Jump by HOnSide

Welcome to the land of Vardoran. This realm is one with a storied history. For much of that history, the land was shaped by the will of powerful, magically gifted creatures of the night. Vampires. For millennia they influenced humanity from the shadows, shaping and sculpting these mortals to suit their needs.

But then came the vampire who would seek to break this balance. Who sought not to steer humanity from the shadows, but to rule over them from a throne. This was lord Dracula, most powerful of all vampires, who had found a way to draw upon otherworldly powers. Dracula not only subjugated mankind, but also shattered the other vampire clans when they opposed his subjugation. In the end, Dracula's victory seemed all but assured, with no force on Vardoran left to oppose him. Perhaps it is fitting then, that just as Dracula had called upon otherworldly darkness to take dominion over the land, so too would his victims reach out, and through prayer learn to draw upon otherworldly light, a holy force which burned away at the very essence of a vampire and whose use ended the age of vampires swiftly.

This brings us to the present. Humanity is no longer beneath a vampiric yoke, yet bereft of enemies without, has begun to face conflicts from within. Dracula was struck down, and the remnants of the great vampire clans sealed themselves away behind an arcane barrier, forced to slumber on the edge of starvation in solitude, for hundreds of years.

But with the seal finally broken, these vampires now begin to awaken, and return to Vardoran from their forgotten resting places. It is in this changing era that you will find yourself.

Now rise, and take **+1000 V Points (VP)** to define your path through this world.

Location

You begin your jump somewhere in Vardoran. You may choose any starting location from the following list:

1. **Farbane Woods.** Located on the southern end of Vardoran, the Farbane Woods are a forested area with a heavy bandit presence, a large amount of wild animals, and a decent quantity of undead mostly rising from the area's burial ground. The lack of formal oversight and potent supernatural factions does, however, make it a decent location from which to begin one's own projects and operations without causing a panic.
2. **Dunley Farmlands.** The region at the center of Vardoran, the Dunley Farmlands hold a community of farmers adherent to the Church of Luminance. It may appear as mere mortal farmland now, but once, this place was the crown jewel of Dracula's empire, and that influence still lingers
3. **Hallowed Mountains.** A small region which separates the Ruins of Mortium from the Farbane Woods. Due to their small and remote nature, they have had little influence on the Vardoran's history, but they are notable for their unique wood, which is particularly rich in natural oils, and for the occasional rumors of great monsters lurking out in these distant reaches away from civilization.
4. **Cursed Forest.** Once a pleasant forest, dark forces have twisted its nature into something notably darker. Corpses rot into muddy undergrowth, and rumours abound that remnants of Dracula's cult labour over dark rituals here to resurrect their dark master. Life and Death intertwine into something twisted here, and few are the elements of this place which have not taken on a darker twist than elsewhere.
5. **Silverlight Hills.** The seat of power for human civilisation, the autumnal reaches of the Silverlight Hills hold the port city of Brighthaven and form the central structure of the Church of Luminance. Here is where the most rich and powerful members of the human race tend to reside in luxury, while the lower classes are subjugated and left in squalor and servitude.
6. **Gloomrot.** Another place twisted by strange influences, but this time, not by the old dark magics, but by science beyond the boundaries of reason, developed at the behest of a faction known as the Trancendum. Gloomrot is a large reason, with a dividing line running through it and separating its north and south. The south is washed in the pollution produced by the experiments of the Trancendum. Lower citizenry toil away at their experiments here, hoping to achieve a breakthrough worthy of moving to better reaches of Gloomrot, while in the north, the world grows malevolently lively with energy and experimentation. An electric storm rages here perpetually and the landscape is filled with Trancendum facilities.
7. **The Ruins of Mortium.** Once the site of Dracula's castle, and of his ancestral home, Mortium is where the legacy of the vampires is still most keenly felt. This barren, overcast, inhospitable realm laid still for a long time, but is now again filled with the vast groups of Draculin, those twisted by the influences of Dracula's corrupted blood.
8. **Oakveil Woodlands.** These idyllic territories are far northwest of Gloomrot and the Silverlight Hills. Despite the conflict between the ruling factions of those

regions, Oakveil has gone mostly untouched by them, with neither side feeling the need to encroach here. For most of its history, this has left the Oakveil Woodlands a stretch of nothing but pristine nature. Except, of course, for the Great War. This place too has felt the shadow of Dracula's power, and now the ruins of vampire castles lie across it and discarded arms and armor still remain. Beyond past conflicts, there are also whispers of the rising of a new faction known as the Venom Blades, led by the witch Megara. Their purpose is shadowy still, but like Dracula before her, Megara seems likely to pay little regard to the sanctity of this peaceful bastion of nature.

Origins

You can choose whether or not you are a drop-in, what gender and age you possess and so on. These things are mostly immaterial, in the face of the truly important choice:

Are you a **Mortal**, or a **Vampire**?

Mortal

You are one among many in this world, be you a member of mankind, or a beast in the wild. Or perhaps you are something stranger, such as a mutant or draculin? Either way, you are one of the many creatures in this world who stands apart from the true-blooded vampires. You have powers of your own, but you may still need to act carefully now that the vampires are beginning to awaken from their slumber, if you wish to avoid becoming prey to those who once ruled this land.

Vampire

You are one of the inheritors of the night, who were almost all banished long ago. Vampires are individually among the most powerful creatures in existence, but you should not forget that mankind overthrew you once, and that you will be heavily outnumbered and without any true foothold in this world. You begin in a forgotten tomb somewhere in your starting location, awakening from your long slumber within a coffin.

Magic Affinity

This world is rich with magic, typically split into various different schools. Among the champions and figures of note in this world, even those who do not devote themselves to ritual and study often wind up in alignment with these forces, channeling them through force of arms or obtaining power in them by other means. You too may choose one of these schools to have a natural talent with. You are not barred from other forms of magic, but you will have a special advantage with this one.

Unaligned

Perhaps you draw your power not from a mystical force, but from true strength of arms. Or perhaps you split your studies between various magics instead of having a primary one. Either way, you have no natural affinity directing your path.

Blood

The form of magic associated most prominently with vampires, and naturally present within them. It is almost never seen in those who are not vampiric in nature, but you could certainly be the exception if you were a mortal, either because you hold Draculin blood, or because you have found some other way of harnessing this sanguine power. This magic specialises in working with lifeforce, and most especially in drawing lifeforce from others to bolster yourself.

Chaos

The void is a strange thing. Not merely absent, it is a churning mass of something chaotic between absence and presence, and from it, some can draw forth crackling void flames. This is chaos magic, and it is the magic of destruction and raw power, which burns, explodes and splinters that which is exposed to it.

Unholy

The unholy arts channel magic to twist and distort the life of those who oppose you. Its spells condemn those affected by it, weakening them and opening them up to being resurrected as servile undead when slain. Skilled practitioners can shape this power directly into a mockery of life, creating undead without needing to condemn life first.

Illusion

The magic of thought and perception, illusionists affect the minds of others to fool them into playing into the user's hands. Due to the school's cognitive and arcane influences, those aligned with it are often especially well-suited to becoming dedicated mages.

Frost

Cold and ice are natural facets of the world, swallowing entire continents and submerging entire lands through the power of blizzards and hail. It excels at incapacitating and disabling others in combat.

Storm
The power of lightning, one of the purest expressions of raw energy and its transference present in the natural world. Beyond thunder and lightning, this magic can meddle with transference itself to do things like ground oneself from elemental forces, boost speed, or swap places with another.

Holy (Cannot be taken by Vampire)
You draw forth holy power, which is associated with light and life, and said to be sourced from forces divine which first connected with humanity during the Great War. What is known to be true without a doubt, however, is that this magic is anathema to vampires and other undead, and that it can be used to manifest razing light, and to heal and protect.

Perks

General Perks

Weapon Ability (Free/100 CP)
The extremes of martial skill achieved by those in this world are much greater than those possible to mundane folk, and often mix with intuitive forms of magic use. This allows for things like firing an entire rain of arrows from a crossbow in seconds, harpooning a target towards oneself with a thrown spear, and projecting a 'howling reaper' from a scythe, a thrown magical copy which remains spinning in mid-air for a few moments. Though you do not start off with additional proficiency in any weapons found in this world, this perk gives you the ability to develop such techniques and levels of skill yourself.

For 100 CP, you may gain basic proficiency with two of the weapon types found in this world, and learn both of the additional weapon abilities found in V Rising corresponding to both of those weapons. There is still room to learn more, but this already puts you far above most in this world in terms of raw skill.

Weapon abilities that go beyond the basic attacks a weapon is used for require a sufficiently sturdy and magically conductive weapon. Even basic iron is usually sufficient for this, but don't expect to put an improvised bone club through the same abuse as one made of dark silver and have it hold up.

It's also challenging to use too many techniques for the same weapon as part of a single combat style. Even if you manage to learn more than two weapon abilities for the same weapon, you might only be able to 'memorize' two at the same time. With an hour or so of practice, you can 'swap' these out by doing practice drills with the appropriate abilities. With more experience, the number of skills you can memorize per weapon may increase to three, four, or even more, but that's the domain of transcendent masters.

Arcane Power (Free/100 CP/200 CP)
This world's magic isn't 'common' necessarily, but almost all of its movers and shakers are capable of some of it. You are as well. You already know two spells of the most basic tier shown in V Rising that match your affinity, or one spell of any affinity you please, if you're unaligned (except Holy, if you're a vampire). You also have the ability to learn new spells in the future, finding those which match your affinity notably easier to learn. The unaligned find all of this world's magic slightly easier to learn.

You may purchase additional spells which you know right off the bat for CP.

For 100 CP, you learn either two additional tier 1 spells, or a single tier 2 spell (this category also includes the 'veil' spells, which propel the target forward at a rapid pace, along with their additional effects). These spells do not need to match your affinity.

For 200 CP, you learn a single tier three spell, the so-called 'ultimate' spells, which must correspond to your affinity, unless you are unaligned. These are tremendously powerful and damaging spells, but using one will demand several minutes of recovery before you can do so again, though you can still act and use other magic normally during this time.

As with weapon techniques, keeping more than a certain amount of magic at your fingertips at once is nearly impossible, even if you know libraries worth of magic, though you can retain slightly more magic than you normally would with techniques for a specific weapon. To begin with, you can 'memorise' about three normal spells and one ultimate spell at once. In time, and with effort, you might learn to use more spells at once, though this is a significant feat even for low level magic. Note that even if you learn to wield multiple Ultimate spells in tandem, they will initially share the same cooldown period, though in time, this too could be alleviated. Finally, much as you might be capable of discovering new weapon techniques, it's possible to discover new spells too, with those shown in V Rising not necessarily being exhaustive, though the overall power level won't exceed that of the spells we know of.

