

GENERIC VAMPIRE JUMPCHAIN

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Introduction

Vampires. Nosferatu. Blood sucking creatures of the night. Since ancient times mankind has told stories of these creatures, from the blood sucking demons of ancient Babylon, to the modern broody teenage wet dream of western pulp fiction - a thousand and one tales with a thousand and one breeds of nightmarish creatures preying upon the innocent from the cover of darkness.

In this world you have a unique opportunity to encounter any or all of these creatures of the night, or to craft your own unique race of Vampire to inhabit a world of your own design, and even to become one of these monstrous creatures yourself.

You have **1000cp** to prepare yourself for the long nights to come.

Location

Roll **1d8** to decide your starting location or pay **50cp** to choose for yourself. You arrive at midnight.

1. Sleepy Town: Your standard small town, where nothing really happens and everyone lives the same simple uncomplicated lives generation after generation. At least on the surface. Who knows what secrets might be lurking in the shadows? You find yourself on the edge of town, standing next to the town sign.

2. A Bar of Ill Repute: A shady bar with shadier clientele. The scent of smoke has sunk into the wood over the years and the dim lighting makes it hard to make out the faces around you. It's probably for the best - you get the feeling that some of these people might not appreciate someone trying to pierce their anonymity. You find yourself in a booth at the back, a half empty bottle on the table in front of you.

3. Gothic City: The sky is overcast, the clouds heavy with rain. A faint rumble of thunder sounds in the distance. Rain slicked streets give way to twisting alleyways and towering buildings with gargoyles loom protectively overhead. Ornate windows, flying buttresses, and tall arches abound. According to the locals, the weather is pretty much normal - sunlight is fairly rare in these parts. You find yourself at the entrance to a small park near the city centre. Best find some cover before it begins to rain.

4. Court of Vampires: The centre of power for the local vampire faction. You find yourself in the main meeting hall, alone - for the moment.

5. Hunters Headquarters: The main operating facility for an organisation dedicated to the eradication of those supernatural creatures who dare prey upon mortal men. You find yourself below ground, in the dungeons. Are you a guest, or a prisoner?

6. Graveyard Mausoleum: A resting place for the honoured dead. You find yourself standing over an open stone sarcophagus, the chains meant to secure the wrought iron entrance lie cast on the ground, the lock lying broken beside them. You are not alone.

7. Transylvania: Birthplace of Dracula, the most famous vampire of them all. The people of this land have a special connection to the denizens of the night. Whether that is for good or ill is for you to discover.

8. Free Choice

Age and Gender

Your age and gender remains the same as the last jump or pay 50cp to set it to whatever you want.

Origin

Normal Guy

One of the world's faceless masses, mortal and irrelevant. Or so it seems, at any rate. You have no background, no friends and no family in this world.

Hunter

You hunt vampires. Your reasons may vary, but the core of your identity here is that of a slayer of blood sucking monsters. Are you, perhaps, part of some secret organisation? Or just a man with an axe to grind?

Fledgeling

You are a newly minted vampire, a newborn child of the night just discovering what it means to be a vampire.

Elder -200 CP

You are an older vampire, one with many years of experience under your belt. You have the acknowledgement, if not respect, of your peers and the enhanced power that years of age and feeding brings. Take **Age is Power** for free.

Vampire Builder

What kind of vampire world would this be if it didn't have any vampires? Here, you'll get the opportunity to design the specifics of the nightwalkers that inhabit this world.

Toward this end, take **1000Vp** (Vampire Points) to be spent on the section below. You may convert **CP** to **Vp** at a 1 to 1 exchange rate. You cannot convert Vp to CP. All purchases in the Vampire Builder section apply to the entire vampire race you create. Note: The Vampire race you create here is the only one in this world that is backed by Jumpchan. All other forms of vampirism in this world will not follow you along your chain.

Type

Pick one. All Type categories come with the full list of their Default Abilities and Flaws. No additional points are granted for Default Flaws, Default Abilities incur no additional cost.

Undead - Some people just don't know when to stay dead. Somehow, through sheer force of determination (or sheer luck) these vampires managed to claw their way back from the underworld and into their cold dead body. Don't count on them being able to pull that off twice though, it's already a miracle they managed it the first time.

Default Abilities - Disease Immunity, Ghoul Creation, Hide in Shadows, Dark Vision, Doesn't Hurt, Strength, Stamina, Durability, Enhanced Vision, Necromancy
Default Flaws - Deadly Sunlight Tier 1, Stake to the Heart, Unholy, Threshold, Sleep Requirements Tier 2, Silver Allergy, Decapitation, No Reflection Tier 1, Ash in your Mouth Tier 1.

Magical - Vampire's are magical, it's in their blood. Either a spell, ritual, or some kind of convergence of mystical forces created this particular vampire race. Feel lucky there aren't sparks shooting out their ass - I hear that can happen with magic.

Default Abilities - Magic, Transformation Tier 1, Transformation Tier 2, Compulsion, Familiar, Remote Viewing, Enhanced sense of taste, Thrall/Renfield, Walk on Walls, Healing Blood

Default Flaws - Deadly Sunlight Tier 0, Sleep Schedule Tier 2, Feeding Restriction Tier 2, Werewolf Bite, Extra Flammable, Stake to the heart, Exsanguination Tier 1, No Reflection Tier 2, Decapitation, Bloodline Bound Tier 0, Blood Starvation Tier 1.

Demonic - Some vampires are just people with some unusual eating habits. These guys aren't one of them. They are a thing born of the Underworld, a blood demon possessing the body of a damned soul.

Default abilities - Strength, Speed, You've got Teeth Tier 3, Enhanced sense of smell, Enhanced sense of Taste, Enhanced Vision, Enhanced Hearing, Unnatural Healing, Dark Vision, Illusion, Doesn't Hurt.

Default Flaws - Deadly Sunlight Tier 1, Stake to the Heart, Unholy, Threshold, Blood Starvation Tier 2, Extra Flammable, Decapitation, No Reflection Tier 1.

Born - Some people are just born to be bad. That's these guys. These vampire's have always been bloodsuckers, since the day they were born.

Default Abilities - Disease Immunity, Strength, Stamina, You've got Teeth Tier 1, Blood Sensing Tier 2, Enhanced Proprioception, Unnatural Healing, Pleasant Bite, Torpor

Default Flaws - Deadly Sunlight Tier 1 + Special, Garlic allergy, Stake to the Heart, Mortality Tier 1, Silver Allergy, Decapitation, Bloodlust, Blood Starvation Tier 1.

