taoist Items

Scroll Paper and Blood Ink (100): This is a small collection of paper strips for writing spells on, as well as a calligraphy brush and ink made from fresh rooster blood. Any used paper or ink will be restored within 24 hours.

Apothecary Store (200): This is a small herb shop. It doesn't come with any staff, so you'll have to hire your own if you want to actually make a profit off of it, though if you do it will attract enough business to make you some money. Of course you could always use it for your own supply, as while a cost for replacement herbs is taken out of sales, you can skim a few off the top for free. This should be enough to keep you well supplied for traditional medicine, or other uses of basic herbs, at least for personal use.

Power of the Great Ancestor (400): This is a small amount of alcohol. By offering a prayer to the great ancestor of your sect and splashing this shot across your face (or drinking it) you will find your power swelling. Rather literally as your body begins to expand as if filled with air, muscles bulging out across your body as you grow in girth and stature. This power filling you would grant an ordinary man strength enough to toss around even powerful jiangshi with ease, throwing them like they might throw an average man, and able to take blows from them with seemingly no physical effect. It swells your qi as well, making you more powerful spiritually as well as physically. And no matter how powerful you become, you will see a significant increase in power in this state.

This power is only temporary, however, and will fade after several minutes. Worse, you really are full of hot air. While it will protect you from bludgeoning wounds you are no more resistant to having your flesh pierced than usual. Well ok, the added strength and resilience might stop them from stabbing deep, but the skin will be punctured as easily. And if your body is punctured, by being stabbed, cut, or just stepping on broken porcelain, the hot air filling you - will flow out of you and this power along with it.

If used this alcohol is refilled within 1 week.

Sandalwood Sword (600): This is a straight sword made of sandalwood. It's not particularly useful as a weapon against mundane foes, being nothing more than an ordinary, dull wooden 'sword' against them. The sword, though, has the properties of what in the west might be called a holy weapon, though perhaps it'd be better to say it is the weapon of an exorcist. It burns unclean spirits, whether hungry and wandering ghosts or creatures like fox spirits and demons, and of course jiangshi. It can even work against mortal foes who are steeped in negative energy or black magic, such as witches, each blow burning away at them for their dark supernatural powers. Against these foes not

only does it show much greater durability, but it can pierce them through with a good, clean thrust potentially killing them. Yours will function on any creature fueled or powered by 'dark energy' or which is 'unholy' or wields 'black magic' or evil 'supernatural' powers, continuing to be efficacious against them to wound them and potentially kill or exorcize them. Some may be powerful enough to resist - or even break - this weapon, but it will still work no matter how foreign they are.

While the sandalwood swords shown seem to function poorly in the hands of the untrained - typically breaking in a matter of blows or if they try a stab - yours will be fully functional in your hands regardless of your progress in taoism or your qi, though as a weapon of taoist sorcery skill in such arts or simply in manipulation of your qi in general will see the sword's effectiveness increase.

This weapon will be replaced within 24 hours if it breaks, though it will be significantly more durable than canon examples.

Vampire Items

Funeral Clothes (100): These are high quality Qing period burial clothes. As high quality antiques they might be worth a pretty penny nowadays, though you might do better wearing them. These high quality clothes resist attempts to mess them up, seeming to repel filth and repair damage quickly, while also providing you with a disturbing air of the otherworldly, fitting for one who has come back from the grave.

Offering Bowl (200): This is a small, metal bowl. By burning offerings in it you may transfer them to the spirit world so that ghosts, and other spiritual beings, may interact with them as if they were physical and tangible objects even when the ghosts are intangible to normal reality. Of course these burnt objects become intangible to normal reality as well, though a spirit may manifest them with themselves.

In future worlds you will be able to use this to transfer any object burned to whatever the local spirit world is, or to specific afterlives.

Ghost Town (400): This is a village that has been allowed to fall into ruins. It is inhabited by a small band of around two dozen jiangshi. They're not animated by a taoist to move from place to place, but hungry undead seeking to drain the life of the living. Somehow they have accepted you as their leader. They're not exactly intelligent, being qi hungry murderous undead, but they will attack any living creature you don't make clear they shouldn't, and will follow you where you tell them to. Sort of like a pack of half-trained hungry dogs.