Gothic Aesthetics (100 CP)
The domain of the vampire holds a certain style. And so do many other things in this world for that matter. If you'd like to bring that style into future worlds, this perk will let you apply this world's style to anything you create, or apply it to preexisting things if you have time to adjust them. From dramatic, dark outfits to regal gothic castles and churches to firearms with bat wings on them, you will never lack for personal effects with a brooding, dramatic style. Somehow, these sorts of changes never get in the way or reduce the usability of what you apply them to.

Magical Jeweler (200 CP)
Every school of magic in this world is associated with a gemstone. On their own, they do not influence the flows of magic in noticeable ways, but by infusing them with other magically potent materials, one can create jewels, magical stones associated with a certain spell. Jewels grant additional boons and properties to their connected spell, but you can only use one for any given spell at any given time. Their granted boons range from basic enhancements to speed, range or power, to completely new properties like a chaos spell leaving behind a pool of voidflame, or an illusion spell creating life-stealing wisps. These boons can often vary in power from jewel and jewel, sometimes manifesting at different strengths even in otherwise identical jewels, and more powerful jewels can also carry larger amounts of different boons, opening up even greater levels of power and new combinations of beneficial properties.

Of course, this art is one already known in this world, and can be learned without this perk. There are two further benefits that truly make this perk worthwhile.

Firstly, you have the ability to fuse jewels together without needing a fusion forge or emberglass to do it. Combining jewels in this way lets you choose which properties you want to retain, letting you create jewels with just the properties you want, at their highest levels of power.

Secondly, and perhaps even more importantly, you are also able to create jewels for spells from other worlds. You'll need to find a form of gemstone appropriate to the type or school of spell you are enhancing to create such jewels with, but using such jewels opens up a range of new possibilities for augmenting and empowering magics from across the various jumps you visit.

Mortal Perks

Blood Type (Free, Exclusive and Mandatory for Mortal)
Certain kinds of people and creatures have blood practically infused with the skills they've honed throughout their life, making them quite simply better at what they do than most. And you're a certain kind of person, or maybe a certain kind of creature, yourself. Choose one of the listed blood types. It determines what kind of skills you excel at, and possibly even what manner of being you are:

- **Creature:** You are a beast of the wilds. You can be anything from a deer to a wolf to a giant spider, gaining this shape as an alt-form once the jump ends. What's more, you are a specimen which well represents survival of the fittest: you are a bit faster, tougher and more resistant to the elements and heal wounds at more than double the usual rate, regardless of which form you are in.
- **Worker:** Not for you is the life of killing for your keep. No, you earn it by the sweat of your brow. You find it much easier to harvest natural resources of all kinds, from ore to lumber to farm crops and alchemical ingredients, and receive greater yields from them. Once you've been doing nothing but harvest for a few minutes, you go into a flow state, boosting your speed significantly until you take an action unrelated to such harvesting. Finally, when you ride a horse, carriage or other transportation method of that type, like cars or planes in future worlds, it also goes just a touch faster than normal, letting you transport your harvests easier.
- **Brute:** You are a picture of raw physical strength. Your physical strikes are stronger and faster, you heal faster than normal, and when you strike opponents in a fight, you sometimes get a hit of battlefury even greater than adrenaline, letting you shrug off wounds, and grow even faster and stronger for a few moments.
- **Rogue:** You're built for finesse and precision. You move faster than most, and when you attack someone, you have a knack for striking them in a weakspot,

often even in a way which opens them up for further attacks to harm them more, like by cracking their armor. You also have the ability to, once every minute or two, camouflage, momentarily boosting your speed slightly and turning effectively imperceptible to the average person. This effect breaks in a few seconds or when you next attack, but also lets you catch an enemy off guard well enough to almost guarantee a strike against a weak spot and incapacitate the target for a few moments. Other abilities which let you dash, enhance your stealth, or both, are also more effective and easier to use for you.

- **Warrior:** You'd make a fine soldier, and likely are or at least were one. You hit harder with your weaponry, and find martial techniques and strikes using such weapons easier to perform. You're a little tougher, and your first strike against an opponent hits harder. Finally, you're more skilled at using your weapon to parry or deflect enemy attacks, and when you succeed, you can exploit your enemy's over-extension to hit them even harder.
- **Scholar:** You're a scholarly type, with a knack for magic. Your spells and other mystical abilities are stronger, easier to use, and when you cast a spell which would take less than 5 minutes to recover from, you have a chance to do so for free, negating any cooldowns or energy expenditure that would normally come from it. You also have a generally better memory and learn things a little faster.
- **Mutant:** You're some form of mutated creature. It's your choice whether you were originally an animal or person, but your current form is one which has been twisted with strange new features, such as additional heads or limbs. You also gain the ability to produce acidic bile from your mouth, which you can spit. At first, it is best projected in small bolts, but the stronger you become, the more acid you can project at a time. Your mutated form becomes an alt-form after the jump. You also gain a few additional benefits in any form: you are more resistant to all environmental hazards, require almost no sustenance to survive, can more easily adapt to changes in your form, from mutation to shapeshifting, and when you would kill an opponent, you have a chance of instead transforming them into a mindless mutant which will not harm you or those you are allied with, though it does not otherwise obey you. You can prevent this last effect, if you'd prefer.
- **Draculin:** You are a creature touched by Dracula's vampiric influence, but which isn't quite a full-fledged independent vampire. You have a form influenced by vampiric power, which can be anything from a mere vampiric cultist to a full-blown dreadhorn in terms of how far it deviates from the standard. This draculin form will become an alt-form after this jump. You also gain the ability to bite other creatures and drink their blood to fill your blood pool as a vampire would, though this only lets you heal from it passively and use blood mend, it doesn't grant you the effects of their blood type. Beyond that, you move faster under the cover of night, and find it easier to finish off enemies that are already close to death.

Humble Living (100 VP, Free for Mortal)

You have the countenance of a simple, average person. Unless you actually do something which reveals you as standing out, others will simply assume you aren't noteworthy. What's more, when those who consider you uninteresting do have some reason to interact with a mundane stranger and there are multiple choices around, you won't ever be the one they pick out of a crowd, should you not want them to. A thirsting vampire would pick the person across the street to feast on instead of you, a rampaging monster would let you flee without incident if it had others to tear through, and so on. Others can still evaluate this sense of normalcy if you are carting around a sword twice your size, leaping elegantly across the rooftops, or otherwise proving yourself to be anything other than a regular person, and this perk has no effect on those who make that realisation. If they forget your face later, or you properly disguise yourself, the perk will begin affecting them again as normal though.

This perk can also be used to suppress passive emanations which may set you apart from the crowd. As mentioned, it fails when you actively do things beyond the norm, but if someone still believes you might be mundane, then attempts to sense otherwise from signals you passively emit won't work. For instance, if you had especially potent blood, a vampire would not be able to scent you out as being out of the ordinary in this way, only becoming able to identify your actual blood strength once you reveal yourself to be unusual in some other way. This applies to any such property you possess. If a certain kind of magic you know causes you to emit a powerful magic signature, you can tone it down to appear like a mage of regular strength, or fully suppress it to seem like you are not a mage of that kind at all, until someone has reason to suspect otherwise.

You can disable this perk or dial its individual effects down and back up to whatever extent you'd like, in case you don't feel the need to go unnoticed.

Well Welcomed (100 VP, Free for Mortal)
You may already have a place in this world where you belong, or you may be bereft of anywhere to truly call home. Either way, you should find it easy to find a home for yourself, as others are much swifter to welcome you among their number.

When you request to live with a group, they are more likely to permit it. While you reside with them, they will expect less from you while otherwise treating you equally, letting you get by on little work, or causing regular amounts of work to be seen as putting in greater effort. And finally, the longer you remain part of a community, the better regarded you are. This only applies to relatively small groups. This perk may ease interactions with a camp, small village, or workplace, but not an entire city or faction.

Silvered Will (200 VP, Discounted for Mortal)
Mortals are often subjugated by vampires, not just due to the imbalance of power, but also because their dark powers let them twist the wills of others directly. This latter

ability would pose you no problem though. Your will and resistance to mind affecting powers matches that of the V Bloods, and likely even surpasses it.

Effects which directly twist your will, be it through the gentle nudge of a charm or through the iron clamp of domination and enthrallment, simply slide off of you without effect. This will not leave your mind untouchable to effects which only twist the senses, like illusory magic, but anything which attempts to touch the deeper reaches of your consciousness, like your memories, beliefs and emotions, will be ground to a halt without affecting you.

Light of Day (200 VP, Discounted for Mortal)
It was said that humans and vampires lived in a cycle of balance. Vampires thrived in the night, and mankind thrived in the day. But although humans tend to be active during the day, it is not accurate to say they are its 'rulers'. Rather, this is simply the time where vampires are absent, rejected by the daylight. Really, the same is true of most mortal advantages over vampires. They are not benefits to the mortal, merely weaknesses to the vampire. This is not the case for you, you are truly empowered in the places a vampire is weakened.

Daylight makes you more energetic, wards off exhaustion, and hastens the mending of your wounds. Just as garlic is poison to vampires, so too is it a potion to you, making you stronger, tougher and faster until, with sufficient exposure, you are made twice as powerful as you otherwise would be. Exposure to silver lightly mends your wounds, and anything from tools to weapons and armours made with it are strengthened for you, especially when wielded against creatures of darkness. Finally, your magic is bolstered on holy ground, and all other forms of healing become more effective when used on you in such places. You are the antithesis of a vampire.

If you actually have weaknesses to any of these things, this perk will not fully counteract them, but it will grant a decent additional resistance, and some may serve as a double edged sword, such as holy ground still bolstering your magic, even as it scorches you.

Power in Numbers (400 VP, Discounted for Mortal)
One major advantage possessed by mortals is their sheer numbers. Where true vampires were a rarer breed even when the great clans were still at their height, mortals have always moved in packs, masses and legions.

When you fight alongside a group, they coordinate better, and become tougher when standing together, and stronger when striking in unison. This boon is greater when applied to weak members in groups which also possess stronger members, but all members benefit to some extent. This effect becomes greater the larger the group becomes, but with diminishing returns. That said, with this even the individual members

of a mere peasant militia could be genuine threats to a vampire, if the militia in general is fielded in sufficient numbers.

You yourself are also an able commander and tactician, and the enhancement you gain from fighting alongside others and grant to them in return are both enhanced, meaning that you could both easily keep up with an army whose members would otherwise be stronger than you, and impart a good deal of strength on an army whose members are weaker than you.

Corrupted Power (400 VP, Discounted for Mortal)
What dark mystery did you draw this from? Is it some force of the Shadow Realm, the result of foreign ritualism, or something else? Was it always your own power, or was it bestowed upon you by the Serpent Queen?