Disease - Once upon a time, they were just a normal person. Then they got infected. Still, it could have been worse. At least it wasn't rabies.

Default abilities - Strength, Speed. You've got Teeth Tier 2, Dark Vision, Enhanced Sense of Smell, Enhanced Proprioception, Unnatural Healing, Emotivore, Cross Species Compatibility, Disease Immunity,

Default flaws - Deadly Sunlight Tier 1 + Special, Stake to the Heart, Bloodlust, Sleep Requirements Tier 3, Feeding Restrictions Tier 2, Blood Starvation Tier 2, Decapitation, Ash in your Mouth Tier 2, The Cure Tier 2

Curse - Somewhere along the line these guys pissed off someone they shouldn't have and the other guy decided to get even. Or they got even with the guy who turned them, or the guy that turned the guy that turned them, or they were in the wrong place at the wrong time - curses can be a little contagious and imprecise at times.

Default abilities - Immortality, Age is Power, Strength, Speed, Stamina, You've got Teeth Tier 4, Enhanced sense of Touch, Healing Blood, Torpor, Extra Lives, Phase Through Solid Objects, Blood Sensing Tier 2.

Default flaws - Deadly Sunlight Tier 1, Stake to the Heart, Running Water, Threshold, Bloodlust, Selective Turn Tier 1, Sleep Schedule Tier 2, Feeding Restrictions Tier 1, Feeding Restrictions Tier 2, Impure Blood, Blood Starvation Tier 3, Unique Weakness Tier 2, Unique Weakness Tier 3

Free Choice - What? You have another idea? Oh, you just don't like all those mandatory flaws, you pansy. Vampirism comes with a cost you know. What do you mean Hide in Shadows is lame!? Alright, you think you can do better - here's your chance.

Default abilities - none

Default flaws - none.

Feeding Habits

Take as many of these as you like, but you must take at least one - this is mandatory. You can combine them into a single requirement or create alternative feeding options for your vampire race. Mix and match. (This could be helpful to create sustainable feeding habits.) Note: Excessive feeding will allow a vampire to "store up" - extending the time between feedings. Insufficient feeding will obviously reduce the time between required feedings.

Free - Blood - The red stuff in people's veins that keeps them alive. Vampires need to drink it to keep alive(ish).

100 Vp - Magic - Vampires can feed on magic, draining it out of whatever magical source they can get a hold of in order to sustain their unnatural life and increase their power. In a pinch a vampire can even use their own magic to sustain themselves. Power lost this way will be 100 times more difficult to recover. Remember kids, never eat an energy field larger than your head.

100 Vp - Life-force - Vampires suck the life out of a room, literally. Unfortunately, this means that they are going to need to feed directly from the source. Killing whilst feeding gives a hundred times the benefit of taking a safe amount (as outlined in Notes) .

50 Vp - Soul -Vampires feed on the souls of their victims. Unlike other methods of feeding, they don't actually need direct contact to get their fix. They just need to be close enough to their victim to slowly drain the soul out of their body in the form of a white mist, which is then promptly sucked down their gullet. Victim must be within arm's reach.

Propagation

Note: you can combine propagation methods to create a more complex method. For example, if you combine **Feed + Exchange blood + death** then you can only turn those who you have fed from and then have in turn drunk your own blood as they lay dying in your arms. **Exchange blood + Death** means that only those who die with your blood in their system will become vampires. You can also create alternative turning methods from your purchases. For example buying **Bite & Death & Blood thirst** could be used to create the three different methods of **Bite + Death** and **Bite + Blood Thirst** and **Blood thirst + Death**.

Free - Bite - Anyone a vampire sinks their fangs into will find themselves a vampire.

25 Vp - Feed - Anyone a vampire feeds from directly will become a vampire.

50 Vp - Exchange blood - If a vampire lets someone drink some of their blood, they will transform into a vampire.

25 Vp - Death - If a vampire kills someone they will become a creature of the night (vampire).

100 Vp - Ritual - People need to perform a ceremony of some sort in order to become a vampire - ritual sacrifice under a full moon with sigils drawn in blood perhaps, or something simpler like getting stabbed with a magic knife after chanting some latin, or impaling their enemies on a blood soaked field of battle. Or preparing and drinking a potion of some sort. All very involved. No Ritual can contain another Propagation method unless that method has also been purchased in addition to Ritual.

50 Vp - Bloodthirst - A prospective vampire needs to feed upon the blood of another person in order to turn.

100 Vp - Transfusion - If a vampire injects someone with their blood, they will become a vampire.

100 Vp - Procreation - When mommy vamp and daddy vamp love each other very much, they have sex and then nine months later there is another little vampire in the world.

Abilities

Free - Immortality - Vampires are immune to the ravages of time.

100 Vp - Age Is Power - A vampire's abilities, as defined below, grow stronger with age.

200 Vp - Resistance - Requires Age is Power. As vampiric abilities grow more powerful, vampiric flaws have less of a hold upon a vampire to the point where,

eventually, non-lethal flaws cease to have an effect on them at all, and lethal flaws take much greater time and effort to bear fruit against them.

100 Vp - Disease immunity - Vampires are unaffected by all earthly diseases and infections.

100 Vp - Strength - Five times human norm. Vampires are perfectly capable of controlling their strength, though it may take some practice.

100 Vp - Speed - Five times human norm. Vampires are perfectly capable of keeping up with and controlling their speed, their mind and reflexes operating at a match for their swiftness. Though they may need some practice.

125 Vp - Durability - Vampires are five times as resilient to damage compare to a normal person, excluding their specific weaknesses, which will continue to treat them like wet toilet paper. Unless it's fire. Then it treats them like hot gasoline.

100 Vp - Stamina - Vampires can maintain peak level physical activity for hours before experiencing fatigue.

Transformation - (must buy each tier individually, Higher tiers do not include lower.)

50 Vp - Tier 1 - Unclean things that crawl - Vampires can transform into a rat or a swarm of crawling insects at will.

100 Vp - Tier 2 - Hungry is the wolf - Vampires can transform into a wolf or swarm of bats at will.

150 Vp - Tier 3 - Don't you recognise me? - Vampires can change their appearance at will. Does not allow cross-species shapeshifting.

200 Vp - Tier 4 - Doors can't keep me out - You can transform into mist, a living pool of blood, or become a shadow at will.

200 Vp - Compulsion/Hypnosis - Look into my eyes - and do exactly as I say. Vampires can compel people to obey their every instruction as long as they maintain eye contact.