Golden Coffin (600): This is a chinese style coffin made of gold. It's probably worth a small fortune if you chose to sell it, though you'd not get it replaced till the start of the next jump if you do so. Of course you could sleep in it. It's surprisingly comfortable - especially if you're undead - and if you have requirements as an undead creature of needing certain conditions to sleep - such as the soil of your grave, or the like - it seems to always count for them. Beyond that when you are sleeping here it seems to make attempts to kill you in your sleep harder. The coffin is strangely resistant to damage, and will resist being opened by those who seek to harm you. A taoist might manage to find a spell to overcome this resistance, and someone powerful enough might be able to break it, but the coffin seems to grow more protective as you grow more powerful, and if they can kill you in your sleep in it then they probably could kill you when you get out too.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Beautiful Ghost (100 CP): This rather powerful ghost is a very attractive member of your preferred gender. One who has decided they want to haunt you. They're currently trying to suck your life force out of you, but if you spend a bit of time around them they'll grow far too fond of you to actually go through with that. This won't end their attachment to you, however, only increase it. They possess the **Ghost**, **Grudge Against the Living**, **Bewitching Beauty**, and **He Helped Us Once** perks, as well as a half-ruined house which appears at the edge of a town each setting which they can use their illusions to make seem like it's well furnished and maintained.

Child Vampires (100 CP): This jiangshi is only a young child despite their undead state. They seem to have retained the innocence of a child as well, despite having become a hungry corpse, and show no signs of wanting to attack people. Despite being mute, they're a rather intelligent youth as well. They possess the entire **Vampire** perk line except **Grudge Against the Living** though they will eventually obtain the baseline power it would grant a jiangshi (but not the ability to grow further by steeping themselves in hate or boost to other dark supernatural powers). They also possess the **Cry for Help**, and **He Helped Us Once** perks, as well as **Funerary Clothes** and a penchant for recognizing when you are lonely, scared, or just could use some companionship.

Master (100 CP): This taoist practitioner has decided to take you in under his wing and teach you. They are a respected member of the local community, though they still seek to improve their understanding of the Tao and hope that by joining you on your journeys they can find a greater level of enlightenment and comprehension of the Tao. They possess the entire **Taoist** perk line, as well as **Geomancer** and a **Sandalwood Sword**.

Revered Ancestor (100 CP): This is the corpse of your parent or grandparent, or if you're a drop-in they seem to believe you are. They will rise shortly as an animalistic and feral jiangshi who seeks your life, but if you can prevent them from obtaining it for at least a month they will begin to awaken more to their senses, and come to form a sort of truce with you, and even eventually grow protective towards you - not that it will stop them from killing other people in an animalistic fury. They possess the entire **Vampire** perk line, as well as **Funeral Clothes**, and a **Golden Coffin**.

Loyal Student (200 CP, discount Assistant): This is a young man - or woman - just on the cusp of adulthood. They have accepted you as their master, eager to learn the wisdom you can teach them. While they may not be the most serious or dutiful individual, they do care for you and are loyal to you in the face of danger even if it does not always seem that way. They possess the full **Assistant** perkline, and if you put time into teaching them they will also obtain any perks you purchased in this jump by the end of the decade.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Toggle): None of these films showcase particularly long periods, and only 2 of them are actually directly in continuity with each other. So maybe spending a decade in a mildly fantastic version of China is a bit too long for you? You may reduce your stay down up to only until the end of the relevant film (or a few months if you insert into rural China somewhere). However if you reduce your stay duration you receive only ½ CP from drawbacks, or none if you reduce it to under a year.

Expanded Series (Toggle): Lam-chinying played a taoist priest with a unibrow fighting jiangshi in a fair number of other films in the late 80s and early 90s, and there were others without him capitalizing on the popularity of *Mr. Vampire* in that period as well. Some of them even include Mr. Vampire in their name (at least sometimes). The jump only draws directly from the 5 films with the original director, however if you'd prefer to go to another film that is a spin-off, cash-in, or otherwise could be considered part of the *Mr. Vampire* franchise such as *Magic Cop* (sometimes called *Mr. Vampire 5*) or *Vampire vs Vampire* you may do so. This can even be used to enter *Phantom Fighter* the NES game based on the series.