Beneath the surface, your body roils with the power of Corruption. Because of this, you are heavily inoculated against corruptive effects. Direct harm from dark, corrosive powers like this world's corruption is halved against you, and the negative after effects of such exposure (poisoning, mutation, and so on) is limited, unable to extend past a minor point, never going past the point where your body can potentially recover from it eventually. This imbuement also makes you faster and lessens the costs of spells and abilities, though neither of these effects are truly tremendous in their own right. Finally, you have the ability to corrupt the attacks you wield, causing them to do grievous, unnatural harm which suppresses healing capacities in the target slightly, while stealing a fraction of the target's life. That said, you can only do this once every few minutes, and only through powers like spells and weapon abilities, not simple attacks.

If this power seems too paltry for you, there is something you can do to change that. Corruption can seep deeper into you if you let it, offering power for a price. Tapping into the corruption enhances its boons, growing greater and greater until you are all but immune to corruptive forms of damage, as detrimental after effects from corruptive powers begin to be actively purged from your body. Your speed can be more than doubled, abilities sometimes become, and every attack you use has a corruptive edge, even greater if the power itself is greater as well. In exchange, certain maluses grow the more of this power you tap into. Your body burns through its sustenance at rapid rates, leaving you emaciated with overuse. You become more vulnerable to forms of harm not based in corruption, and attacks against you gain an increasingly large chance that your corruptive power backlashes, immobilising you. Most worrying is the visions, as you begin to experience increasingly common hallucinations of increasingly fast and strong shadow figures which are actually capable of injuring you.

Exceptional Craft (400 VP, Discounted for Mortal)
Many mortal champions are exemplars of not only martial skill, but other arts as well. And you are much the same way, being a true master at a single non-combat craft or

skill of your choice. If you were a smith, you would know how to work with materials like dark silver and gold to create weapons greater than others ever could, and might know how to work and even create equipment like an infusion forge. A musician could play songs so moving they entranced or mentally affected the listener in various ways. Given the strangeness of this world, it is worth noting that the crafts available here can be anything from engineering to alchemy.

This level of skill is so great that you can even develop supernatural uses of it, working in much the same fashion as weapon techniques or spells. If you were a sommelier, you could learn to fire bolts of wine or magically compel wine barrels around you to roll at opponents, while a glassblower could project pools of molten glass at opponents and later burst them into shards of glass. Combined with a specific form of magic, you might apply new properties to such techniques as well, such as one skilled in mining learning to infuse their earth-shattering blows with chaos magic to send up volatile spikes of explosive, void flame-infused earth when they strike the ground.

V Blood Carrier (600 VP, Discounted for Mortal)
Those touched by the blood of Dracula almost invariably become great and powerful exemplars. Though not actual descendants, these V Bloods Carriers bear the marks of contact with Dracula through violence, servitude, or the great accursed storm he unleashed during his passing. You are one such carrier, granted this same potent inheritance.

You are, to put it simply, more powerful. You are tough enough to bear a pelting of powerful attacks for minutes at a time and survive being directly and exclusively being targeted by even ultimate spells, and you are highly powerful in your chosen style of combat. If you are a fighter, you could employ dizzying arrays of powerful strikes, if you were a mage, you could fill a battlefield with a rain of spells. It is your own choice what kind of combat style you employ, but in all, you could face an army of regular mortals alone and win, or stand against the likes of true vampires, though with this perk alone you would still struggle much to keep up with the likes of Dracula's generals, and would be soundly beaten by the likes of Dracula himself or Simon Belmont.

Vampire Perks

Vampire Rising (Free, Exclusive and Mandatory for Vampire)
You are a vampire, a creature of the night with great power and potential. This grants you an altered, vampiric appearance of your general design, which becomes an alt-form after this jump, as well as a slew of other benefits which are active regardless of the form you are in..

For one, you are stronger and faster than a regular person, able to defeat droves of regular men in combat and, with a sturdy enough tool and a few dozen good strikes,

shatter an entire boulder. You no longer need to eat or sleep, though slumbering in a coffin or similar resting place mends your wounds at an enhanced pace and causes things you have consumed (like blood, or potions) to remain in your system much longer, almost completely halting their consumption. You also start off knowing how to perform the Veil of Shadow, the most basic 'Veil' spell which lets you dash rapidly with such speed most will lose track of you, and causes you to heal for a small portion of the damage of your next attack. You also find it slightly easier to learn other more advanced veil spells.

One of the most notable properties of a vampire is that they must drink the blood of others, and can draw power from the blood they drink. When an enemy is near the brink of death or otherwise helpless to resist you, you can use your sharp fangs to breach their skin and consume their blood. This fills your **Blood Pool**, and grants you additional benefits related to the type of creature whose blood you consumed and how potent their blood was (a quality you can sense by examining a creature for only a few moments). Your blood pool slowly depletes over time, and is slowly consumed to mend any injuries you may have at a much accelerated rate, not enough to shift the tides of active combat, but enough to mend grave injuries over only a few hours and ensure even otherwise crippling wounds heal perfectly. With a few seconds of focus, you can **Blood Mend**, which massively accelerates this process and lets you heal all wounds in only a few seconds, but this is a comparatively inefficient use of blood, burning through your pool at an extreme rate.

During this jump, letting your blood pool fully deplete will result in you first losing the benefits of your blood type, and soon after lead to you beginning to starve, weakening and injuring you until you are left on the edge of death. After this jump, fully expending your blood pool will still remove the benefits of your blood type, but won't further starve or injure you.

Essential Blood (100 VP, Free for Vampire)
Blood essence. This substance is a fundamental component of vampiric craftsmanship and fuels many arcane processes, from binding servants to fueling castle hearts to creating powerful equipment. So it would be a shame to lose access to it in future worlds, where magic does not naturally flow in the veins of the inhabitants.

With this perk, you can harvest blood essence from any creature you slay and use a blood press, the basic designs for which this perk will also teach you, to crush the hearts of other creatures into yet more blood essence. For reference, the blood essence that can be harvested from a creature varies in both quantity and quality, with the hearts of powerful beings often needing to be crushed to obtain the finest blood essence, though you can also find ways to use a blood press to compress large amounts of lower rate blood into higher quality fare.

Nightfall's Royalty (100 VP, Free for Vampire)
Vampires are the rightful rulers of the night, and it seems only fitting that you can act according to your stature. When you want to, you can be effortlessly stylish. Your combat style can be filled with flourishes, your speeches are booming and dramatic, and even the way you roll across the ground when struck by an opponent will seem like a graceful glide. This won't let you perform on a better level than before when it comes to practical ability, but you can perform on the same level as normal while adding all kinds of flourish and flair to your actions and maintaining an air of flawless ease. And it can still absolutely give you a practical advantage when it comes to fields where the impression you make is the point, such as moving the hearts of the masses through adoration and fear, or intimidating opponents with your displays of skill.

Shapeshifter (200 VP, Discounted for Vampire)
One of the gifts of a vampire is shapeshifting. Not all of them are necessarily capable of it, but it is a signature ability for the more powerful ones. It is not a power without shortcomings, though. Many transformations falter when the user is attacked, and even those that don't still prevent the use of the vampire's other powers, making them less suited for combat.

You are an exception to this. You are a natural shapeshifter regardless of whether you are a vampire, and you can turn into a swift wolf, powerful bear and quiet rat already. What's more, your transformations don't break when you are injured, and your physical abilities when shapeshifted in this way are always at least on par with your abilities in your base form, even including the effects of armour for your durability and wielded weapons for the sharpness/blunt impact weight of your attacks. You also retain the ability to cast magic you are capable of even when transformed. When a transformed shape would have an advantage over your regular one, you of course still get that advantage, and this is applied before supernatural effects which enhance it, so if you were normally a person with supernatural strength, you'd be even more powerful as a bear with supernatural strength.

Finally, you can learn new shapeshifting forms by defeating powerful creatures aligned with those forms even if you don't have the V Blood Drinker perk, or aren't a vampire at all. Note that this isn't limited to animal forms. You could feasibly learn how to turn into a human as a disguise, or perhaps find ways to transform into a demon or dragon by defeating appropriate creatures in future worlds.

Lords and Servants (200 VP, Discounted for Vampire)
Vampires have long ruled over humanity, and are prone to taking specific humans, or even other creatures like mounts, and binding them as thralls. You are especially skilled at this art, and capable of it even if you aren't a vampire.

Firstly, this makes you capable of domination, the first step of the enthrallment process. Normally, this can only be done to willing targets or those beaten to exhaustion, but since you're especially skilled at this, you have an extra advantage: the weaker a target is compared to you, the easier it becomes. Even V Bloods or similarly exemplary beings could potentially be bound by you, but only if you had a significant advantage over them, and you likely still need to soundly defeat them in combat. A decently powerful vampire could dominate a regular person with ease right off the bat, even if they were unwilling. What's more, instead of the mindless stupor that charmed beings normally enter, you can maintain enough of the target's faculties to function normally while becoming loyal to you and obeying your commands, letting the target defend themself or avoid danger while you bring them to a safe location for conversion, or letting you do things like subvert an enemy in combat or charm a travelling merchant into handing over their goods. You yourself also retain the ability to use all of your other spells and vampire powers while maintaining domination, something normally impossible for other vampires. As normal, you can also just use this state to make a creature follow you so you can imprison or kidnap them. When you release a dominated creature, you may do so harmlessly, choosing whether they remember what happened while they were dominated, or cause them to die instantly.

Once a creature is dominated by you, you can also convert them into a proper servant. By channeling blood essence into them over the span of an hour (which requires no active effort from you after you initiate it, but can be interrupted if not done in private), they can be converted into partially vampiric creatures with ironclad loyalty and obedience towards you. Normally, such servants would need to be bound to prepared coffins maintained by a castle heart, but you can maintain a 'retinue', letting you bind a similar number of servants directly to yourself in addition to those bound to a castle heart. Such 'retinue' servants can be summoned to your location in a few seconds, and even returned from death when so summoned. Beyond becoming loyal to you permanently, servants no longer require sustenance, drawing from a castle heart or harmlessly from your own essence to persist, and while they do not have the myriad abilities of a true vampire, they do become stronger and faster, with greater benefits depending on the strength of their blood.

As you develop your vampiric strength and practice more at domination specifically, you can learn to more swiftly and easily dominate others, charm multiple targets at once, and maintain a larger retinue. Perhaps one day your legions could even match or surpass the ceaseless legions of Dracula.

Servants that are in your retinue when a jump ends can follow you to future jumps as followers, and if you have the Bleeding Heart perk, servants bound to coffins can follow a Castle Heart's relocation into a future jump. You may also import such followers as companions in future jumps. When you do, they retain the effects of this perk, but no

longer count towards the limits of your retinue or the coffins of their assigned Castle Heart.