25 Vp - Familiars - Vampires may keep an animal companion that is tied to them, unnaturally intelligent and loyal. So long as they live, so shall it.

50 Vp - Ghoul creation - The result of a deliberately failed or interrupted turning process, or attempting to turn an incompatible target. Ghouls are more dead than alive, possessing cold grey clammy skin, and harbour an insatiable appetite for the flesh of the dead. And they're willing to kill the living to get it. They possess all of a vampire's abilities at half strength, as well as all of their weaknesses at full effectiveness. They are incapable of reproducing on their own.

100 Vp - Thrall/Renfield - Vampires can create thralls. What is a thrall you ask? A totally loyal toady that will serve a vampire obsessively to the best of their ability in the hopes of one day being allowed to become a true vampire themselves.

You've got teeth

Tiers can be combined at will. Tiers exist as independent purchases. Can be purchased in any order.

Free - Tier 0 - Vampires have a pair of slightly longer than normal fangs that are razor sharp, perfect for opening up a vein. Non-retractable.

25 Vp - Tier 1 - Vampire fangs are retractable to allow them to look like a normal person most of the time. Optional retractable facial transformation included.

50 Vp - Tier 2 - Vampire bites have a soporific, numbing effect instead of being as agonisingly painful as they should be.

75 Vp - Tier 3 - Shark teeth. A vampire's bite doesn't so much pierce flesh as it does shear through it. And bone. And some metals. Those are some nasty chompers.

100 Vp - Tier 4 - A vampire's chin splits open in the centre opening into a set of mandibles lined with fangs that they can use to hold a victim in place as they feed.

200 Vp - Teleportation - Vampires can teleport short distances within their ability to sense directly.

50 Vp - Hide in shadows/darkness - Vampires have a preternatural awareness of shadows and darkness and can use them as cover to become practically invisible to detection or dramatically disappear from view after saying something cryptic.

50 Vp - Flight - Vampires can fly at walking speed or use this ability to carry them in a glide if they gain momentum some other way. Good for cushioning falls from great heights and ascending to peek into unsuspecting young people's windows. You creep.

50 Vp - Walk on walls/ceiling - Makes it so a vampire's personal gravity points in whatever direction they like, provided they are touching a solid surface in that direction. Effects personal accessories as well, as long as they are on the vampire's person.

100 Vp - Remote viewing (through animal eyes or familiars) - Allows a vampire to experience the senses of animals remotely. One animal at a time. They must have physical contact with the animal to initiate the link.

150 Vp - Telepathy/mind reading - Exactly what it says on the tin. Limited to one target at a time. Must either be linked to the vampire in some way (thrall, have your blood in their system etc), or be within line of sight.

25 Vp - Dark vision - Vampires can see in mundane pitch black darkness as though it were a poorly lit area. This does not protect them from light-blindness.

Blood sensing - Vampires can sense blood in some manner, be it in the veins of the living or shed upon the ground. How this manifests is up to you - as a function of mundane senses such as being able to see or hear it flowing through the veins, smell it with an unnaturally keen edge, or a more supernatural awareness all its own. Higher Tiers include lower.

50 Vp - Tier 1 - 5 meter radius.

100 Vp - Tier 2 - 25 meter radius.

150 Vp - Tier 3 - 100 meter radius.

200 Vp - Tier 4 - 500 meter radius.

25 Vp - Enhanced sense of taste - Things that tasted good before are practically orgasmic now, while the vampires ability to detect and appreciate subtle and complex flavours has exploded beyond human ability to grasp. A vampire can even taste the air if they concentrate hard enough. This comes with an ability to detect a variety of unique flavours within blood (or whatever your vampire race feeds upon), each species, blood type and even individual person (potentially) being their own unique flavour experience. And yes, virgins taste better. You pedo.

100 Vp - Enhanced sense of smell - Comparable to a dog, or a shark. If need be a vampire can track someone by smell alone up to 24 hours after they have left an area - given optimal conditions. Supernaturally linked to a vampire's Feeding Habit, this allows them to detect the scent of their food source outside its vessel at up to a kilometer away and home in on it. Note: must be in open air (souls/life-force/blood not in a body or other containment vessel.) and is subject to normal limitations of scent (wind direction, masking etc).

50 Vp - Enhanced sense of touch - Vampires can feel the change in air pressure from someone breathing in the same room as them. Does not increase pain sensitivity.

150 Vp - Enhanced proprioception - Vampires have a perfect awareness of where all parts of their body are in relation to all others at all times, and how they move on a subconscious and conscious level. This grants them preternatural grace, balance and skill in body movement, and supernatural levels of co-ordination.

100 Vp - Enhanced vision - Better than perfect eyesight, a vampire could identify a moving human target at one kilometre out at a glance and track superspeed opponents in close quarters with ease, even able to track bullets in midair. Not that it helps them if they can't move that fast. Increases the ability to perceive visual colour range slightly, as well as increasing the ability to differentiate between hues and

sharpening the ability to discern shapes, making the world around them explode into an all new and more vibrant experience. Increases visual/perceptual span to entire field of view.

100 Vp - Enhanced hearing - Hearing range from 10Hz to 40,000Hz, with 5 times increased sensitivity and ability to isolate and interpret what they are hearing. Increased sensitivity is not uncomfortable.

200 Vp - Unnatural healing - Vampires can regenerate from any non-lethal mundane damage given sufficient time and a steady supply of sustenance (ie, blood, life-force) to fuel their healing. The more they feed, the faster they heal. They can also draw on surplus stored sustenance to fuel this process.

100 Vp - Healing blood - Allowing someone to drink or otherwise take vampire blood into their system will accelerate their healing. The more blood they drink, the faster they will heal. A pint should bring someone on the brink of death back to perfect health in under a minute.

200 Vp - Telekinesis - Vampires can move things with their mind sufficiently to throw a grown person across a room.

200 Vp - Phase through solid objects - Solid objects hold no barrier to vampires. Unless they are magic barriers. Or full of plasma. Or warded with one of the vampire's weaknesses - then they are going to have a bad day.

200 Vp - Enhanced Intelligence/brainpower - A vampire's ability to process information, plan and scheme, as well as make connections between pieces of information to reach accurate conclusions is doubled.

150 Vp - Illusion - Make people think that things are there that are in fact not there, like sounds or images, even sensations.. Any illusion a vampire lays on another person will fade with time unless they are present to sustain it, while an illusion a vampire casts on themselves can last until their concentration wavers. Illusions can be broken

through by the sufficiently observant and strong willed and cannot be anchored to a location.

