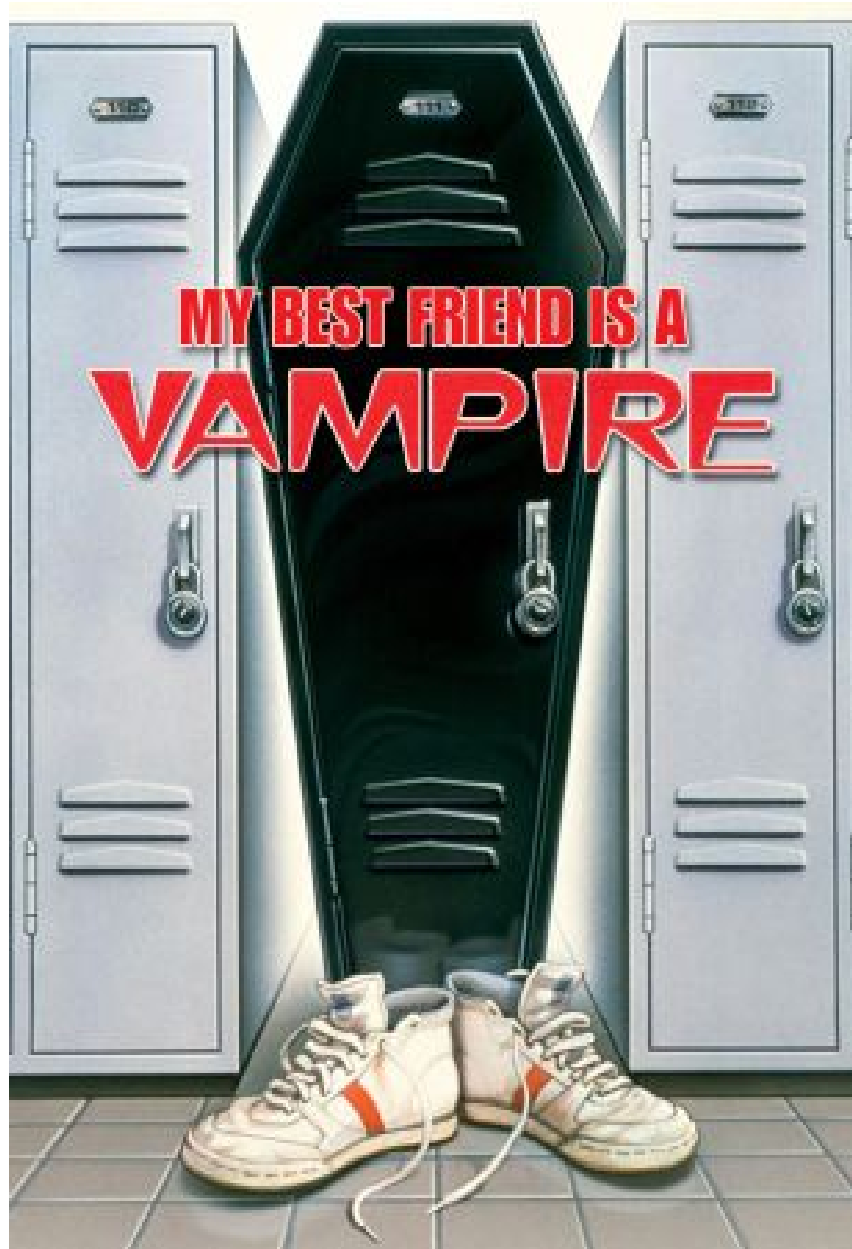


# My Best Friend is a Vampire



Welcome Jumper. Today you find yourself somewhere in the suburban United States. Where exactly? One cannot say. It could be any town, in any city, and though things might seem ordinary at first glance; everything is not as it appears. There are less than human creatures lurking about just under the nose of normal society. I am, of course, talking about; living vampires! These entities go undetected in their quest to find fresh blood, but they aren't the only thing wondering about. Some vampire hunters, a werewolf or two, maybe even a mummy! It is the perfect trip to take for some 80's teen movie shenanigans! Go to school, get a job, find love. Do you think you have what it takes to survive until the new millennia without getting bitten? Well, unless of course, that is what you want. : ) Here's +1000cp You will be here for the 6 months barring any drawbacks.