Bleeding Heart (400 VP, Discounted for Vampire)
You now have the ability to create Castle Hearts. Despite the complex functions available to these intricate devices, a vampire's natural connection to blood magic lets them create such hearts with surprisingly little difficulty. You can only maintain a single Castle Heart to begin with, but in time, and as your power grows, you will become capable of creating larger numbers of Castle Hearts simultaneously.

The function of a castle heart is simple but potent. It lays claim to a plot of land, after which you can consume materials in your possession while you are within that plot of land to produce structures formed from those materials. 'Looser' structures, like furniture or plants, can be produced anywhere within the plot, but structural components like walls and flooring must be 'grown' out of the heart itself, being either directly attached to it, or to another such attached structure.

Beyond simply being able to produce these structures, the castle heart can also oversee them for various benefits. For instance, machines, workstations, and similar devices can operate automatically at the behest of the castle heart, autonomously processing materials left with them into the desired result. The castle heart also allows very basic utilities like lights to function without requiring fuel, though more complicated and functional devices or magical constructs must still be fueled as normal. The castle heart also passively keeps the castle clean, and can mark certain doors or gates as only being allowed to open for the owner and those they grant permission.

A word of warning though. The structures produced by a castle heart are an extension of its blood magic, and if the heart runs out of fuel, they will begin to slowly decay into ruins, though the parts not fully ruined will recover once the heart is once more fueled. What's more, if the heart itself is ever destroyed, all of the structures grown from it will decay immediately.

Castle Hearts can be upgraded with specific reagents and components, which become increasingly expensive and rare the more you do it. Higher level hearts can cover more ground, produce and maintain larger structures at once, and allow for larger numbers of more powerful devices to be fueled in their domain. Given that you may not wish to build a vast castle in a given location only to be forced to leave it behind, you also know how to perform a castle heart relocation, causing the structure to vanish from one place and then rapidly regrow in their new location, possibly even with some adjustments to their structure. At the end of a jump, you can preemptively vanish any castles of your choice in this way, letting you relocate them into future jumps.

Vampiric Knowledge (400 VP, Discounted for Vampire)

Vampires have developed a distinct mixture of blood ritual and artifice which shows itself in much of the facilities they utilize. And even for a vampire, you are deeply knowledgeable where it concerns such works.

Already you know of strange devices like the Waygates and Teleporters, the Devourer, the Blood Homogenizer, the more advanced form of the Blood Press, and the Eyes of Mortium and Twilight, which can detect intrusions from the Shadow Realm, and the presence of transcendently powerful souls and their fragments, respectively. You are even familiar with the various uses of not only blood essence but also stygian shards, blood crystals, and the various ways to use them, such as using an Altar of Stygian Awakening to awaken a limited number of passive boons within yourself.

But the true power of this perk lay in innovation. You have an actual, technical understanding of these devices and rituals, letting you develop new frontiers of this sort of technology. Perhaps you could devise new possible improvements for Castle Hearts and Servant Coffins, or create new forms of blood ritual circles similar to the Stygian Summoning Circle, but which tap into different forces for different ends. New Eyes which detect different forces, devices similar to the Redistribution Engine which allow a Castle Heart to perform new automated functions, partially animated furniture like the Devourer with new functions, Mist Brazier-like devices which extend further and have additional warding effects beyond keeping out sunlight, in all there are few limits to what you could achieve in the field of blood science with study and proper materials.

Draconian (600 VP, Discounted for Vampire)
Dracula. The most fearsome vampire in known history, this powerful figure was known for many things, but perhaps the most unusual is his magic, a strange power drawn from the Shadow Realm. With it, he manifested a corruptive storm of cursed blood which twisted what it rained down upon, and which may well usher in his eventual resurrection. Now, you have the potential for a similar dark power, suited to your nature.

In much the same way that Dracula's affinity for blood magic combined with the power of the Shadow Realm to form his power over corrupted blood, your new form of magic is based on your own magical affinity. Perhaps you share Dracula's corrupted blood powers, or perhaps you can channel some other force, like warping void flames which twist and corrupt what they burn instead of merely annihilating it. If you are Unaligned magically, this lets you produce raw inky darkness, untainted by other elements. Abilities infused with power from the Shadow Realm will cause great ailments and destructive corruption in those they affect, and with a greater power advantage or more precise and careful use, can be used to twist others in both body and mind to serve the caster, as well as even twisting the environment to suit their needs. Smaller uses could only manipulate the battlefield by putting up walls of earth and the like, but long term corruption of the environment could cause effects like the permanent storm that

northern Gloomrot uses for power, blot out the sun enough for vampires to travel in daytime as they do in the Ruins of Mortium, or choke the area in a disorienting mist like that which covers the Cursed Forest.

At first, this power is smaller scale, only letting you cast regular spells as shadowtouched variants which twist and influence things on their own small scale, potentially letting you shape targets into monsters or placing their minds beneath your thrall, as well as inducing hallucinations and ailments even with lighter contact. In time, you can learn to use this power in greater and more formless ways, until eventually you could manifest a grand display of shadowy power on par with the cursed rain Dracula himself once wielded, which swept over the land raining down corrupted blood which twisted all it fell upon in his image. Depending on your own affinity and how you shape the corruption, this might present differently, such as being a sweeping mist of madness and enthrallment for an illusion user, or a tangle of cursed bone engraved with sickly green marks spreading across the land for unholy affinity. In time, sufficiently corrupted places could even be drawn or partially expanded into the shadow realm as Dracula's own throne room was.

Finally, just as Dracula is attempting to rise once more through his lingering influence, so too can you potentially return through yours. If you should be killed while the corruption of your powers is imbued into at least a region's worth of land or an army's worth of creatures, it will be possible to draw yourself back together in a place where this influence gathers. It would take you two or three thousand years to resurrect passively in this way, and the portion of your corruption you use to resurrect will be consumed but having greater amounts of corruption aids the process somewhat, and your own servants can use rituals and sacrifices in the corrupted area to accelerate the attempt. During your chain, you may only be resurrected in this way once per jump, and time spent dead while such a resurrection is being attempted does not count towards your jump timer.

V Blood Drinker (600 VP, Discounted for Vampire)

The blood of dracula still runs thick in the champions of the current age, whose clear advantage over their brethren hails, perhaps unbeknownst to them, from this rich, potent blood. A vampire of the right nature might be able to draw permanent power and knowledge from the consumption of the blood of these champions. And you, now, are of the right nature.

When you lethally consume the blood of a particularly powerful creature, a paragon of some kind, you gain new powers, abilities and knowledge based on the creature in question. This isn't just a straight duplication of their own abilities, though on occasion it can match very closely, but it instead creates a sort of overlap between your own gifts and abilities and those of the target. As a vampire, for instance, consuming a famed sommelier might not only teach you how to make regular wine properly, but also how to

produce blood wines which can more efficiently sustain you. Similarly, one of the most common manifestations of this effect is granting you additional power in a form of magic you are already at least theoretically capable of using, which is thematically consistent with the powers of that champion, even just loosely. Users of holy magic, which is normally incompatible with vampires, might boost the vampire's storm magic instead. You have a little control over the process of gaining power, so if you received such a boon to storm magic for instance, you could finetune what sort of spell you learn within the limits of the boost's power.

In this jump, the specific V Bloods capable of granting permanent power in this way are already known, and can do so because of their connection to Dracula. Such true V Bloods will grant similar rewards to those they normally would in the V Rising game, though they might grant slightly changed benefits based on other powers you have, like boosting your pyrokinesis instead of your chaos magic if you prefer one to the other. In future jumps, any kind of champion, paragon or exemplar figure who stands out as being particularly advanced in their field can be consumed to gain new benefits in the same way.

Unaligned Perks

Paragon (Free and exclusive for Unaligned)
Being unaligned doesn't necessarily mean that you're unsuited for anything. Rather, you're at least a little suited for everything. You gain a small boost to the effectiveness of just about any action you take, from physical attacks to spell effectiveness to cooking quality. This is a minor boon, small enough to be barely noticeable, but its universal applicability will add up in the long run.

School Swap (200 CP, Discounted for Unaligned)
By defying adherence to the narrow standards of a specific spell school, you've gained the ability to defy these standards in your magic. When you know a spell which belongs to a particular school, element or other such type, and you know another spell of the same general power level from a different such type, you can learn a variant of the former spell which takes on the type of the second, granting it an altered function and appearance to match. Changing the Spectral Wolf illusion spell into an unholy spell might cause it to conjure a skeletal wolf who inflicts condemn on enemies in place of weaken and deals greater damage to more injured targets.

Creating such school swapped versions of spells still takes time, but only a fraction of the amount needed to create entirely new spells. That said, if that spell's type of magic needs to be memorised or prepared in limited amounts, as with this world's magic, the normal and school swapped versions of the spells are considered separate versions that must be memorised independently.

Wide Repertoire (400 CP, Discounted for Unaligned)
Unlike specialists, who can maintain focus on a specific set of focused abilities, your strengths likely lie in your versatility, with a grounding in many arts. This sounds well and good, but due to the fact that memorising many weapon techniques or spells at once is challenging, this can be less appealing than it seems. Luckily, you possess an extremely efficient muscle and regular memory, which causes such techniques and spells to effectively be only half as challenging to imprint, letting you maintain twice as many as once. Note that this won't let you output more spells and abilities than a regular person, meaning that even if you had six spells memorised where someone else could only memorise three, you would still only be able to cast three before needing a moment to cool down. In effect, this makes you more versatile than others, but not more flatly powerful.

This effect also makes it just as easy to retain other abilities which are limited in how many you can use at once or which strain you while you keep them in your repertoire. Due to this efficient memory, it also takes twice as long for your memories or muscle memory of any kind to degrade, and you can imprint them into your memory easier, passively enhancing your memory to the same extent that someone else would need to actively use mnemonics for on a constant basis, effectively boosting the rate at which you learn and retain knowledge.

Blood Perks

Sanguine Mastery (Free and exclusive for Blood)
You are well practiced in drawing power from blood. If you have the Blood Type perk, its effects are boosted by about a quarter of their usual effect, and if you have the Vampire Rising perk, the effects of any benefits gained from your current blood pool are boosted by a similar amount.

Overblood (200 CP, Discounted for Blood)
As a blood mage, you can drink deep from the blood of your opponents with ease, but sometimes, you'll find such spilled blood wasted, in the absence of wounds to heal, or stymied by inhibiting forces.

Now whenever an effect would leech life from another into you, any such life that would ordinarily be wasted or prevented from taking effect is instead deposited into a reservoir of excess vitality. If you are injured or otherwise lose vital energy while this reservoir has contents, such excess life force will be spent in proportion to the harm you suffered to reduce or, if you hold enough, negate it.