200 Vp - Necromancy - Raise, control, and lay to rest the dead such as zombies, skeletons, ghosts - or even vampires. If vampires have Ghoul Creation, this also allows them to raise the recently deceased as ghouls and command them to do their bidding.

200 Vp - Magic - Sling spells, enchant objects, seal away your enemies in a mausoleum for all eternity, perform cheap card tricks. Vampires have the potential to do it all using whatever system of magic this world has to offer. Does not come with magical knowledge. Vampires need to learn the hard way.

200 Vp - Hemokinesis - Vampires can control blood with their mind, both their own, that spilled, and even that which flows within the body of their victims.

100 Vp - Pleasant bite - Feeding is incredibly pleasurable for a vampires victims, and the vampire themselves. If you are looking for every meal to be a sexual experience or to have your bite be literally addictive due to some kind of narcotic effect, this is the way to go.

75 Vp - Torpor - Vampires can voluntarily enter a state of hibernation where their needs are drastically weakened, to the point where they can survive indefinitely. Very helpful when they need to heal from major injuries and don't have a supply of blood on hand. Or if they need to stop their condition worsening. Or if they just need to nap for a few weeks... or centuries.

100 Vp - Doesn't hurt - Pain is lessened so stab wounds and other injuries can simply be ignored with ease.

400 Vp - Extra Lives - For every life a vampire devours while feeding they gain an extra life to live. This allows them to fully recover from any form of lethal injury without dying, though it doesn't increase their rate of recovery, so they might be down and out for a few decades if they get pasted badly enough without any way to

pull themselves back together. Unaffected by Age is Power or Life Force effect multiplication.

25 Vp - Emotivore - Emotionally charged feeding gives ten times the sustenance and tastes better. Each emotion tastes different. Does not affect Extra Lives.

75 Vp - Cross species compatibility - Vampires can now propagate their vampirism across species boundaries.

Ranged Feeding

Allows vampires to feed on their victims from a distance, though the speed of consumption lowers exponentially based on distance (since it has to travel from the targets to the vampire), number of targets (you can only suck so much. Ha - who am I kidding?), and the vampire's own speed of consumption. You have to stand still and focus to pull it off as well. If the vampire is interrupted before managing to consume what they gather, all that delicious sustenance goes to waste. It's also going to leave a pretty clear trail leading straight to the vampire, so be prepared.

50 Vp - Tier 1 - 5 meter radius.

100 Vp - Tier 2 - 50 meter radius.

200 Vp - Tier 3 - 500 meter radius.

XX Vp - Dhampire/Daywalker - For every point spent on Dhampire you may buy off two times that value in Flaws for free, to a maximum of 50% of your total number of Flaws, rounded down. Flaws removed this way only cease to affect you (or Daywalkers in general), not your vampire race as a whole. Daywalkers are immune to the effects of Deadly Sunlight. Dhampires are pariahs amongst both vampires and hunters of this world alike.

XX Vp - Variant Strain - For every 25Vp spent on Variant Strain, you may multiply the probability of a new vampire gaining a non-default Ability by 0.1. For instance, for 275Vp, you can grant the vampire species the ability to teleport, but make it an ability that only appears in one out of every thousand vampires. Regardless of probabilities, if you become a vampire of the race you built here, you will possess all

of their potential abilities. These probabilities also apply to anyone you turn. You cannot take Variant Strain for an ability targeted by Negative Variant Strain or vice versa.

Flaws

Flaws are a lot like drawbacks, in that they give you extra Vp to spend for each one you take. Unlike Drawbacks however, since vampires are forced to start out with Flaws you can also buy off Flaws by paying their Vp value to remove them. Also unlike Drawbacks, Flaws are inherent to the race and do not fall off at the end of the jump.

Deadly Sunlight

Each higher tier includes the lower tier effect. Non-stackable. Increasing the tier of this flaw will only grant additional Vp equal to the difference between the current tier and the tier you are upgrading to (eg, going from Tier 0 -> Tier 1 will grant you +50Vp). You may downgrade this flaw by paying the difference between the current tier and target tier in Vp (eg going from Tier 2 -> Tier 0 costs you 100Vp).

100 Vp - Tier 0 - Vampires have extremely photosensitive skin. Exposure to sunlight for any length of time has you breaking out in painful rashes and blisters.

150 Vp - Tier 1 - Sunlight burns vampires. Move quickly once exposed since any longer than a few seconds of direct light on your skin will make you catch fire. Indirect light (like through a piece of clothing or heavy blanket) will feel unbearably hot and leave you smoking on the verge of combustion.

250 Vp - Tier 2 - Anything the light touches is disintegrated. Any more than a handful of seconds exposure and a vampire will be nothing but dust in the wind.

50 Vp - Special Tier (requires at minimum Tier 0) - It's not the sun itself that makes vampires go up like a flambe, it's UV light. Anyone with a UV torch can now make flame charred vampire. UV light now grants the same effect as Deadly Sunlight.

50 Vp - Garlic Allergy - The smell of it burns the nose and makes a vampire's eyes water. If they happened to ingest some or otherwise get it in their system they will find their vampiric abilities temporarily suppressed and experience extreme pain.

25 Vp - Running Water - For some reason vampires can't cross over running water under their own power. The moment they try their limbs start to seize up and they become paralysed. If they have dirt under their feet or are safely tucked away in their coffin they can avoid the worst of it. They recover almost immediately once back on dry land.

100 Vp - Stake To The Heart - If a vampire's heart is pierced by a length of wood then they die.

100 Vp - Unholy - Vampires have an aversion to holy artifacts and religious icons. The presence of holy symbols, such as crucifixes, actively repels them as though they are two magnets of the same pole. Trying to cross into holy ground is like running into a brick wall. If they did somehow manage to make it onto consecrated ground, their feet would start smoking and they'd quickly catch on fire.. Holy water burns through them like acetone through styrofoam. A priest performing the right prayers and rituals might just be able to kill a vampire if they stick around to let them finish.

100 Vp - Threshold - Vampires cannot enter a dwelling without being invited by its owner.

100 Vp - Bloodlust - The sight and smell of blood is intoxicating, requiring a strong will for a vampire to not immediately try to drink it from the source. If a vampire succumbs to their bloodlust it is much harder to stop feeding before the blood runs out, regardless of their satiation.

Corpse Ugly

Higher tier includes lower tier effect. Non stackable. Reducing or increasing tier of existing Corpse Ugly flaw only grants/costs 25Vp.

