

The First Jump

The world has been plagued by vampires for 1,500 years. Originating in a small, unnamed village in Romania by a witch wanting to protect her children from an angry mob, only succeeding with her oldest, her son Alexander Acros. Her spell turned him into the titular First Vampire, an immortal creature capable of impossible strength and speed with an ever-present thirst for blood. Over the centuries, there have been hundreds (if not thousands) of these creatures of the night that have tormented the much more fragile human population in the shadows, much to the dismay of Alexander himself (who delights in killing his own kind to stop them). You will be here for at least 10 years, so take these **1,000cp** to help you survive. By default, you will arrive a few hours before a group of vampires run afoul of Alexander.

Starting Location

Roll a **1d8** to determine where you start, otherwise pay **50 CP** to choose your Starting Location.

1. **Romanian Village (Ages Past drawback required):** The place where it all began, you start next to the house of the Acros family.
2. **Mountain Village, Alaska:** A small, quaint town that's about to come to a tragic, bloody end.
3. **Seattle, Washington:** The location of a vile Coven of vampires.
4. **Free Choice:** You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.

By default your gender is whatever you were previously.

It is **50 CP** each to freely choose your own age or gender.

Origin

Average Joe/Jane (Drop-In): You are exactly that, an unassuming civilian, just a random face in the crowd. Hope you get some perks to avoid becoming a human juice-box.

Hunter [100]: You have suffered tremendous loss at the hands of vampires and ever since, you swore that you would kill them all. You're no poser either, you've had some success. But beware, you are ALWAYS at risk of either death or worse, turning.

Vampire [200-600]: You are what plagues the world from dusk until dawn, an immortal creature of the night, a vampire. You are impossibly fast (your movements are a blur at most to humans) and strong (smash through walls, tear limbs off and fling an overweight man into a wall from across a large room hard enough to shatter his bones with one hand) and can heal from most injuries at an astonishing pace, even dismemberment (for the most part anyway). Even if you get hit, you are far more durable and you have a much greater pain tolerance (though you can still experience sensations such as sexual pleasure without issue). Your senses stretch for miles and you can see in the dark as though it were day. You don't even need to breathe to live, though it will be more comfortable. Best of all, this is just the start. For you become more powerful the older you get. This isn't all sunshine and rainbows, though. You do have some severe weaknesses, most notably the aforementioned sunshine (under which you will roast until you burst into flame), a stake (or *any* wood, really) through the heart and Werewolf Venom. There's also just plain heart extraction and decapitation. You also have heightened emotions (like a TVD vampire). But more than any of that, you have an ever present thirst for blood (though you can still enjoy human food even if you can't gain any sustenance from it). It doesn't matter if it's from animals or humans, though human blood tastes *so much better*. You can be identified by your pale skin, an ever-present blood red limbal ring around your irises (your irises turn blood red when you are feeding or enraged), and a set of razor-sharp, retractable fangs formed from your upper canines and lateral incisors. You are cold to the touch as you do not produce any body heat of your own. If you want to turn anyone, you just need to bite them, but let them live. The venom in your mouth will work its way through the soon-to-be vamp's body, causing waves of burning, excruciating pain as the body tries to fight it as it would any other infection (the gums even bleed as the fangs first sprout). This agony persists until the venom causes the body to shut down and die, waking anew as a member of the undead. This process takes place over the course of 24 hours after being bitten. Once awake they must drain a person (or animal) of all its blood, or the new vamp dies within 24 more hours. The base **200cp** version of this assumes you have been turned no more than a century ago, you're what's called a youngling. If you want more power and authority, you can purchase this again for a total of **600cp** to be an Elder. For the second purchase you are around 800 years old, just over half as old as vampirism itself and *vastly* stronger than a youngling. Which is impressive considering Alexander Acros has a habit of killing most vampires he meets, so it is rare for a vampire to even be this old (670 is considered ancient). With this, by virtue of your age and experience, you are fit to lead a Coven of your own. This option opens up the Ages Past drawback.