This pool has no limit in capacity, but unlike your regular life force, it is not stable, and the more life force it contains, the faster this life force will bleed away. This is proportionate to your actual life force. If you had reserve life force equal to a tenth of

your actual health, it would take about five minutes to dissipate. Meanwhile, if you had reserve health equal to your entire vitality, the first tenth of it would vanish in about half a minute.

Blood Sacrifice (400 CP, Discounted for Blood)
So much lifeblood at your disposal, but you only need a little to survive. Perhaps the rest could be put to more effective use. Now, you can expend health to empower other aspects of yourself. Physical power, spell power, speed, any of these can be enhanced, as can other traits you possess, at an equal price of your own vital essence. Of course, it would be recommended to use this bartered power to compensate for your lost essence by taking that of your opponents.

Also note that by its nature, these sacrifices cannot boost traits related to your healing or defense against harm. There is no efficient way to sacrifice life to preserve your life.

Chaos Perks

Ignition (Free and exclusive for Chaos)
Chaos magic is unstable, so when it ignites something, it often ends with a fiery explosion. Now, you have a knack for making this happen much more often. When you use an ability which would ignite or burn a target on something that's already burning, you can cause a volatile reaction, combining both flames into an explosion slightly more powerful than either flame normally would be overall. Now, something already being on fire is no excuse to refrain from setting it on fire.

Additionally, you can produce small sparks of purple void flame from your hands. These sparks ignite whatever they touch rather efficiently, but don't have enough firepower to do significant damage directly. Still, you'll never need a firestarter again, be it for campfires or arson. And of course, if a target is already on fire, you could use this to trigger a basic explosion with the other part of this perk, though you'd need to be dangerously close for that.

Disorder Vacuum (200 CP, Discounted for Chaos)
The unpredictable forces of chaos hail natively from the stillness of the void. It is only where they touch reality that they become unstable, lashing out against the reality which opposes them. It seems you are a little less like reality and a little more like the void now, because chaotic phenomena, regardless of whether they are produced by chaos magic, are now quieted by your presence.

Forms of chaos in your environment which would have a negative effect on you have this negative effect massively dampened: explosions you are standing close to may only lightly graze you, flames burning out of control will withdraw where you set your feet, lightning will curve around you to strike other targets, the recoil on a firearm throws off

the shooters aim when they go for you, and more. This only affects something proportional to how genuinely chaotic it is, meaning that if someone actively aims or controls an effect, it will still operate normally, but if an enemy merely produces an effect and lets it fly in a general direction, it is much more likely to miss you. This perk is especially potent when applied to phenomena you cause. Most forms of magic already don't cause direct detriments to their own user, as the magic naturally recoils from harming its source, but for you, things like dropping a grenade at your own feet, or hurling bolts of explosive, fiery chaos magic which collapse the building you're in effectively never backfire on you. Even if you put out enough magic to turn a battlefield into a fiery wreck, you could walk through it without catching even a spark against your skin.

Void Access (400 CP, Discounted for Chaos)
The flames of chaos are drawn forth from the void, and as shown by advanced chaos spells like Void and Voidquake Vortex, this connection can be reversed as well, with chaos granting limited access to the void. You're much more skilled at exploiting this connection.

Firstly, whenever you use powers which use flames, plasma or other fiery energies, you can connect these powers to the void, causing those spells to manifest the purple void flames of chaos magic. This comes with all the volatile power chaos magic usually possesses, letting these spells ignite their targets if they usually wouldn't, triggering chaos explosions on the ignited target's death, and scaling in power with your magical strength. If these powers already used a special type of flame with enhanced properties, those are still retained. Furthermore, your chaos magic leaves behind scorching ground where it strikes, and targets ignited by it will leave thinner trails of flame as well. These will not outlast the initial ignition caused by the fire itself or deal more damage to those already burning, but can ignite others not directly targeted by the ability, albeit with less powerful flame.

And secondly, instead of drawing the void into chaos flames, you can use chaos flames to access the void. While you are within an area that is ignited with voidflame, you can vanish partially into the void, and return at will. In this state, you cannot be acted on or act on the normal world, and you cannot be perceived (unless the viewer can see into nearby dimensions) but you remain close enough to the normal world to remain able to perceive it. You still move at normal speeds in this state relative to the normal world, but you can move in any direction, and even teleport short distances. That said, you must remain in areas which correspond to places in the real world where your void flame is burning, and attempting to move out of such an area will cause you to reappear on that area's edge. This also means you are kicked out when the area you are in extinguishes.

Unholy Perks

Grim Condemnation (Free and exclusive for Unholy)
Much of the unholy school depends on 'condemning' one's opponents so that when they die, an undead minion can be drawn up from their lifeforce. The downside to this is that if you cannot slay other condemned enemies while you are facing strong opponents, you will lack these additional minions. Now, when an enemy remains condemned for 5 seconds without dying, they will split off a wisp of unholy power which remains for a few minutes following you around. When you would next condemn an enemy, you may expend one of these wisps to instead summon a minion in the same way that you would when a condemned target perishes.

Dark Servant (200 CP, Discounted for Unholy)
Disposable legions of the living dead are all well and good, but sometimes you need something powerful at your back. You have a powerful undead entity bound to you. This dark servant is utterly loyal to you and follows all of your orders. Unlike regular undead, it is also intelligent enough to follow more detailed instructions, though it does not have the initiative needed to take independent actions beyond following and protecting you when it is not doing anything else. It starts off about as powerful as a death knight with a necromantic appearance of your choice, be it some spirit, skeletal warrior, shadowy revenant or other lifeless servant, and the more necromantic knowledge you possess, both from this world and others, the more powerful it becomes. It will even develop new spell-like abilities of a necromantic bent as it grows in strength, though it cannot create necromantic servants more powerful than regular skeletons on its own. It also counts as an undead minion and summoned creature under your control to any ability you possess which empowers or can affect such things.

Of course, you'll still need to call this servant to your side as with any necromantic servant. Due to its complexity, you start off knowing an ultimate-level spell just to summon it for up to two minutes each time, but there's a workaround: whenever you would normally be able to animate an undead servant, be it directly through a spell or as a result of killing a condemned opponent, you may instead tap that necromantic force to summon your servant for ten seconds if they aren't currently active, or extend their summoning duration by another ten seconds if they already are.

Army of Darkness (400 CP, Discounted for Unholy)
A common inclination of those who practice necromancy is to lead an army of the dead. That said, while long term undead creatures are known to exist, most unholy spells only create temporary undead. This can be fixed.

Whenever you would reanimate or summon an undead creature, if the duration of that creature's reanimation or summoning would be limited, there is a one in four chance that it comes out more enduring, with its 'lifespan' being ten times as great. If they were

created from the corpse or life force of a target (such as by killing a condemned target), instead of being summoned from nowhere, then another one in three of the undead already blessed with extended durations are instead granted an indefinite lifespan, remaining active until they are actually destroyed by something. In this way, you could eventually build a whole army from the corpses of your enemies.

If you reanimate a creature in a manner which grants you control over or loyalty from it in a manner that eventually wears off, that control can be extended by this perk in the same way lifespan can. Increases to the lifespan of an already summoned undead minion can also be multiplied by this perk, though only as a ten times multiplier.

Finally, you might have some minions you would value keeping around longer than others. To that end, you may sacrifice five minions blessed with an indefinite duration to grant that same boon to another minion not so blessed, even one that was simply summoned instead of reanimated from a corpse. A permanent death knight or dark servant may be worth more than five regular skeleton warriors, after all.

Illusion Perks

Weakened Wills (Free and exclusive for Illusion)
One of the specialisations of illusion magic lies in clouding the perceptions of others enough to rob their attacks of certainty, lessening their ability to fight. You've developed an instinctive ability to do this in response to danger, so that when an opponent successfully attacks you, they'll be weakened for a few seconds. This won't rob the initial blow that triggers the effect of any power, but it will harm their ability to follow through afterwards.

Magical Misdirection (200 CP, Discounted for Illusion)
Illusion Magic is hard to predict or keep track of, and for your magic, this is even more true. When you use a spell or similar supernatural ability, you may, once per spell, splinter the spell, creating an illusory duplicate which has no tangible effects, but will weaken others through illusory pain if it would normally injure them.

Beyond confounding your enemies, one of the other advantages of doing this is that you can redirect both the original spell and the duplicate. A projectile could change directions in mid air, a localised spell like rain of chaos or bone explosion could be moved to a new location, and so on.

Phantasmal Sorcery (400 CP, Discounted for Illusion)
One of the signature properties of illusion magic is the power of phantasms. When you use illusory magic, wisps of unmanifested illusion can sometimes be convinced to cling to you, which makes subsequent magic easier to manifest, decreasing its costs and cooldowns. This effect can stack, creating increasingly thick clouds of phantasmal

power, but as it strengthens, there comes an increasingly large chance that the phantasm fully subsumes the cast spell, consuming your current phantasmal power but making that spell entirely free to cast.

This is just a basic facet of illusion magic, which requires no perk to tap into, but you have a special affinity for it. You effectively have a permanent 'stack' of phantasm, and gain new ones twice as fast, as well as being able to hold twice as much phantasmal power in total. What's more, you can shape basic visual and auditory illusions without needing a discrete spell, and the stronger your current phantasm becomes, the more impressive these illusions can become as well. At your basic single permanent phantasm stack, you could produce a figment of a handheld object, produce minor sounds, or blur the edges of your own figure. With higher phantasm, You could do things like create false walls and obstacles to confuse opponents, cloak yourself from sight and hearing for a few seconds, and produce mirror images of yourself.

Finally, you can now train with other forms of magic which deceive the senses, project false objects and creatures or manipulate the mind, letting you augment them so they generate phantasm under the right conditions.

Frost Perks

Cold-Hearted (Free and exclusive for Frost)
Frost magic can create solid ice, making it one of the better suited magics for creating barriers and protecting oneself. You benefit from this especially well, as you passively draw on the ice and cold around you to coat yourself in a thin layer of ice, granting a spell shield. This layer reforms in a few seconds when damaged, but can only absorb a relatively small amount of damage. That said, the colder and more ice-filled your surroundings get, the tougher the layer can get. To get the best results, supernatural ice like that formed by frost magic needs to be near you, but even mundane frost can still generate a weaker barrier if, for instance, you find yourself wandering the Hallowed Mountains.

Creeping Frost (200 CP, Discounted for Frost)
Your ice is so unnaturally cold it practically oozes additional frost into its surroundings.

Not only are all ice- and frost-based powers you wield capable of inflicting chill on impact as the frost magic of this world does, but creatures which remain near your ice or frozen targets for long will sometimes be chilled just by proximity, and when your shaped ice breaks (such as when a frozen target that's or breaks out) it will still remain chilled, and all targets around it will also be chilled.