**Drop-in.**

A regular ol' guy or gal dropped into the wacky hijinks of vampires and vampire hunters. Perhaps your best friend is a vampire, but the hunters think it's you! What a wacky mistake that would be...

**Vampire Hunter.**

The vampire hunter is a moral, but sometimes misguided warrior who will go out of their way to seek and destroy the vampire population at all costs. With a multitude of holy relics and weapons at their disposal, they are not to be taken lightly.

**Living Vampire.**

They might drink blood, not cast a reflection, and have some sun sensitivity, but apart from that you wouldn't be able to tell these vampires apart from your average human. Surviving off of pigs' blood, the living vampire is just trying to go about their life in a world that refuses to understand them. For every decade of life, you only age a single year, giving you decades of knowledge and experience over regular humans.

# Age/Gender/Location

## **Apparent age-1d20+10**

Apparent age is how old you look to the public at large. For regular humans, this is your actual age.

## **Location**

You may choose any town or city in the USA

## **Gender**

Your gender remains the same as previously. Change for 50cp.

# Perks

[100cp] is free to matching origin, and the rest 50% discounted.

# General

## **Band Geek [100cp]**

Whatever the instrument, you know how to rock it and rock it hard! Whether it is at the halftime show, a crowded punk rock club, or center stage. Your skill is up there with the greats Elvis, Marty Robbins, Charlie Daniels ect. From Apocalyptica to DMX you can do it all. This also includes songwriting and singing in addition to skills with all musical instruments and paraphernalia.

### **Vampire Armageddon [100cp]**

There is the supplement toggle for those who want to add this to another jump. This however allows you to add this to a setting that doesn't have a jump. All it requires is the appearance of humans in that setting. This can also allow you to go to fanfic/headcanon or made up settings. Does allow the visiting of settings that have a gauntlet though you don't get access to that doc. Also grants access to the General Perk DLC.

### **Don't Worry, Everything's Fine [200cp]**

A little smooth talking, some dishonesty, and it is apparent you know how to convince almost anybody that everything is A-Okay. Your teacher, your parents, your boss. They are none the wiser.

### **Supernatural BFF [200cp]**

You might have dropped in, but you have friends in high places. You're best friends with either a vampire or a vampire hunter. You grew up with them and are down for whatever comes. You might get dragged into their nonsense on occasion, but they always have your back when you're in trouble. This companion is automatically imported into future jumps and will not receive extra CP unless chosen explicitly as a **COMPANION** for that jump.

### **Weapons Training [400cp]**

Pick your favorite weapon A crossbow, a baseball bat, a knife, a gun or even something more exotic? Whether it is a sports game with your friends or a day at the range, your skill is at the very peak of what is possible for a human to achieve.

### **Inheritance [600cp]**

A vast inheritance consisting of a large amount of real estate that when rented keeps you in the top 1%, a tropical island in international waters and homes in 7 countries of your choice. These keep updates and changes. The Island will never be invaded nor can you be tried for anything that others would consider crimes there. Can choose where to place the island at the start of each jump or keep attached to the warehouse. This comes with all paperwork, backdated memories for the world and anything else to keep you out of trouble for this inheritance. Including employing people of your choice of personalities and genders to run the real estate business for you. These stick with the properties to run them for you and follow you jump to jump but cannot be companioned

It is staffed by employees that follow you from jump to jump and get a life's worth of memories and knowledge suited for each jump though they cannot affect the setting of the jump though they can recruit other employees. You may share perks and knowledge that applies to your types of businesses freely with your employees. You can incorporate this into any and all business ventures which will gain these benefits as well.