Bumbling Students (Special): Your companions and followers have taken a massive nose dive in competence and capabilities. In fact they seem to spend more time playing practical jokes on you, and requiring you to save them, than they do actually helping you. And even when they do help you they always mess it up significantly somehow.

This drawback does not give you CP directly. Instead it allows you to import up to 8 companions for free though they will only receive 300 CP each. You may forgo this benefit for 1 or all 8 of these free imports, to instead grant one or more companions (up to 8 minus however many you imported for free) that you paid to import or create an additional 200 CP (for 800 CP total) to spend in the jump.

You must be remaining in this jump at least a year to take this drawback.

Supernatural Magnet (Special): Did I say you'd encounter the supernatural at least once during your time here? Make it at least once a month. Jiangshi, ghosts, fox spirits, magic using devil ladies, and more, all of them exist in this world, and you seem prone to encounter all of them more than once, or twice in your time here. You seem to find yourself being drawn into supernatural encounters and entanglements regularly, and one

way or another you usually won't be able to simply walk away, but will have to deal with the ghosts, goblins, demons, witches, and vampires that result. Maybe even some taoists if you're a vampire, ghost, or other type of spooky creature yourself. You can expect some supernatural encounter at minimum once a month, and to find yourself directly involved in it and having to see it through to an end most months. This is worth +300 CP if this is your first jump, +200 CP if you have done less than 4 previous jumps and none above street level, and +100 CP if you have done 4 or more previous jumps or any above street level.

Body Snatched (+100 CP): Ghostly possession, dolls to create sympathetic magic to control people's bodies, spells to make 2 bodies into 1... It's a staple in these films for someone's body to get controlled by someone else at some point, and now you will be puppeteered and manipulated on a surprisingly regular basis. Whatever the cause, they seem eager to embarrass you just when you'd most prefer not to be. Thankfully this bodysnatching will be uncomfortable, embarrassing, and might ruin some attempts at profit or lead to you suffering social or financial loss, but will never directly endanger your life, cause your total ruin, or put you in serious danger, and will be short term at the longest. This drawback won't ensure nothing takes control of your body in a more dangerous manner, it just won't cause it or make it more likely.

Horror-Comedy (+100 CP): If you thought you could escape the comedic slapstick and practical jokes of these films because you were better, or unflappable, you are wrong. You will find yourself routinely being the butt of jokes, either those performed by people here or the world itself. And these jokes will be just as embarrassing for you as they are for the characters in the films... and just as painful.

How Can You Eat That (+100 CP): You have an odd tendency to eat live animals. Specifically the sort that most people would find disgusting or repulsive. This compulsion will lead to you seeking out living insects, snakes, and frogs and eating them while they're still alive, even doing so when other people are watching this bizarre behavior.

Repulsive to Love (+100 CP): The good news is that you are guaranteed to find someone you want to be romantically involved with - at least for a time - while you are here. The bad news is the idea of sharing physical intimacy, or long term romance, with you is physically repulsive, enough to make people who you try and press your interests upon actually throw up. You can expect to find no romance while you're here.

Branded Criminal (+100 CP/+200 CP): You have been branded as a criminal in a highly visible, and hard to hide location on your body. Besides having a burnt in brand that is uncomfortable and oftentimes sore or aching on your body, this brand follows you in any form you take showing everyone your criminal past and untrustworthiness, and if you do manage to hide it you can expect it to end up revealed to others you'd prefer not to see it from time to time.

For the higher value you are not simply branded as a criminal, instead you have the appearance of a half-rotten vampiric corpse. Illusions and transformations won't work to change this, and you are locked into this form unable to change alt-forms (though you may choose which human-looking alt-form you are trapped in). You look like a rotting corpse with the tell-tale signs of becoming a hungry corpse, and you seem to smell constantly of rotting flesh as well and this will not change. Even disguises meant to hide this just seem to have a way of being removed from you, often at the worst possible moment. This won't make you actually undead if you're not already; you just look (and smell) like it which will lead people to assume you are a murderous, instinct driven undead monster.