Mirror of Ice (400 CP, Discounted for Frost)

Ice is a powerful school when it comes to preventing the efforts of your opponents, incapacitating and blocking them effectively, but you'll still need to finish them off. That's where this trick comes in.

Whenever ice or ice magic you produce absorbs some form of damage, it grows (in the case of absorbed melee attacks) or launches (in the case of absorbed ranged attacks) a retaliatory spike of ice whose power is proportional to about half the damage that was blocked. More powerful retaliatory ice spikes gain increased capacity for damage, but also speed and size.

Note that if an ice shield lacks the capacity to block an attack's full power, it will only retaliate for the portion of damage that was actually blocked. A retaliatory ice spike also cannot produce more retaliatory spikes of its own even if it winds up absorbing further harm.

Storm Perks

Electric Nerves (Free and exclusive for Storm)
If there is one advantage storm mages hold over others, it's their celerity. Not only is storm magic fast paced and prone to assisting the user's movements, but those steeped in it tend to find their speed passively enhanced as the signals of their body take on the properties of lightning. You've picked up an enhancement of this kind, as you now have an enhanced reaction speed, and a slightly increased speed in general. What's more, this effect becomes more potent in moments of danger, causing time to seem to slow the closer a projectile, blade or other form of danger is to you. Dangers you are unaware of still trigger this effect to a lesser extent once they're within a half second or so of hitting you, potentially letting this power serve as a minor danger sense as well.
Interestingly, lightning effects near you boost your speed to an even greater extent and trigger the boost even if they aren't going to hurt you, letting you benefit from things like your own static shield or a lightning curtain spell to boost your reflexes and speed while they're around you, and letting you push the initiative by storming into combat beside a barrage of your own magics.

Static Shock (200 CP, Discounted for Storm)
Many storm spells inflict clinging static shock on enemies, causing attacks made with physical weapons to inflict an additional shock. Now, this effect is applied to any kind of lightning based magic you use, leaving lingering traces in the target which cause subsequent physical damage to also inflict additional lightning damage on top.

What's more, instead of this static shock being a binary thing that either is or isn't applied to a target, you can stack up more and more stacks of static energy on the same target, refreshing the stack's duration each time, and while this has rapidly diminishing returns for its base effect, you can also 'cash in' these racked-up static energies all at

once to make them inflict several times the effect of a regular static enhanced attack, multiplied by the number of 'stacks'.

Lightning Strikes Twice (400 CP, Discounted for Storm)
Whenever you use a lightning-based spell, the air around you builds up a charge proportional to the power of that spell. This has no direct mechanical effects but causes sparking and crackling lightning to harmlessly fill the area around you in amounts proportionate to the charge, and when you use another spell, technique or similar ability while you are in the area, you can tap into that charge and consume some of it to 'duplicate' that use of the ability, creating a temporary lightning reproduction of you who also uses the ability, now also formed from lightning, and then vanishes. This costs an amount of charge roughly equal to that generated by four uses of powers on the same order of power.

Lightning replicas of abilities retain the function of whatever they're copying, even if that something isn't normally lightning aspected, including inflicting the same debuffs and effects it normally would. The lightning replica formed from you can perform no actions aside from using the duplicated ability once, but is capable of using it differently to you. For instance, if you use a buff that can be used on yourself or others, you might buff yourself while the duplicate buffs an ally, but if you duplicated a buff that can only be used on yourself, a duplicate would simply use the buff on themselves, linger for a few moments without doing anything else, and then vanish.

The charge cannot follow you from the general area it is generated in to elsewhere, and if no charge is generated or consumed for a minute or so, it will begin fading away.

Holy Perks

Something Answered. (Free and exclusive for Holy)
The Light first came to humanity when they prayed for help in their darkest moments. Much as the prayers of those humans reached out to the light, so do your own prayers ring out clearer than those of others, empowered by your magical potential.

First of all, the amount of 'faith' you are considered to have towards a force you are already able to channel is always at least proportional to your magical power. Even if your faith in the Light or another such faith-based force isn't stronger than your magical power, or doesn't exist in the first place, you'll still be able to use its spells at normal power.

Secondly, you'll find that creatures which are connected to faith or prayer, or which can grant power to or draw power from servants and worshippers will be better disposed to you in proportion to your magical power. Many kinds of gods, angels and archdemons will all be kinder to and more easily swayed by you. Even the modicum of basic magical

ability those in this world are born with is enough to generate some extra favor through this perk.

Radiant (200 CP, Discounted for Holy)
When you would normally gain stacks of 'bolstered' (see the notes section for more information), you now get stacks of radiance instead. For the next few seconds, you will gain a very small aura which causes you and all other allies within it to recover from injury. One stack creates an aura no further than an arm's reach from you, which only lasts long enough to heal minor wounds. But as you gain more stacks, it increases both the size of the aura and its duration, reaching its limit with ten instances of radiance, which grants a building-sized aura which lasts long enough to return someone from halfway to lethal injury to complete health. Unlike the bolstered effect, additional stacks of radiance even increase the amount of healing granted in a given timeframe, if to a lesser extent than range and duration.

Radiance healing becomes more effective scaled to your spell power, just as bolstered healing does, but beings with a greater capacity for incurring damage must also be healed to a greater extent to compensate. A powerful magic user might heal weak peasants effortlessly with only one stack of radiance, while a weaker mage might use the full ten and only be able to mildly heal an angel.

Serve The Light (400 CP, Discounted for Holy)
Channeling holy forces is all well and good, but aren't you supposedly bound to the Light, not merely some wizard drawing on its element? Yes, indeed you are, with this perk.

You gain the ability to form a supernatural link with a single being or force powerful and distinct enough that it could theoretically become your 'patron'. That's the Light by default, but you can rebind it later if desired. Through this connection, your patron can communicate their desires to you even in other jumps (though if they can't normally communicate, this will only be vague impressions), and they are able to affect your immediate surroundings as if they were present in the jump, even if they aren't, letting them continue to do things like enact miracles if they could normally do so from a distance, even if you're in an entirely different jump, and letting them continue to do things like empower other paladins/clerics/warlocks around you, who retain their powers even beyond your immediate vicinity afterwards.

Furthermore, while you are connected to a patron, you'll always draw a certain amount of power from them in addition to any other books they've granted or spells you've learned which channel them. This means you'll gain an additional power set roughly on par with a light weaver in terms of versatility, with power scaling to your spell power, appropriate to your patron.

As mentioned, you can change patrons at a later point. If needed, you can also break contact with your current patron without designating a new one, in case your relationship with the current one has soured. A patron can also forcibly break their connection with you, but this is harder for them than you, and can be expected to occur only if you have deeply displeased them in some way. Also keep in mind that once you break contact with a patron not present in your current jump, you'll no longer be able to reconnect to them later.

Items

Items purchased here will self-repair and recover from being destroyed or stolen after 24 hours, and you may freely import items of similar types into those purchased here,

Generic Items

Ancestral Weapon (200 CP/400 CP)
The best weapons this world has to offer are those of past ages, now worn down to shards. Restore one, and who knows what kind of power you might unveil. It seems you've found and restored such a weapon yourself, and one perfectly suited for you at that. This is a weapon of one of the types normally found in this world, with a make and general appearance of your choice. Beyond being a little better than other weapons of the same make and material, what really makes these ancestral weapons stand out most is the magical properties they are imbued with. All ancestral weapons are aligned with one of the schools of magic, with one of their weapon techniques inflicting the detrimental effect associated with that school, and possess a few additional passive benefits when wielded which are known as attributes, such as improving magical power, attacking faster than normal, or enhancing the ease with which the weapon can be used for weapon abilities and other martial techniques. You may choose which benefits the weapon receives, and they are always at the limit of the enhancements found in this world.

For 200 CP, this is a rare ancestral weapon. It starts off as a somewhat superior alternative to finely honed iron weaponry, and has room to be improved to equal dark silver and then sanguine tier weaponry without needing to go too far out of your way. It possesses two attributes.

For 400 CP, this weapon is on par with epic and legendary ancestral weapons. This means it noticeably surpasses even sanguine weaponry, standing at the peak of what can be found in this world. It also enhances the effects of weapon techniques used with it with a few discrete benefits beyond the elemental effect. It possesses three attributes.

Given that these weapons are already traditionally restored from fragments and upgraded, they will also retain any kind of permanent improvement you make to them, even between jumps or when recovering from being destroyed.

Mortal Items

Vampiric Banes (100 CP)
Vampires have their ways of bypassing many of their own weaknesses, but given the extent to which they must go out of their way for this, keeping appropriate protections around can still discourage them from attacking you when they have other options

available, or help you fight off those that are unprepared. To that end, you have a satchel filled with tools that help you ward off vampires.

Firstly, there are braids of garlic. Though not lethal to vampires in its own right, the substance is sickening to them, and weakens them with longer exposure. The satchel can produce these in significant amounts, enough to replace a dozen braids around your territory on a daily basis. The garlic is also well-suited for cooking.

The second tool at your disposal is holy symbols. Specifically, these are smaller symbols of the Church of Luminance. On their own, they do not hold much power, but if several of them are hung around a property, it will count as weak holy ground, harming vampires not equipped to resist these divine forces. You get a set of symbols of numbers great enough to sanctify a small plot of land, and every year, a new set appears if the previous set has already been hung up.

The third and final tool available is silver. The bag contains a trio of silvered daggers, which might serve decently as weapons wielded against a vampire, their touch and to a lesser extent proximity scalding vampires. These are otherwise not particularly impressive tools, however, and to rectify this, the satchel also contains raw silver ore, to aid you in producing your own tools. The daggers are replaced if lost, destroyed or damaged every three days, while the silver ore appears in a quantity great enough to forge a single sword, and refills each month after having been removed from the satchel.

The vampire repellent properties of the above items will be fiat-backed to affect even vampires from future worlds in the same way, in addition to any native weaknesses they may already have. Silver is also fiat-backed to affect lycanthropes in the same way it does vampires, and the holy symbols affect all kinds of undead and creatures of darkness in this way.

Stylish Headgear (100 CP)
You have some kind of piece of headwear, be it a hat, helmet or anything else of that nature, whose appearance matches your desires when purchasing it and which can be worn comfortably regardless of shape, and which never falls off when you don't want it to. While it cannot be truly apart from regular headwear in size or shape, it can be quite extravagant, with extremely wide brims and intricate designs being possible. The headwear may also have supernatural traits and properties appearance-wise, such as being covered in flame, covering your face in light or shadow, or having components which hover independently. If it is worn in addition to some form of armor, your headgear and your own head will both be treated as being equally armored even in places the headwear doesn't cover, and the headgear works to filter out bad aspects of the air you inhale, such as poisonous gasses.