**Lady-Killer/Femme Fatale [100cp]**

You're the toast of the town, and quite proud of it. All the people of your preferred gender want to get with you. You might have a scandalous reputation, but that never matters when you have your date in the backseat of your car.

**I'm Not Scared! [200cp]**

Despite all the crazy stuff happening around you, you're able to keep your cool. You might get a little spooked here and there, but generally, your fear doesn't get in the way of your wacky hijinks.

**I'm Awake! [200cp]**

You only got 1 hours of sleep today? Only 3 this past week? No problem! You are quite adept at functioning with little to no sleep. Where others might crack, you continue in stride. You can bank the hours you sleep

**Peak Physique [400cp]**

You are at the height of physical prowess, and the athleticism you possess can rival that of a vampire, living or dead. I guess hitting the gym and eating your Wheaties has paid off, eh? Comes with perfect memory with indexing.

**Old Age [600cp]**

You don't have to worry about it any more. You will hit your prime and stay there and as time passes you will find yourself growing in all ways. Never will you have to worry about time dulling things as you will find your enjoyment of things on the billionth time just as much as the first, though you can toggle this as you desire.

# Vampire Hunter

## **Now I Gotcha' [100cp]**

You are a natural vampire hunter, and tracking is second nature to you. Even if they try to cover up their tracks, you will eventually find them and have them dealt with.

## **Incorruptible [200cp]**

Through your intense meditation and study, you've developed a resistance to the temptations of evil. Every time the dark side beckons, you're able to turn away from it in favor of what is good and righteous. Nothing, nothing whatsoever can corrupt you.

## **Underworld Knowledge [200cp]**

You don't need books or manuals, you run entirely off of instinct and street smarts. Every backstreet, nightclub, and dark forest is your home, and you take advantage of the people within to achieve your goals.

## **Sixth Sense [400cp]**

Your skill as a vampire hunter is unmatched, and you always know when even the most skilled or deceitful vampire is in your midst. Your uncanny ability to read situations and other people is the sole reason you kill so much and have lived so long. Never will you be ambushed such is your senses

## **Infamous Reputation [400cp]**

Your skills and brutality are so renowned that lesser vampires cower at the mere mentioning of your name. Around you, they keep their nose clean, and might even offer information about the bigger fish, so long as you promise not to crush them where they stand. In future jumps works against groups you choose.

## **Even Death Can Die [600cp]**

Even evil monstrosities have a heart, and as a vampire hunter, you have learned exactly where to aim. Every stake you plunge and every crossbow bolt you fire lands true. Hopefully, that will take care of the ravenous beasts. In future jumps you can kill anything from the Immortal to the Conceptual your Benefactor is excluded, It will not make such killings easy however, just possible for you. Should what you kill be required to keep reality going it will continue on just the same without any problems.

# Living Vampire

## **Flight [100cp]**

You can now move your body into the air and fly around as you please. Levitate, soar, float, do it all!! Just don't let people see you looking through their bedroom window at night. Ya perv. Lets you choose your personal direction of gravity.

## **Double Life [100cp]**

With vampires and vampire hunters lurking about, who knows what else is on the loose? It is a wonder that anybody manages a normal life, but you seem to make it work somehow. These external pressures don't affect your job or ability to perform in school. You are the master of your double life.

## **Super Strength [200cp]**

Your supernatural strength has grown beyond that of mortal men. You can lift victims with ease, and tiring work barely makes you break a sweat. Just try not to go overboard in public, will ya?

## **A Vampiric Mind [200cp]**

With such a long life ahead of you your mind is one of your most precious possessions. This allows you to have a mind fit for such a long life. Perfect retroactive memory, even things just glanced at or skimmed can be recalled with perfect clarity and indexing. As well as having the joys of life be constantly being fresh and joyful never dulling no matter how much you do them, nor will your memories and feelings for your loved ones ever dull. Much more can be done as well with minds your's and others, sealing memories is possible as well as inserting them, training others by inserting the memories of training and where the mind goes the body follows. Reading others' minds as they think is a simple feat.