Perks

Hunter

Loremaster [100, Free for Hunter]: You have studied up on all known vampire lore and rules and have successfully deduced (likely through trial and error) which ones are true, and which are bullshit.

Carpentry [200, Discounted for Hunter]: You are now really good at making things like wooden stakes, wooden crossbow bolts, wooden tipped bullets etc.

Prep-Time [400, Discounted for Hunter]: You are now a master at planning and preparation. You're able to scope the Coven without being noticed, set traps while the vamps are asleep, pick the best sniper post, etc. You even know the best time to strike. Basically while you are always going to be the underdog, you know all the best ways to gain the advantage and kill at least a couple of vampires before they even realize what's happened.

Close Quarters Combat [600, Discounted for Hunter]: You are as unbeatable up close as any human could possibly be. I really wouldn't recommend getting up close and personal with vampires, but now you won't be *completely* helpless if they get arrogant and start toying with you. Though if it gets to that point, you've already screwed up and are likely to die painfully.

Marksman [800, Discounted for Hunter]: You are a damn near perfect marksman. You can even nail a speeding vampire in the heart from 4,000 meters away (2.485485 miles).

Vampire

Intimidation [100, Free for Vampire]: You are a master at instilling fear in your prey. Just by flashing your crimson eyes and razor-sharp fangs, you will have them begging for their lives. For Elders, this also extends to the younglings in your Coven. For The Second, this even extends to Elders.

Control [200, Discounted for Vampire, Free with Elder purchase]: You have fully mastered your vampiric powers and can use them with absolute precision.

Conquered Bloodlust [400, Discounted for Vampire]: You are not ruled by your hunger. While you still (and always will) need blood to live as humans need food and water, you are not dominated by this need and can act normal in a crowd of people (even if all of them get cut and are bleeding). You would have to be *starving* to lose your composure.

Inhuman Skill [600, Discounted for Vampire, Discounted Again with Elder purchase]: This is essentially where you take Close Quarters Combat and Marksman, combine them, and inject them with steroids. You are a one man (monster) army, a damn near perfect killing machine. This is the result of your hunting and battle experience in your (possible) centuries of unlife. It would take a vampire even older, stronger, and more experienced than you to take you down. And even then, you're not going out without a fight.

The Second [800, Requires Elder purchase]: Going all in are you? With this perk, you are not only a mere Elder vampire, but one of the progenitors of your race. You replace the sibling (by default his sister, but this changes to brother if you're a guy) of Alexander Acros and are now the second vampire in existence, your mother having succeeded in saving you both with her immortality spell. Like Alexander, you are the absolute pinnacle of vampiric power and have none of the weaknesses (except for Werewolf Venom, though it's not going to kill you), as they were the result of vampirism being diluted from the source. You can even go without blood for months without dying. Though you will suffer through an ever increasing hunger that even Conquered Bloodlust will struggle to contain if you do this. Also, like him, you have the ability to manipulate mortals through entrancement, which is basically TVD style compulsion (something no other vampire besides Alexander can do). No, you cannot entrance vampires. You can, however, feed on vampires for sustenance as well as humans or animals. If you want to, you can stay awake for a few days without tiring and are not blinded by the daylight. And rather than red limbal rings that spread to your irises, you instead have normal limbal rings and your eyes just turn solid black when feeding or enraged. You are truly at the top of the food chain now, there is no one above you and you only have one true rival.

Items

Hunter

Stakes [100, Free for Hunter]: You have a fresh supply of 20 wooden stakes.

Crossbow and Bolts [200, Discounted for Hunter]: You have a crossbow and 50 wooden bolts.

Guns and Wood-tipped Bullets [400, Discounted for Hunter]: You have various guns (1 must be a sniper rifle, 1 must be an assault rifle, 1 must be a shotgun, 1 must be a handgun), all coming equipped with wooden ammo.