Traveller's Pack (200 CP)

A high quality, durable pack to store your possessions in. Beyond being made of good material in a style of your choice, this bag also has the ability to store away a massive quantity of items without impacting its weight beyond a certain point, and detrimental effects of the bag's contents (such as radiation or silver exposure) are heavily muffled, enough for weaker effects to be entirely counteracted. This also prevents separate items stored in the bag from detrimentally reacting to each other (such as keeping powdered sulphur from staining paper)

When you are trying to retrieve something specific from the bag, you will always be able to find it easily among the contents, and the bag can ensure even things like loose powder can be stored away neatly and retrieved easily without leaving messy traces.

Hunting Hounds (200 CP)
These two loyal hounds stand at the peak of what a hunting hound is capable of, and both are deeply loyal to you and will follow your orders without hesitation, and with a decent comprehension of even relatively complex requests.

The hounds are connected to you by mystical means, in a manner not entirely dissimilar from a vampire's retinue. They can be summoned to your position with a few moments of concentration, and will recover from injury and death when this is done. They also require no food or drink and do not age. At your discretion, this supernatural connection may also come with a supernatural appearance, your hounds taking in the guise of hellhounds, Light-empowered guardians, or something else along these lines, though this is purely aesthetic.

Be it through this magical connection or some other influence, the hounds also possess a few supernatural enhancements. For one, they may 'mark' a creature they can currently smell, even if only by the traces they've left behind, with a limit of one marked target for each hound. A hound will know the direction and distance to any marked target within a hundred miles of it. Hounds also have the ability to dash short distances at a rapid pace, and during this dash attacks will pass through them. However, they can only dash while they have a marked target, and if they are over fifteen feet from that target, they can only dash in ways that close the distance to that creature. Finally, the wounds inflicted by a hound's bite are slower to heal by about half as much, and bleed more freely while they persist.

As evidenced by their unusual powers, these hounds take well to unusual augmentation. Likewise, future attempts to enhance the hounds in some way are more likely to succeed, and successful enhancements will become fiat-backed properties of the hounds.

Trancendum Weaponry (400 CP)

It's amazing what you can do with a proper power source and a little ingenuity. What you have here is an engineered piece of weaponry of a similar technological pedigree as those possessed by members of the Trancendum. This could be a normal kind of weapon augmented with machinery, such as a shield that can project attractive fields, or a specialized weapon in its own right, such as a flamethrower or railgun. This is not limited to specifically shown Trancendum weaponry, but works along roughly the same lines.

If these weapons are related to a more common form of weaponry, the same techniques apply, possibly altered to match the weapon's additional functions (such as an electrified twinblade maintaining a line of electricity between you and it when it is planted in the ground). For other, more distinct weapon types, you may need to revise your own original weapon techniques.

If you have also purchased 'Ancestral Weapon', you may combine both item options to create a technological weapon with all the benefits of an ancestral weapon.

Burn Coating (400 CP)
This alchemical formula imbues a weapon with seemingly mundane, yet exceptionally powerful flame. Once every twelve seconds, attacking with a weapon so coated will set any enemies struck on fire, and leaves behind a pool of flame which further damages and ignites opponents. This flame, despite holding no obvious innate magic, burns with equal fervour against any target whose power even remotely matches your own, ignoring much of the defense and heartiness of a target to deal a consistent amount of damage, though enemies completely out of your league can still begin to resist this, and resistances, immunities and other protections against fire and heat specifically will still operate normally against this sort of flame.

Lair (600 CP)
This is a place of residence somewhere in this world, suitable for your needs and interests. It could be anything from a small village to a bandit camp to a tower on top of an abandoned graveyard. It comes with a small complement of followers appropriate to the type of settlement, be it villagers and guards, loyal skeletons, or a group of bears, and these followers obey you without hesitation and respawn within the day if they are slain.

Improvements you make to your lair are retained between jumps, and as the quality of the settlement improves, the followers that reside here become proportionally more skilled, better equipped, and generally more powerful.

Armor of Champions (600 CP)
This powerful armor is built to match your aesthetic preferences, and is among the greatest suits of armor available in this world. Beyond being exceptional defensively, it

also bolsters your abilities in a particular field somewhat when worn. Someone intending to become a powerful knight might choose armor which enhances their physical power, how often they can use weapon techniques and how powerful such techniques are, while a mage may elect to take armor which bolsters their spell power and the speed at which they recover magically, and which leeches the life out of those they damage magically.

Vampire Items

Cloak (100 CP)

This well-crafted cloak with an appearance of your choice is meant to hold off hazards both mundane and esoteric. Wearing this cloak dampens forms of harm or discomfort that come from passive exposure to something.

This includes the mundane discomforts of extreme weather, as well as the ill effects of things like poisonous gas in the air or being on fire, but also covers supernatural exposure weaknesses, like the banes of a vampire. This isn't limited to areas actually shielded by the cloak. As long as you wear it, you suffer lesser effects even from sunlight directly contacting your skin, or keeping silver in your pocket, despite the cloak not being between you and these banes. That said, the cloak can only fully neutralise the ill effects of relatively mild exposure. Beyond that, it only dampens the effects, but does not counteract them entirely.

Standing Mirror (100 CP)

This magical standing mirror in a style of your choice can be used to alter your appearance, doing anything from changing the color of your hair to shifting your physical sex into a different one. That said, this effect cannot transform you to the point of appearing as a different sort of being (vampires will still clearly be vampires, for instance) and others will still know that you are yourself, perceiving the changes as something akin to a wardrobe change.

And speaking of wardrobe changes, the mirror has an additional effect. It can remember the appearances of clothing and armor you present to it, and then apply that appearance to other items which are worn in the same place.

Noble Steed (200 CP)

This loyal horse, which comes with a comfortable saddle, will always follow your lead perfectly when riding it. The horse itself is both blessed with genetics and has been enhanced with alchemical treatments, making it a near perfect mount.

It is slightly beyond the peak of what a horse could achieve in terms of speed and agility, and much tougher, as well as having additional benefits in the form of being extremely stable, making its rider harder to dismount, and in being able to move in a way that

supports the rider when they dismount on purpose, letting them do so quickly and potentially in a great leap, as well as even imparting extra momentum into the riders attacks right as they dismount, and being able to charge through obstacles and barrel through enemies mostly unharmed.

Somehow, the horse has even become connected to you in a similar way to the retinue members of a vampire. It requires no food or drink, and does not age. It can be resummoned to your position with a few seconds of focus, and recovers from injury and even death when this is done. It holds enough vampiric magic to perform a swift leap which can cross through most obstacles, and even phase through small obstacles or damaged walls, as well as leaving behind an afterimage of both horse and rider to confuse others. It may also have a supernatural appearance of some kind due to this supernatural connection, whether that be the traditional vampiric steed or something else, like being skeletal or elementally altered.

As is evident by now, this mount takes well to any kind of exposure to magic or alchemy. Future attempts to enhance the steed in some way are more likely to succeed, and successful enhancements will become fiat-backed properties of the steed.

Fine Vintages (200 CP)
This large shelf starts off empty, but every week a single bottle will appear on it. The burgundy liquid within is a fine blend of well made wine and high quality blood of a random blood type, somewhere between 95 and 100 percent in terms of quality. It's not enough blood to sate your vampiric thirst consistently, but it ensures you will have enough powerful blood on hand that you likely won't be forced to face off against more powerful enemies with lesser blood unless circumstances are truly dire. The type of blood varies randomly with each bottle that appears, and can potentially include all standard blood types. That said, truly unique blood types like V Blood or Dracula's immortal blood are not on offer.

The shelf itself can hold 56 bottles at once, and will stop producing new bottles if this limit is met, though simply moving the bottles elsewhere is enough for production to resume. The bottles themselves are prepared in such a way as to never spoil, regardless of how long they remain unused.

Perfect Essence (400 CP)
This single drop of crimson liquid floats freely of its own accord, though it starts off held in a vial for ease of transportation. It is effectively a single unit of blood essence, with the single difference being that it cannot be consumed or diminished. In theory, you could use it to discount any expenditure of blood essence, such as crafting or servant conversion, by one, but this would offer relatively little benefit. A more practical use would be to fuel something which only requires a steady supply of blood essence for fuel, like a Castle Heart, causing it to remain active eternally without requiring any other

fuel and preventing it from ever falling to decay. But who knows, perhaps you could find another, even more effective use for it?

Alchemical Reserves (400 CP)
Alchemy is a powerful tool of properly applied, and now you have a well stocked collection to apply as you please. This large shelf stocks up an additional handful of alchemical compounds each week, and contains a few different categories of enhancements, with one plank on the shelf being reserved for each category.

The first are resistance potions. These potions provide a resistance to either a specific elemental force, or environmental danger. If you are subject to weaknesses others do not possess (such as by being a vampire) these resistance potions are much more likely to be suited to those weaknesses specifically. Potions could grant resistance against the sun, or holy forces, for instance. In general, resistance potions also exist which protect against fire, corruption, specific elemental forces like frost or lightning, and so on.

The second category are enhancement potions. By default, these only come in two varieties: physical and magical potions. As one might expect, they boost the relevant characteristic after being consumed, providing a decent boost to either physical power or spell power. If you have access to other forms of power that do not fit into these varieties, enhancement potions might appear for those powers as well: psychic power potions, ki potions, etc.

The third category is composed of elixirs. These provide a boon to a specific set of corresponding attributes. They might impart boosts to your health and healing ability, enhance your rate of physical attack and the power of your weapon techniques, or boost the speed of your spells while granting them a life-stealing aspect. These elixirs provide potent boons, but you cannot benefit from more than one at once, as new ones will override elixirs already consumed.

The fourth and final category is weapon coatings. These gels correspond to a specific school of magic each, and can be applied to a weapon to make its attacks inflict additional damaging effects related to the used form of magic, such as chaos magic causing a powerful explosion which ignites targets with void-flame, or unholy coating condemning a target and causing a bone spirit to emerge from them.

Soul Shard of the Chained (600 CP)
This is a fragment of your own essence, harmlessly spun off and bound into an amulet. It serves as an exceptionally powerful spell focus when worn, empowering the user's magic, and imparts several additional benefits depending on your own nature. For one, where most shards of this type would let the wielder deal additional damage against the same kind of creature the user is (such as letting a vampire more effectively harm vampires), yours is instead influenced by your nature as a jumper, letting the wearer

inflict a quarter again the normal amount of harm against forces and beings from outside the current reality. In this world, this will aid against blood souls and those who are entangled with the Shadow Realm, and in future worlds, this extends to any beings from other planes, dimensions, or realities. It also bolsters an attribute appropriate to your nature, such as the soul shard of a mage reducing spell costs/cooldowns, or that of an assassin granting an increased chance for physical attacks to inflict critical damage.