## **Many Forms [400cp]**

You have the uncanny ability to shift your appearance into a multitude of animals. Vampire Hunters struggle to find you and your victims never see it coming until it is entirely too late. You can use multiple animal forms on the fly, but you may not choose animals far bigger in size than yourself. Works as the most comprehensive Alt-Form Blender.

### **Transmission [400cp]**

Vampirism here is basically a beneficial sexually transmitted disease so even without this you can pass it on by swapping your choice of bodily fluids. What this does besides making transmission optional is lets you pass along anything else you might want along with it. Be it perks, races, knowledge, skills, powers, memories whatever you desire at any level of strength up to your maximum. You may also add requirements and or conditions to access these in part or whole. Should someone break the conditions you may impose any kind of penalties you desire.

Yes this also includes this perk and passing things to your biological children.

And turning any other race or species into a living vampire and when entering a new setting allows you to become a vampire progenitor aka 1st vampire.

### **But You were Dead! [600cp]**

"I thought you were dead?" "Darling, I'm a vampire."

They killed you, but it only worked once. Burned, staked, shot through the heart, you can come back from it all! Once they kill your living vampire form, they then must kill your undead vampire form. Hopefully, you prepare better this time. As just being a 1 up is not worthy of a capstone the virus is slightly altered for you 1 instead of altering your aging from when you were bit your lifespan as a living vampire starts from when you were born and instead of 10 years per year it is 100 during which your growth is like the old age perk but only focused in the more magical and mental side rather than in all ways.

Allows you to come back to life once per jump. If you die once using this perk, you MUST take the drawback "Infernal Sun." Drawback fiat for this drawback only works this jump.



Origin-specific items can be bought at a discount if you take that origin 100cp are free instead of discounted. Consumable items will replenish weekly unless otherwise stated. Items keep changes and upgrades like can be imported in like ie weapons, vehicles, businesses



**Media [Free]**

A device containing a complete collection of your jumps in any style, rating, or language. Also has a digital access so you can hook up a computer or such. Allows for the beyond perfect conversion of any media to any other media. Turn your favorite fanfic into a movie, your favorite book into a massively open world VR game. Can be bought anytime from any jump.

**Any vehicle made up until 1987 [100cp]**

You can choose the make and model, and for 100cp she's yours! If you use this as a supplement you can choose *any* vehicle made up to your starting date.

**Infinite Gas and Vehicle Repair. [100cp]**

Maintenance of vehicle's is expensive, so is gas, but now you never need to worry about that!

**Hairstyle Set. (Consumable) [100cp]**

A hairstyle kit, 80's style! With it, you can change both the look and color of your hair. It's the 80's, so nothing matters more than style and loud colors! Even allows the impossible of running through a selection of colors. Wear the rainbow. Comes with recipe to make this at any technology level.

**Musical Instrument. [200cp] (Discount to [Free] with Band Geek.)**

Choose any musical instrument you are interested in and blast that bad boy. I can already see the fans lining up to hear you play!

**Deluxe RV [300cp]**

The best possible RV restocking amenities and food, completely solar powered, can drive itself, gunsmithing setup including restocking reloading bench, all terrain, all weapon proof, never gets a flat or runs out of hot water which is good as the master bathroom and bedroom is bigger on the inside and more at home in a billionaire's mansion. Great for a vampire on the go, or a vampire hunter on the prowl.

**Weapon [100cp]**

A free weapon that you chose in weapon training, this keeps any changes and upgrades and cannot be destroyed. The Looks and design are up to you. *Whip out that whip of liquid starlight.*

**Binoculars. [100cp]**

Great for spying on possible vampires or looking out for the local vampire hunter, but perhaps you just like to watch your sexy neighbor changing. Also comes with different vision modes, the more normal is low light and comic x-ray to see your choice level of nudes. The more exotic tells you what people are willing to do on a first date. And if they are kinkier than you.