Armored Vehicle [600, Discounted for Hunter]: It won't help much, but it's better than nothing. You have a truck with reinforced plating and bulletproof windows. Comes with a mounted gun loaded up with, you guessed it, wooden rounds.

Base of Operations [800, Discounted for Hunter]: You have a secret, secure base from which to conduct your hunt. This comes with everything you would need to track bloodsuckers down and keep information organized, a woodworking station to make weapons and ammo (infinite wood and tools never break), and every entrance has a boobytrap of some kind that's designed to kill vamps that are trying to get in. The size of this hideout depends on whether or not this is a solo-operation (which would be a stupid idea by the way). Post-jump this can be added to your warehouse.

Vampire

Journal [100, Free for Vampire]: You now have a journal to write your life story in. Every time you fill one, a new volume will be delivered the next day (by a mail courier who legally doesn't exist, and whose body disappears if you drain them).

Kindle Tablet [200, Discounted for Vampire]: You have a Kindle tablet or some other kind of mobile device that always has wifi coverage and never runs out of power. If it gets broken, you will be given a replacement the next day (same deal as the Journal).

Blood Bags [400, Discounted for Vampire]: You have a cooler with an infinite supply of blood. It won't taste as good as fresh blood, but now you won't starve.

Lair [600, Discounted for Vampire]: You now have a place to rest your head for the day. It has no windows so the inside is protected from the sun. It also comes with a nice, very comfortable coffin ('cause it's classic) for you and anyone else you live with. You even have a set of rooms and beds for any human thralls (the living feeding-slaves of vampires) you might abduct. The size depends on whether you are in a Coven or not.

Immortality Spell [800-1,000]: You have no idea how valuable this actually is. I shouldn't even be giving you this, but yes this is indeed the same spell that was used on Alexander Acros (and you if you took The Second). This is obviously too important to put on the page (just think about what would happen if the wrong people got hold of this), so instead I will just plant the spell into your mind directly. If you're human, you will be a witch that somehow learned this spell (costing you a measly **800cp**). But if you're a vampire, then by some cosmic fluke you can cast this one spell only (costing **1,000cp**). Don't get any ideas about upgrading yourself though, you can only cast this on others.

Companions

Canon Companion: So you want to take any other existing character from this world. Well then this option is for you. If you can convince them that is.

Partners [100, Restricted to Hunter]: You now have a couple of other hunters fighting with you. They share perks and items and have a budget of **600cp**. If you have The Crew, they are your Lieutenants.

Patron/Matron [100-200, Requires Elder purchase]: You have at least one Elder vampire as your subordinate. Although they are an elder, they are younger and weaker than you (600 at most). If you have The Coven, they are your Patron (or Matron if female) and also have total authority over the younglings (answering only to you, as the head Elder). The younglings will refer to them as either Father or Mother (You will simply be called Elder). If you only have one, it's **100cp**. But if you want the full set (two), it's **200cp**. They share perks and items and have a budget of **600cp**.

Followers

The Crew [400-800, Restricted to Hunter]: You have a crew of about 200 moderately skilled and experienced hunters fighting with you. For an extra **400cp**, I'll double it to 400.

The Coven [400-800, Requires Elder purchase]: You are now the leader of a moderately large coven of vampires. They are nothing remarkable, just a bunch of younglings (the oldest being 100 years old at most). The base **400cp** version of this gives you 300 younglings. But if you fork over an extra **400**, I'll double it to 600.

Drawbacks

Self-Insert [+0]: So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like. If you want to be Alexander Acros himself, you need to purchase The Second.

Plot is King [+0]: You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Supplement Mode [+0]: Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Extended Stay [+100]: For each purchase of this your time here is extended 10 years.

Lockdown [+600]: You have no **Out Of Context** items, powers, or warehouse.

Ages Past [+800]: You now start at the beginning, the night it all began, the night Alexander became the first vampire and lost his family to an angry mob out on a witch hunt (that just so happened to be correct this time). You are free to spend your entire 10 years here, or you can take Extended Stay to wait your way back to modern day.