25 Vp - Tier 1 - Corpse pallor. Vampires have the pale, bloodless, sallow skin of the freshly deceased. Expect to stand out in the crowd and be viewed as somewhat ill by common people.

50 Vp - Tier 2 - Vampires lose their hair and gain vaguely inhuman and unnerving facial features, to the point that it is obvious at a glance what they are. Traditionally this means sunken cheeks, pointed ears, a pointed chin, and a pronounced angular brow.

75 Vp - Tier 3 - Vampires are hideously physically deformed in some manner that makes their monstrous nature clear to all who look upon them.

Mortality

Each tier is an independent purchase. They can stack, but higher tiers do not include lower tiers.

0 Vp - Tier 0 - Vampires age to peak physical health and maturity at the normal rate before aging stops all together. Requires Immortality.

25 Vp - Tier 1 - Turns out vampires aren't ageless after all. They just age really slowly. Expect to live a few centuries at most.

25 Vp - Tier 2 - Basically, vampires have a regular human lifespan.

Selective Turn

Each tier is an independent purchase. Tiers can stack, but higher tiers do not include lower tiers.

0 Vp - Tier 0 - It is possible to create Dhampires in special circumstances.

50 Vp - Tier 1 - Sometimes a turning doesn't always pan out. Something goes wrong, external factors come into play and what you are left with is a mutant (eg permanently in Blood Starvation, cannot die of old age but continues to age at normal rate, can't heal from injuries etc) - usually just a touch mad in the head to boot.

50 Vp - Tier 2 - You can only turn virgins of the opposite sex. You pedo.

Sleep schedule

Higher tier includes lower tier effect. Non stackable. Reducing or increasing tier of existing Sleep Schedule flaw only grants/costs 50Vp.

25 Vp - Tier 1 - Regardless of whether or not a vampire is inside and out of the light, the presence of the Sun in the sky during the day causes incredible lethargy that is worse the higher in the sky the sun resides, peaking at noon when it is impossible to move.

75 Vp - Tier 2 - A vampire's body is forced into a state of deep sleep reminiscent of a coma (or death) so long as the sun is in the sky. Comes into effect the moment the sun is free of the horizon.

Sleep requirements

Tiers mutually exclusive.

25 Vp - Tier 1 - You need to sleep in a coffin.

50 Vp - Tier 2 - You need to sleep in a coffin lined with graveyard dirt.

75 Vp - Tier 3 - You need to sleep hanging upside down from the ceiling. (I recommend Wall Walking for this unless you want to be setting up a harness every night.)

100 Vp - Silver allergy - Silver is lethal to vampires. Much like a wooden stake, if a vampire gets hit through the heart by silver they will die. In addition, sufficient silver in the body will act as a lethal poison, so avoid being injected with something like silver nitrate and be sure to dig out those silver bullets before they heal over.

Feeding restrictions

Each tier is an independant purchase. They can stack, but higher tiers do not include lower tiers.

50 Vp - Tier 1 - From the source only, no blood bags, blood sausage, butchers take away, or magic item for you.

50 Vp - Tier 2 - Humans only. Animals might tide a vampire over in a pinch, but it's like cardboard - it'll sate the hunger for a time but has no nutritional value and you can't live on it.

50 Vp - Tier 3 - Only the opposite sex will do.

50 Vp - Tier 4 - Virgins only. You pedo.

100 Vp - Impure Blood - Dead blood, either artificial or from corpses, is poisonous to vampires. It doesn't matter whether they eat it or are injected with it, it'll leave them weak as a baby. Depending on the dosage it may even knock them out for up to 24 hours.

Blood Starvation

This enhances the effect of Bloodlust. Tiers mutually exclusive.

25 Vp - Tier 1 - If vampires don't get their daily dose of blood, it's like skipping a meal - they gradually get hungrier, weaker, more desperate and more unrestrained the longer they go without.

100 Vp - Tier 2 - Desiccation. Vampires must have blood every day or begin to grow weak and desiccate, eventually becoming a dried out corpse incapable of moving until fresh blood is consumed.

200 Vp - Tier 3 - Decay. The only thing stopping a vampire from rotting away is their daily dose of blood. If they go too long without their body will begin to rot away around them, eventually killing them, permanently.

100 Vp - Werewolf Bite - Looks like vampires aren't the only supernatural species in this world and for some reason, the bite of a were-creature is fatal to vampire kind. Personally I blame the furies. Doesn't matter if they are in human or animal form.

Bloodline bound

Each tier is an independant purchase. Tiers can stack, but higher tiers do not include lower tiers.

25 Vp - Tier 0 - A sire has the ability to exert their powers upon those of their bloodline that they have sired down to the last child in their sire line at will.

50 Vp - Tier 1 - Killing a vampire sire will cure anyone they have turned, and anyone those they have turned have turned, right down to the end of that vampire's bloodline, making them human again..

200 Vp - Tier 2 - Killing a vampire sire will kill all of their sired bloodline in the same way.

100 Vp - Tier 3 - Vampires can't kill each other.

50 Vp - Bonds of Blood - Younger vampires are forced to obey those who are older than them in a direct line of succession i.e. child obeys sire - sire obeys grandsire - childe obeys grandsire etc. child does not obey sire's brethren or grandsire's brethren.

100 Vp - Extra flammable - Basically vampires are a pile of tinder doused in petrol. Once open flame touches them, they turn into a human torch but with more screaming and dying.

100 Vp - Decapitation - Cut off the head and the body dies. Pretty straightforward really. I advise avoiding France between 1890 and 1980 - they got a little guillotine happy for a while there.

No reflection

Higher tier includes lower tier effect. Non stackable. Reducing or increasing tier of existing No reflection flaw only grants/costs 25Vp.

25 Vp - Tier 1 - Reflective surfaces do not show a vampire's image, including their accoutrements. You might want to consider getting a personal assistant for grooming and style purposes. Or just take lots of selfies, you narcissist.

50 Vp - Tier 2 - A vampire's image cannot be recorded by imaging equipment such as cameras.

Ash in your mouth

Higher tier includes lower tier effect. Non stackable. Reducing or increasing tier of existing Ash in your mouth flaw only grants/costs 25Vp.

25 Vp - Tier 1 - Vampires cannot derive any sustenance from food and drink other than blood (or whatever your type of vampire feeds on). It all tastes bland and flavourless, sitting in your belly like a lead weight dragging you down.

50 Vp - Tier 2 - A vampire's body cannot process any food or drink other than blood (or whatever your type of vampire feeds on), Anything they eat or drink will be forcibly expelled, along with a healthy dose of blood to carry it along.