**Library Card. [200cp]**

With this trusty little card, you have the ability to read up on any supernatural creature or phenomena. You know what they say, knowledge is power. In future jumps acts as an all-access card to any library.

**Haute Couture [200cp]**

You may have dropped in, but that doesn't mean you can't dress to the nines. This gets you a whole wardrobe of the finest in-style clothing. Updates with new outfits of the latest fashion once every month. You keep the older fashions. In time you will get a digital search function, you clothes horse, you.

**Traveler Insurance [400cp]**

Best possible you get all paperwork and memories backdated and can choose to retcon your history, businesses, organizations, and empire on an individual or group basis into any new reality or world/setting of any sort. Though, they will be beyond reproach and will not make any market or important changes until you take the helm. Also give basics needed to function such as language anti disease and knowledge of basic laws and local knowledge.

**Nightclub [600cp]**

A large nightclub of whatever style you like. Keep changes and at the start of every jump you can add another section to the club in another style. All sections exist at the same time and are usually packed. Sections that don't fit the setting will either have generic club goers or people from the setting that would enjoy it and keep quiet about it. It is staffed by employees that follow you from jump to jump and get a life's worth of memories and knowledge suited for each jump though they cannot affect the setting of the jump though they can recruit other employees. This makes you a decent amount of money and you have a nice apartment included in the club. You can incorporate this into any business venture which will gain these benefits as well.

**Fledgling Starter Kit [100cp]**

A beginner's vampire hunting starter kit. Contains 12 stakes for killing, and 10 cloves of garlic to keep them away from you. Now that's a bargain!

**3 Crucifixes [200cp]**

These work, right? Of-of course they do! Vampires hate the sight of holy symbols, and if they dare touch it, they will get burned. Works on and to expose anything evil or corrupted besides vampires.

**Crossbow [200cp]**

Click. Twang. A crossbow is the best way to deliver sharp wooden objects right into a vampire's heart. This kills most supernatural creatures with a heart. This comes with one crate of 200 bolts per month.

**4 Bottles of Holy Water (Hunter Kit) (Consumable) [200cp]**

Can be thrown or splashed at vampires for massive damage. Much better than getting close to them with a crucifix, and you can even anoint normal bullets you buy if you own a Gun! Works on anything evil or corrupted besides vampires. 4/bottles per month.

**Holy Revolver [400cp]**

A fancy and decorative eight-cylinder long-barrel revolver with the etchings of an elegant crucifix along each side. Blessed by a holy man and designed to destroy evil in the modern age! You may change the looks if you want.

**Anti-Vampire Medkit (1 in stock, 1 use, 1-up for non-vampires.) [600cp]**

Having one of these will surely save your life. It is packed with every essential for any type of vampire inflicted wound, and even boasts an experimental apparatus for sucking out vampirism from an infected bite. Note: Can cure anything, heal any wound, curse, resurrect the dead or completely erased, once a month. Works as a 1-up once every 10 years for you until the end of the chain. These can be stocked up and you get 1 every month. Cannot be copied or made in any way.

**Sunglasses [100cp]**

The easiest way to deal with your sun sensitivity, and hey, they make you look damn cool. Wearing these will take care of any sun issues for living vampires. They will not do ANYTHING if you have the drawback "Infernal Sun." In future jumps they will help mitigate racial weaknesses. Can look like anything you want.

**Raw Steak, Month Supply (Blood) [200cp]**

It takes a lot of effort to squeeze the blood out of steak, and it's kind of watered-down tasting, but blood's blood! Can choose whatever animal you want the meat from, and may also consume the meat for sustenance in future jumps.

**Pig's Blood, Month Supply (Blood) [200cp]**

Vampire's gotta eat, and the butcher is happy to oblige! This quality of blood is so fulfilling you don't feel hungry for four days after consumption! Compliments to the chef!