First Commandment of Taoism (+200 CP): Is to fight evil until the last. Apparently. And you live by it, as you seem to have an unwillingness to waver in the face of evil, and an unrelenting zeal to help people deal with these evil and dangerous forces. Most taoists seem to only apply this to supernatural evil, but not you. You'll find yourself drawn into dealing with cruel or evil human forces as well, as you simply can't resist the urge to fight evil.

Four-Eyed Renegade (+200 CP): You seem to have a rival - and neighbor - you just can't get rid of whatever you do. And given how well they match you in power, affluence, ability, and even friends, it wouldn't be surprising if they were another jumper. Either way you will find that you inevitably butt heads with them. They seem to enjoy playing practical jokes on you, embarrassing you, upstaging you, and just all in all annoying you. Whatever you do they seem to be just a bit better than you, and while you might be able to get back at them with pranks of your own no matter how much you devote yourself to such they will get one over on you more often than otherwise. Of course even if you don't they'll still be messing with you regularly. They don't want you dead, or even absolutely ruined, so they won't do something that actually endangers your life or causes you lasting physical harm or total destitution, but you can expect them to upset your plans, ensure you have a bad day on a semi-regular basis. I'd recommend not trying to get rid of them, though, since once you escalate they will too, and they're just a bit better than you, just a bit better equipped, and with just a bit better friends.

Nine Out of Ten Jumpers are Frauds (+200 CP): You find yourself reduced to the normal limits of a human being, losing any power, ability, skill, or the like which a normal human could not perform - this includes any mastery of skill which a normal human could not reach in a single life time. This even includes magic and supernatural powers which normal humans can learn to access or use, and even affects purchases made here. Thankfully it doesn't affect your items - at least as long as a normal human could use them - or companions.

Hungry Corpse (+300 CP): Normally even if you were a jiangshi you would not have the mentality of a hungry corpse. Now, however, even if you're not one you possess it. Your intelligence has been reduced to something animalistic, driven only by an instinctual desire to kill the living and steal their breath and vitality, and a tendency to target those you care for most first.

Man-choi Jumper (+300 CP): You are a buffoon. Your competence has nosedived. No matter how much power you possess you will find yourself somehow fumbling even simple tasks, and being unable to deal with dangerous or difficult situations yourself as you simply find a way to mess up anything. Your companions and followers retain their normal competence so can help you out, but you will be dead weight at best, and actively making things harder on them more often than not. Maybe you're powerful enough that even if you mess up everything you do, you'll not be in danger?

Vampire Sickness (+300 CP): You were wounded by a jiangshi, and are now turning into a hungry corpse yourself. If this transformation finishes you will fail your chain. It's normally possible to cure this by making a potion from the teeth of a vampire, but in your case any cure is unfortunately impossible, and you can only work to slow down this transformation and prevent it from completing. Sticky rice can help, though it will blacken as it absorbs this poison, and you can expect to be eating it, sleeping on it, and dancing in it regularly for your time here. Staying active and moving helps too, so don't expect to sit down long either. Maybe you can find other means to slow this as well, but nothing will be able to stop it completely or reverse it. And as this poison progresses you will find yourself gaining more and more jiangshi-like qualities - sensitivity to bright lights, stiffness of joints, longer teeth and fingernails, and occasionally losing yourself to a bestial bloodlust which compels you to try and consume the lifeforce of the living; though these symptoms are reduced during the daylight hours. Thankfully yours does seem to be a slower version than usual, and if you manage to keep up a good routine of remedies and cures you shouldn't fully succumb, or even reach the point of violently attacking people, by the end of your jump.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If trying to track down some of these films, realize sometimes they have multiple names.

All magic in the jump is theoretically based on qi/spiritual energy, as the films do call what taoists use for their spells qi, what the black mages use qi, and it also calls them spells... These films are from the 80s and the qi vs magic divide seems to be a more recent phenomenon in pop culture than that. It could be improved by cultivating your qi through taoist techniques, or increasing it in other ways.

The jiangshi animated by taoists are far less resilient to damage than even the weaker naturally occurring ones. Martial artists have been shown to be able to damage them, much less axes and firearms. They also seem to be weaker. Of course they also don't spread vampire sickness, though if the spells controlling them are removed they will attack the living.