50 Vp - Sensory Deprivation - Physical sensation is lesser. Everything feels about the same temperature, unless it's hot enough to burn or cold enough to freeze and then it

just hurts. Pain remains the same, undulled. Say goodbye to physical satisfaction, only the most intense of sensations will give any kind of variable feedback.

Exsanguination

Mutually exclusive.

75 Vp - Tier 1 - If a vampire has their blood drained completely they will turn to stone. They may recover if they are supplied with sufficient blood.

100 Vp - Tier 2 - If a vampire has their blood drained completely they will die.

The Cure

Higher tier includes lower tier effect. Non stackable. Reducing or increasing tier of existing The Cure flaw only grants/costs 25Vp.

25 Vp - Tier 1 - For those who have yet to complete their transformation into a vampire, there is a way to reverse the process - turning them into normal humans once more.

50 Vp - Tier 2 - Any vampire can be turned back into a human given the correct method is applied.

Unique Weakness

Higher tier includes lower tier effect. Non stackable. Reducing or increasing tier of existing Unique Weakness flaw only grants/costs 25Vp.

Your type of vampire has a special weakness. Maybe it's a special kind of herb. Maybe it's children's laughter. Perhaps it's a magic item or the common cold. Whatever it is, it works to do the following. You cannot choose an existing weakness granted by another flaw as a Unique Weakness.

50 Vp - Tier 1 - Those who have it on their person are immune to vampiric abilities.

75 Vp - Tier 2 - It can be used to suppress vampiric abilities if it is used on a vampire directly. Optionally - causes pain and/or physical weakness.

100 Vp - Tier 3 - It can kill vampires.

XX Vp - Negative Variant Strain - For every 25Vp taken on Negative Variant Strain, you may multiply the probability of a new vampire gaining an ability by 0.1. For instance, for +75Vp for Negative Variant Strain and -200Vp for Teleport (a total cost of 125Vp), you can grant the vampire species the ability to teleport, but make it an ability that only appears in one out of every thousand vampires. This probability applies to you as well. Use a random number generator to decide if you acquire the

relevant ability should you become a vampire of the race you built. These probabilities also apply to anyone you turn, regardless of whether you possess the Ability or not. You cannot take Negative Variant Strain for an ability targeted by Variant Strain or vice versa. Negative Variant Strain cannot exceed the Vp value of the Ability it targets.

Perks

Normal Guy

100 CP - Action Adjacent

You have a talent for slipping into the background, of going unnoticed by the movers and shakers, of being slightly to the left of ground zero when the shit goes down. It's nothing supernatural, more of a skill at reading a situation, getting a feel for the undercurrents and knowing where to stand so that when the dust settles, you haven't been dragged into the mess. Unless you want to be. It's not foolproof, but it'll keep you out of trouble as long as you don't go sticking your nose in too deep. Certainly it makes you less likely to fall prey to a random act of malevolence.

200 CP - When I Think About It That Way

Your normal, mundane problems don't seem that bad. You could be incapable of going out in the sun after all. You could be forced to drink the blood of the living. As a result of this realisation, you'll never be upset or dissatisfied with yourself, your life or your living conditions. After all, there's always someone doing worse and persevering. Yes, even then. This won't prevent you from seeking to improve your situation if you want, but it won't be a weight on your mind anymore. This kind of perspective also allows you to ground yourself, never losing the ability to relate to the problems and lives of others.

400 CP - Trustworthy Stranger

Somehow you manage to slot yourself into people's lives as though you always belonged there. From the moment you first touch base, people will be inviting you to social gatherings, give you jobs or a place to stay, unloading their problems in your ear, and revealing their secrets to you with barely a hint of restraint. People will

naturally invite you into their confidence and vouch for you to others after only a few short days and be more than willing to help you slip into places with restricted access or look the other way to your benefit if you talk fast enough - all without even knowing your name. I guess you just have a trustworthy face.

600 CP - Willful Ignorance

Isn't it strange how people who live in a supernatural world somehow manage to remain completely unaware of all the strangeness going on around them? I've even seen people so embroiled in their smartphones and music that they can walk across a busy freeway or over a battlefield while remaining none the wiser. So long as you deliberately ignore events going on around you and act as though everything is normal, just going about your business - somehow fate will conspire to prevent those ignored events from happening to you. As far as you are concerned it will be as though those events really aren't happening at all - except for the aftermath.

Hunter

100 CP - The Basics

You are a skilled fighter and hunter, with the equivalent of a few years experience hunting and killing the vampires of this world. You think quickly on your feet, can keep a cool head in dangerous situations and you've been blooded, no longer fooled, deterred or forced to hesitate by the human faces of your monstrous prey.

200 CP - Of Steel

You need a strong will and stomach in this business. Luckily enough, you've got an abundance of both. You have a tremendous resistance to pain and unwanted mental influence, as well as the resilience necessary to pick yourself up and continue on, even after your partners or loved ones have been taken by the beasts you hunt. It might become overwhelming, some nights, but there is no trauma you cannot recover from given time.

400 CP - The Boss

The thing about being a Hunter is that you are always punching above your weight class. One person standing alone against the denizens of the night. Usually. Luckily, you have a talent for leadership, able to gather like minded individuals with the right kind of mindset and skills to construct and run an organisation to meet your goals, one that might just win back the night. It doesn't matter if its logistics, recruitment, training, making connections or sheer force of personality and aura of badassdom - you have what it takes to be the Boss of a Hunter organisation.

600 CP - Chosen One

A regular human can't hope to stand toe to toe against a vampire and win. That's where you come in. You have been empowered with the ability to harm immortal beings as though they were mortal creatures.

Fledgeling

100 CP - Just go with it

You adapt extremely well to new information and circumstances, rolling with the punches and hitting the ground running. Being suddenly unable to walk in daylight anymore, along with a burning thirst for the life's blood of everyone who know and love? Give you a few minutes and you'll be right back on track.

200 CP - It's good to be bad

What is it they say? Evil is sexy. And where you are concerned it's absolutely true. You simply ooze with raw sensual sexuality that has prey, I mean, prospective partners, practically throwing themselves at you.

400 CP - Redeemed

Somehow, no matter how bad people know you are or how evil your misdeeds and betrayals, people will always believe in your better nature and go to bat for you, making any manner of excuses for your bad behaviour and past sins. You'd have to work hard to convince them that you really aren't capable of being redeemed. As far as you might fall there is always a way to work your way back.