Perhaps most importantly, while one is wearing the Soul Shard, they become able to channel its power into a new Ultimate-tier spell, whose exact nature is based on your own soul. Its school is the same as your own affinity, unless you are unaligned, in which case you may choose whichever affinity best represents your character. The specific effect of the spell is something based on your own nature and abilities which you may design yourself within the limits of this world's magic. As a rule of thumb, this is an exceptionally powerful effect even more impressive than most ultimate-tier spells, but still not something with permanent or world-altering effects.

Throne of Darkness (600 CP)
This throne holds a design of your choice, even incorporating supernatural elements if you desire it. Regardless of its design, however, it is always massive, and imposing. While you are seated upon it, you are capable of directing the totality of your legions with ease. From it, you can perceive the area around any creature loyal to you, with greater clarity the more closely they are aligned with you.

You are also able to communicate with one or more such creatures, and after you make contact, they can communicate with you in turn. The more loyal they are, the less effort this takes. Those who merely align themselves with you for money or out of convenient alliance take as much effort as a regular conversation, making it challenging to speak to more than one such person or group at once. Those entirely loyal to you to almost no effort, and you could easily coordinate entire armies all at once, carefully commanding their individual squadrons to the best of your abilities, should they each be sufficiently zealous in their servitude.

Companions

Clan Members (50-200 CP):
For 50 CP, you may import a single companion into this jump. They may choose an origin and magic affinity and gain its discounts and free choices like you would, and receive 600 CP to spend on perks and items. For each companion you could otherwise import in this way, you may also choose to create a companion instead. They gain the same abilities an imported companion would gain from this option, and have a personality and appearance of your choice. For every additional 50 cp you spend on this option, you double the number of companions you import or create in this way, to a maximum of 8 companions.

Local Recruitment (50+ CP):
If you find yourself attached to a canonical inhabitant of this world, you may spend 50 CP for the opportunity to take them along as a companion, if they agree to accompany you. You may make this purchase multiple times, doubling the number of companions you may take along for every 50 CP spent.

Drawbacks

Vampiric Weaknesses (+300 VP, Grants no points to and is mandatory for Vampires)
Powerful though they may be, being a vampire has downsides as well as upsides.

The first weakness you will come into contact with, and likely the one which will define your life the most, is sunlight. You will not be reduced to ash by its mere touch, but spending more than a few moments in direct sunlight will start to heat you up with agony, and soon cause you to burst into flame. There are a few saving graces. For one, you recover from sunlight exposure as swiftly as it sets in, though the damage it deals once you've been set on fire remains. Even a few seconds in shadow will return you to form, also letting you brave the sun for a few more seconds. For another, sunlight exposure does not need to be perfectly avoided. As long as you are mostly draped in shadow, a few beams of light hitting you is no concern, and even thicker and more covering clothing can hold off the effects a little easier, though never entirely.

Your second weakness is silver. The touch of this material is both painful and damaging. Normally, this might be dangerous only for the possibility that others would weaponise the material against you, but in the current age it is used in the most prominent currencies, and it can be incorporated into non-toxic materials from which you may wish to form armaments as well. Through proper containment methods, you may still be able to handle enough silver to circumvent these problems, but it will take some caution.

Your third weakness is garlic. The stench of it will repel and sicken you. This weakness is a more straightforward one, but also a more challenging one to deal with. Sufficiently thick cloaking may help keep it off of you somewhat, but you'll more likely need to turn to alchemy to avoid it.

And your fourth and final weakness is to holy forces. Holy symbols and, more significantly, hallowed ground, are harmful to you to stand upon or be within the presence of. When you must assail the domains of the faithful, be cautious of this effect.

Frail (+100 VP)
The flow of your blood is weak, and you can draw no power from it. If you are mortal, you do not gain any power from the Blood Type perk aside from any changes it makes to your form, which will not be much more powerful than a regular person. If you are a vampire, you derive no benefits from the blood in your Vampire Rising perk's blood pool beyond the healing it grants.

Stunlock Studios (+100 VP)
Your constitution is easily thrown off. Broadly speaking, this means you are more likely to get stunned, frozen, staggered or otherwise inhibited by actions that might ordinarily

do so, and such effects last a touch longer as well, though this doesn't cause you to become more wounded. This might sound insignificant, but you'll need to be careful not to get caught off guard, or a single blow might lead to many more while you are incapacitated.

Mouthfuls of Ash (+100 VP)
Mortals enjoy their feasts, and vampires often revel in the taste of fine blood, as well as being able to enjoy some other meals for entertainment, albeit not for sustenance. This small pleasure of life will now be absent from your stay in this world, as anything you consume will now give you the sensation, both in taste and texture, of attempting to choke down mouthfuls of dry ash. Even liquids being consumed will have this effect.

Input Delay (+200 VP)
You may come to fight some powerful forces in this world, and your fights against them may be fast-paced and down to the wire. It is potentially a grave problem then, that your abilities struggle to manifest as they do. When you use any kind of ability, be it a spell, a weapon technique, or some out of jump power, or even just the swinging of a sword its activation is delayed by about half a second. You can 'queue' actions you wish to take, so this delay won't make your power use slower overall, but this heavily hinders your ability to react and adapt in combat, which can harm your aim, and can prove crippling for powers which counter or block attacks, as you may sometimes be struck before you get the chance to even use them.

Broken Cycle (+200 VP)
The influence of mortals and vampires was often moderated by the shifting of day, the time of mortals, and night, the time of vampires. Now, something seems to have broken which has disrupted that cycle. If you are Mortal, the sun now holds the sky for only one hour each 24 hours, and if you are a Vampire, it only vanishes to let night in for the same span of time. The creatures which typically roam night or day have adapted to these altered cycles, able to remain active for these lengthened periods and being generally advantaged by the new way of the world.

If the world is clad in near constant night, this also means it is much more prone to blood moons, wherein monsters become empowered and more active. The longer nights also lead to generally stronger monster populations and more active monsters, due to their longer periods of active time.

If the world is filled with near constant daylight, mortal populations will have flourished, courtesy of their longer periods of activity, and something about the persistent light and heat of the sun has made sunlight, holy forces and fire more dangerous and potent under the local conditions.

Werewolf (+200 VP, Requires Mortal)

What a horrible night to have a curse. And indeed, you carry one yourself. You are a werewolf, so each night when the moonlight touches the land again you become a vast wolf-like monster of humanoid stature. Before you think this an easy path to power, know that while you are in this state, you become near feral and lose much self control, making you prone to putting yourself into more danger than you otherwise might and potentially driving you into performing harmful acts against those you value while you have your wits about you.

On the bright side, while you are in this form, wolves, bears and similar beasts will respect you as a fellow animal, as will any other werewolves you encounter. Perhaps you could find a home amongst other werewolves, who are civilised by day and wild by night as you are?

Post-jump, you may choose to retain your lycanthropic curse as an alt-form, letting you take it on and shed it regardless of the time of day, and retain your wits while you are transformed.

The Great War (+300 VP)
You enter this world not as the old vampire clans begin reawakening, but instead arrive back in the time of the Great War, when Dracula sought to overtake the world in its entirety, and the other vampire clans fought to stop him. This time period is safe for almost none, as vampires are near certain to be dragged into this conflict, while humans will find their cities drowned in blood amidst the conflict until they learn to channel the light and are forced to march en masse, and Dracula, for now seemingly all but unstoppable, will act to strike down any he sees as opposition.

Perhaps you hold power sufficient to change the flow of the Great War, but no matter what, this is a dire time to live in, and peace, comfort and contentment will be harder to find in a land thus torn.

Rival Clan (+300 VP)
You have earned the enmity of a small clan of vampires. These vampires are not yet well established, and are only a handful in number, but their location in this world is not known to you, and in time they will build their power so that they may begin acting against you.

Throughout your stay, these vampires will attempt to steal from you, destroy your belongings, and possibly slay you outright. You can fight back against them, but when they are slain, they will transform into mist and vanish, letting them restore themselves elsewhere and rebuild their strength even if you raze their lair to the ground, though this will still cost them time and effort.

Brutal (+400 VP)

The champions of this world were powerful before, but in this version of the world, they have been truly reforged in the fires of its harshness. You'll find that any noteworthy, powerful individuals in the world are stronger, tougher, faster and more versatile and potent in their methods of attack. Should you find yourself antagonising such powerful figures or needing to defeat them to accomplish your goals, this is now much more likely to prove a death sentence, or at least a harrowing trial.

Prey to Dracula (+600 VP)

What have you done? What act of transgression have you performed to earn this sort of ire from what is almost certainly the most powerful being in the world? Dracula himself hates you with a passion, and seeks your destruction. He will mobilise his Draculin legions to slay you, twist and curse the land however he can to harm you, and within two years, will reach a point where he can step forth from his lair and seek you out personally to slay you. You will need to be truly powerful to survive this threat, so if you aren't already, I would advise you to make haste.

Notes

Blood Type

If it isn't clear, this perk effectively gives you the effects of permanently having 100% potency blood of a given type (based more on the 1.0 blood effects than the 1.1 versions), adapted to turn vampiric abilities into something more appropriate for mortals.

Corrupted Power

Corruption damage from corrupted spells and attacks are considered their own, unusually potent 'damage type', in much the same way as in the game. This means that corrupted powers also tend to partially bypass more mundane resistances and immunities not intended to cover these sorts of forces, similar to some forms of true damage/chaos damage in other settings.

Shapeshifter

This is a relatively powerful perk, but it's worth noting that based on the way this perk works, the forms granted broadly just scale with what you're already capable of, with some proportional advantages and extra abilities. Even if a regular commoner lucked into defeating and attaining the form of a dragon using the perk, their dragon form might only be about twice as tough and strong as normal, with a breath weapon which scales to their low strength.

Holy Magic

Holy magic is not available to the player in V Rising, though it is shown as being used by others. Generally, you can assume it has a core spell selection similar to other schools with spells usually themed around healing and protection. Just as all other schools have associated buffs and/or debuffs, holy magic can 'smited' which causes further magical damage dealt to them to also inflict some additional damage via bursts of light, and 'bolstered', which is granted when you kill a smited enemy, and grants a spell power-based life regeneration over a few seconds. Gaining additional stacks of bolstered just increases the duration.

Prey to Dracula

Certain drawbacks will exacerbate the threat you face from Dracula. Predictably, Dracula is regarded as a powerful figure for the purposes of the Brutal drawback, and is empowered if you take it. What's more, if you take the Great War drawback, you will enter the world at a time where holy magic is yet to be unearthed and Dracula has not yet suffered his first death, so he will not only be more powerful and less diminished in general, but he will be able to seek you out personally almost immediately if he discovers your location, instead of remaining confined in the shadow plane for the first year or two.