The Official background includes the most of me stretching to include things. I wanted to include the background because it's there in the first film, and 1992, and to a lesser extent shows up in 3 and 4. But the 400 CP perk is something that the characters lacked - though admittedly the general in 1992 was good at knowing when it was a good idea to bully the taoist and his disciples and when it was not - and the general did not clearly demonstrate high levels of corruption, though his Japanese style feast, palatial estate, attempt to make his pregnant wife's servant/nanny into his next wife imply a deal of it. Still portions felt stretched a bit.

Charlatan perk feels a bit like cheating. We don't really see a charlatan, though in *Mr. Vampire 3* the fact that many taoists are charlatans come up, and we encounter many legitimate practitioners with actual supernatural powers who use them in cons - either to get revenge by giving bad geomantic advice, to fake exorcisms with the help of their 2 ghost friends, or to pretend to cure someone via beating them while not revealing that it was actually just them having an affair. There was just enough there that I wanted to include the perk... but little enough it expanded a bit to form a cohesive idea.

Medium is similar in that while a character did channel someone's dead wife, and *seemed* to not be doing so fraudulently, it was only done once and we get no details really. So I had to make up some rules.

Spirit Possession is based on the evil babies of Mr. Vampire 1992 (as opposed to base ghost possession being from Mr. Vampire 3). The option to take it with Unibrow is based on the Devil Lady from Mr. Vampire 3 who did send her spirit out of her body at one point, though her possessive ability was closer to the base ghost and the option to take it via sorcery is more of a hopefully acceptable break of how different powers from setting could be used together.

If you take both the Ghost and Jiangshi perks (by not giving up the Jiangshi perk for a discount on Ghost), the two will combine into a single form, making you a much more resilient and tougher ghost capable of smelling qi while removing the stiffness of a jiangshi's form.

The Unibrow perk does not actually provide you with a unibrow. If you want to rock an impressive unibrow you will have to acquire one the hard way. For actual capabilities it gives you them similar to one of the taoist priests in these films. As for what that means... Roughly street level taoist sorcery.

There is probably an upper limit to jiangshi durability against mundane weapons, but we don't see it. Guns don't work in either the Republic era or modern Hong Kong. Hitting them with something large and heavy enough - or shooting them - stuns them for a moment but it doesn't hurt them in any long term way. I suspect being buried under a cave in wouldn't actually crush them, though they might end up hibernating till uncovered, or possibly even accidentally fed, but that's just my guess. I expect Superman could punch one to death, or Thor could tear one apart. However durable you'd be normally, you can expect to be much more durable against non-magical sources as a jiangshi.

Grudge Against the Living puts you up there as one of the major threat monsters of the films - at least with another perk to boost them. You'd still probably lose a fight with the unbrowed taoist, though 1 on 1 the fight wouldn't be assured, and that's fighting a specialist in exorcism. Against mundane foes you could easily overcome ones he couldn't deal with in the least.

For taoist tools such as coinswords/sandalwood swords, and corpse appeasing talismans while you could make them with the Unibrow perk, those you purchase here are far more universal (a corpse appeasing talisman would normally only work on certain types of undead after all), and are more powerful than those you would be able to make.

The Holy Babies in the film were explicitly the souls of aborted infants. I decided to broaden the item one to unborn in general and allow for miscarriages just to avoid touching on that issue as much as possible while still including the element in general.

Power of the Great Ancestor I am really unsure if it was just a spell, had to do with the shrine he prayed at, or was the drink he splashed on himself. As such it should be noted the item is not even trying to be 100% accurate to the source. It was just a neat scene from Mr. Vampire 4 which felt like it'd make a good option to replicate (hopefully with less comedic incompetence), and I went with the interpretation where it could fill the item slot, because the other option was to ditch the Sifu perk and make Corpse Appeasing Talismans the 400 CP taoist item. Both of which could have been done, but I didn't want to overload the Taoist background with items that you could theoretically make (if only worse versions) with the 600 CP perk... Though you still could theoretically replicate power of the great ancestor, but as it's calling on the power of another to fill you they'd not scale to you and you'd eclipse them sooner than later on your chain so the difference between buying this for CP and the talisman for CP feels greater.

Changelog:

Version 1.0.0: Released.