600 CP - Eating your way to greatness

With every time you feed (beyond what is necessary to sustain you) your abilities will grow slightly more powerful. Minutely. Practically unnoticeably.

Elder

100 CP - Sophisticated

You are an eloquent and erudite individual of the highest class, able to move through high society like a fish through water, never out of place at a soiree, with a silver tongue, an impeccable eye for quality, and a style all your own. The very essence of sophistication. If there were a picture in the dictionary next to the word, it would be you sitting in front of a grand fireplace with a book at your side, a glass of red wine in hand and a friend sitting across from you discussing the finer points of philosophy.

200 CP - With the times

There are some that don't take well to immortality and life eternal. You are not one of them. You have adapted perfectly to your endless existence, never losing your passion or love of life to time. Everything will be just as interesting as the first time you encountered it, adapting to new cultures and ideas will never become difficult and you could spend a hundred years sealed in a tomb, with nothing but your own thoughts as company, only to emerge refreshed and ready to take on the world. You needn't worry about the fog of time either, as your memory is beyond the reach of entropy as well. Truly, you have mastered eternity.

400 CP - Out of practice

Living forever can get kind of boring if you don't find ways to amuse yourself. Unfortunately, this means old skills can get rusty as you move on to new pursuits. Not so for you. No matter how long you allow a skill to lie fallow, your mastery will never fade and your skills will always be fresh to hand.

600 CP - The Man Behind The Curtain

You've been around for a long time and you've learned a lot about how people work as you went, on the macro and micro scale. You are the very definition of a shadowy chessmaster. Getting towns, corporations or governments to dance on your strings is just as easy as bending select individuals to your will.

You have a certain affinity for public opinion, information and the suppression thereof too. If any government knew you existed, they'd be falling over themselves to get you on board for your sheer talent at covering things up and getting people to accept the purest bullshit explanations for supernatural happenings.

Items

Normal Guy

100 CP - Vamp-away

An off-brand can of mace. Strangely enough, it never seems to run empty. It also burns and repels supernatural creatures sprayed with it. Tends to only be effective for a short time.

200 CP - Tourist Traps

A box of brochures and guide maps denoting supernatural hotspots, hauntings, creepy places to visit, bars, graveyards, nightclubs, and other locations associated with the supernatural. The brochures, guidebooks, and maps in the box always seem to be for the local area or an area you are planning to travel to, no matter where you happen to be. It's strange, but you get the feeling that the outlandish claims contained within their pages are all true.

400 CP - The Bar

The local hangout. A quiet bar with a select clientele, open all hours. A perfect place to gather information from the local movers and shakers, the workers act as your personal information brokers and always know just a little more than they should,

information that they are happy to provide upon request. Follows you jump to jump - they can be found in any city you travel to and always have your favourite libation on hand. Comes with an apartment upstairs.

Hunter

100 CP - The Hurt Locker

A weapons chest made to fit in the trunk of a car, filled to the brim with all the tools necessary to bring the pain. Crossbows, guns, bullets, silver, knives, salt, holy symbols, magic sigils, machetes, herbs. If you need a tool to hunt something supernatural, you can find it in this trunk. Somehow always has room to store your tools of the trade.

200 CP - Vampyre

A book - written by Hunters, for Hunters. This book contains everything you need to know about tracking and killing vampires, including all of their abilities and specific notable members of the vampire race - as well as any other supernatural species you might encounter. On future jumps the book will gain more entries filled with similar knowledge about the local supernatural species, if any exists. Never runs out of pages or gets any thicker than your standard ancient tome. Comes with a magical index to find what you are looking for.

400 CP - The Safehouses

A collection of safehouses - each of them a defensible, well stocked hideout to retreat to when necessary. Nobody but you can find them without your guidance, willing or otherwise. You'll have one in each major city, and a few scattered across the countryside. Should you manage to enter the safehouse without any pursuers noticing you, then you won't be found by any means until you decide to leave the safehouse.

Fledgling

100 CP - The Substitute

A cooler containing an infinite supply of human blood - in IV-bags - of whatever mundane variety you desire at the time of opening. Comes at whatever temperature you desire as well.

200 CP - Death Certificate, Birth Certificate

A cardboard box containing a very official set of documents that proves beyond a shadow of a doubt that you are dead. And that you have been born. All you need to do is fill them out and post them in the attached envelope (conveniently pre-addressed to the correct department) and within six to eight working days you (or whoever the documents refer to) will be declared legally dead. Or legally alive, with appropriate records backdated and edited to match (you can expect your new documentation to arrive within fourteen to twenty-eight working days). Absolutely perfect for the immortal on the go in need of a change of identity. Much easier than faking a plane crash and identity theft. The box never seems to run empty and the documents inside always match your desired location.

400 CP - The Conveyance

A personal transport vehicle of a make and model of your choosing, always in perfect condition with a full tank of whatever it runs on. If it should be damaged, lost, stolen, or destroyed it will make its way back to you within 24 hours as good as new, the keys appearing in your pocket.

Elder

100 CP - The Coffin

A stylishly decorated coffin. Supremely comfortable. Also extremely safe - fireproof, and almost impossible for anyone other than yourself to open or move without your permission.

200 CP - The Talisman

This item is a symbol, a mark for those in the know that you are a member of a select and exclusive group. Sometimes a signet ring, a necklace, an earring, a set of cufflinks, or a tattoo - whatever form you choose to have it take, this Talisman allows you membership and access to locations, connections, and services reserved for secret societies and their ilk. The Illuminati, The Masons, The Masquerade, The

Brotherhood of Immortals, the Mob - all of these doors and more now open to you as a member in good standing.

400 CP - The Castle

What kind of elder vampire would you be without an enormous castle? Doesn't need to actually be a castle. Can be a mansion, or a fort or some similar kind of large domicile. Comes with a cadre of loyal servants that tend to the house and grounds, providing or acquiring anything within their (normal human) ability upon their master's (your) behest.

The Castle and its servants follow you to future jumps, appearing in a place of your choosing.

Companions

50 CP- Import - You may import companions for 50cp each. They gain 600cp to spend. They do not get to use the Vampire Builder. They may be a vampire of the type you have constructed using the Vampire Builder.

200 CP - Mass Import - You may import up to eight companions. They gain 600cp to spend. They do not get to use the Vampire Builder. They may be a vampire of the type you have constructed using the Vampire Builder.

100 CP - The Normal - Just a regular person. They come with Action Adjacent, When I think About it That Way, and Trustworthy Stranger. They also own and run The Bar.

100 CP - A Skilled Hunter - A bonafide badass who has dedicated their life to hunting evil vampires. Comes with The Basics, Of Steel, The Boss, and The Safehouses.

200 CP - A Fresh Fledgeling - A vampire newly turned and yet to come to grips with their own nature. If you are an Elder, this person is your child and responsibility.

They are of the same vampire race as you purchased or built using the Vampire Builder

400 CP- A Wise Elder - An ancient and wise vampire of great power and influence. They have the entire Elder line of Perks and are of the same vampire race as you purchased or built using the Vampire Builder. If you are an Elder or Fledgeling, this person is your sire or mentor.

Drawbacks

o CP - Down the Long Years

Your stay here has been extended from ten years to one thousand. Try to keep yourself occupied.

o CP - Supplement Mode

You may use this jump as an additional supplement when jumping another non-gauntlet jump. Use location and age settings from the jump being supplemented. You may not transfer or spend CP from the jump being supplemented on this supplement or vice versa.

100 CP - ANGST

Truly, a product of the modern generation. Though, such tales of tragedy aren't a non-entity in the older tales. Regardless, during your time here, you'll be unavoidably depressed about your life and circumstances. And everything really.

100 CP - Wherefore Art Thou?

You haven't adapted well to the times. Or perhaps you only just woke up from a long sleep? Regardless, you speak in an incredibly pretentious, illegible, archaic manner that makes conversing with anyone rather difficult.

100 CP - I'm a vegetarian

Who ever heard of a vegetarian vampire? That's right, nobody. Much like pretentious vegans who will only drink cafe-bullcrapachino and only eat food with the letter e in it, you now have some very specific but highly unnecessary eating habits. In the case of vampires, this means that you drink only Bloody Marys and tomato juice, and only eat vegans. For the rest of you, you are the vegans.

200 CP - In your Head

When you came to this world, something inside of you changed. There's a part of yourself that isn't under your control. Maybe it's some kind of devil on your shoulder, whispering dark temptations to drag you down the wrong path. Maybe it's a demon sealed inside you waiting till the moment you feel true happiness to take over your body and have its fun. Maybe it's your own darker nature, unfettered by a conscience, chomping at the bit to be unleashed. Whatever the case, the second you let your guard down, it will take over your body and be unleashed on this world with all of your powers at its disposal. It is possible to wrest back control given external assistance or sufficient willpower.

200 CP - Eternal Child

Listen shrimp, you can't be in here. This is place is adults only, capice? Where are your parents? What? What do you mean you are an adult? You can't be more than ten years old if you're a day. Now scam and quit bothering me. No matter how old you really are or how long you stay in this world you will always have the appearance and stature of a pre-pubescent child. This does not extend your lifespan or grant any other effects.

200 CP - Sparklepire

Whenever the slightest bit of light touches your skin you light up like a bedazzled stripper festooned in christmas lights. For some reason this attracts broody teenagers with no personality - whether you have sparkled at them or not - who will spend their time cockblocking you, staring at you broodingly from a distance, stalking you, and wrecking your possessions in attempts to show affection when you're not looking. If you aren't careful, their obsession could turn deadly. Good luck dealing with that nonsense.

300 CP - Hunger

The insatiable hunger is one of the truest curses of vampirism. One that you now hold. Regardless of whether or not you're a vampire, you will be cursed with a powerful hunger, a thirst that can't be quenched. Regardless of your willpower, if you don't gorge yourself on a regular basis you will fall into a frenzy that will leave a trail of corpses in your wake as you devour your way through the local population in a spree that could last weeks at a time. You won't be gentle or kind. I hope you have a way to take back any acts committed in this state.

300 CP - Documented

You're famous! Sorta. Some idiot had the great idea to create a documentary series about you and your adventures in this world. Like an idiot, in a moment of weakness, you agreed. Now you have someone following you everywhere you go, recording everything you do for public consumption and a group of managers who run around making sure there is always plenty of trouble and drama heading your way to keep the public entertained.

300 CP - Powerless

All of your powers, perks and abilities from prior jumps have been sealed for the duration of your time here.

600 CP - The First

It's not exactly clear *why*, but the First Vampire, whoever they may be, has decided you are a threat that must be eliminated at all costs. They have the Bonds of Blood perk and its effects are absolute. Every vampire in the world is descended from this monstrosity, so every vampire in the world will try their hardest to kill you. The First's abilities are at the very apex of their species, far and beyond the strongest of their kind. They will not rest until you or they dead. And perhaps even death will not be enough to hold them. Who knows?

Choices

Stay Here - Enjoy feeding on the innocent? Or perhaps you've been enjoying yourself hunting down some monsters? Well, if you've found a home here, who am I to judge? Enjoy your retirement.

Go Home - Had enough of the supernatural huh? Time to go home and rest your weary head in the land of mundane happenings. Don't worry, you can keep all your stuff and the abilities you have acquired during your journey.

Move On - Oh, you haven't had enough yet? Well then, let's not waste any time. There's countless worlds left to visit, each with an adventure all their own waiting just for you.

Notes

The math of Sustainable Feeding - Vampires require approximately one half pint of blood per day (250ml to be exact) - or equivalent of whatever they feed on. It takes up to 3 weeks for the victim to replenish what is lost in this feeding process. Repeated feeding from the same individual in excessive amounts without accounting for this regeneration time will fuck them up or kill them, unless you have some ability to heal them or force their recovery to accelerate. For sustainable feeding you need a supply of $4 \times 7 = 28$ blood donors to serve a single vampire as food supply indefinitely. If you want to substitute animal blood you are going to need to find a butcher willing to sell you the blood (illegal in some countries) or raise your own cattle/buy your own butcher store. The same recovery times apply to all Feeding Habits.

On world setting - This world is THE generic vampire world. Any and all varieties of vampire that you desire to exist in this world can do so, or only your specifically designed breed. Everyone could manifest with their own unique vampire traits if that is what you want. This could be a world made entirely of cannibalistic vampires where humans are the rarest most carefully guarded delicacy. This could be world of Vampire: Final Solution (not an actual thing) where humans are cloned then grown in giant plastic vacuum sealed blood bags hung by the hundreds in warehouses to be drained of blood constantly as food supply, with free range humans treated as the

equivalent of free range eggs, or your standard vampires hiding from common people and maintaining the masquerade at all costs. It could be high fantasy with elves and orks or gritty cyberpunk (also with elves and orks, if you like). Point is, go nuts. Only your purchased vampire race is backed by Jumpchan however, so keep that in mind.