### **Vampire Self Updating Grimoire[400cp]**

The book that lets you know all about the underworld. Sure, having it around is good for you and any of your companions, but you actually need to read it first... is also a complete compendium of blood magic that updates every different reality you visit. Should such a reality have spell books this will teach you a basic spell. For vampires, it strengthens ALL of your supernatural abilities. For non-vampires, it increases your knowledge and resistance to these techniques by a large margin.

### **The Dragon's Blood [600cp]**

Gifted to you by a proud mentor, this vast business empire is the crème de la crème of the blood world, and one of the finest blood wines, blood alcohol and blood drugs you can buy as a vampire. It brings in a large amount of money and vampire contacts. It is definitely a way to show off that you are somebody. Each month you can select an additional animal from the current setting to start receiving blood from. Setting can mean any animal. 1987 U.S. would be pigs, dogs, cows, any game animal etc. In another setting, animals might be dragons or mythological beasts.

It is staffed by employees that follow you from jump to jump and get a life's worth of memories and knowledge suited for each jump though they cannot affect the setting of the jump though they can recruit other employees. You may share perks and knowledge that applies to your types of businesses freely with your employees. You can incorporate this into any and all business ventures which will gain these benefits as well. In settings without vampires is just it's front of a High Class Alcohol business.



### **Custom Companion [100 for up to 8/300CP per 8 after]**

Do you desire a premade companion or how about a customized version of a real life or fictional being this is the option for you. They would have all the memories their original would have had. They never suffer identity crises and accept and are happy with this. They only have the powers bought here. They get 600 cp.

### **A Pet [100cp]**

Not only will they add to your aesthetic, but they act as a faithful companion in your day to day life. They alert you to people in your home and are just a little smarter than the average animal. You can bring one from your original world even if they were dead when you left.

**Your Best Friend [100cp]**

Your best buddy and partner in crime. They've always got your back and cover for you when you need it. Busts your chops, but is always looking out for your well-being. They get an Origin and [600cp].

**A Sniveling Lackey [100cp]**

Groveling at your feet and following in your wake, the lackey is devoted to you wholeheartedly. They do as you say with no regard for their own safety. They aren't always the brightest, so there's no guarantee your whims will be carried out as you intend. They get an Origin and [600cp].

**The Boy/Girl of Your Dreams [100cp]**

Things may not be serious yet, but there's something special there. You might have run out on a few of your dates, but they somehow think of your quirkiness as endearing. They've got your back, babe. They get an Origin and [800cp].

**Gauntlet Mode**

Locks away all powers and items though you still have your knowledge and memories are completely unable to be controlled in any way.

**Supplemental**

You may add this to another jump or gauntlet though if you choose gauntlet you will be locked into the gauntlet mode above.

**Extended stay +100 CP**

Turns it from 6 months to 10 years

**I Can't Stay Awake! [+100cp]**

Some people can handle having little sleep... you cannot. You have trouble staying up late, and you can't even think about getting up any earlier than a 10+ hour rest. Even then, you find that it doesn't make you feel good, and it has completely wrecked your ability to feel truly recharged. Tiredness is relative to when you actually sleep, so in the instance of undead vampires, that would be day time.

**Clueless [ +200cp]**

You really don't know this place at all, and even with a map, it still baffles you. You got lost so many times around here, that you often find yourself wandering into places you know you shouldn't be.

**Too Soft [+200cp]**

You have not lost your humanity, and you sometimes find it difficult to hurt humans or living vampires. While benevolence can have its rewards, this level of care in such dire times is dangerous.

**Memory lockout [+200cp]**

All jumpchain memories are locked out, though you still have the memories of your birth world.

**Power Lockout. [+300cp]**

All powers/perks from outside this jump are locked away and cannot be used.

**Warehouse Lockout [+300cp]**

You cannot access your warehouse at all.

**Reefer Madness [+300cp]**

Nothing is better than a fat joint! You spend so much of your time blazing up that you almost live in the clouds. You might be the cool kid with the goods, but competent in a survival situation? Nah.

**Perpetual Virgin [+300cp]**

"When was the last time you got laid, dude?" "Um..." Frankly, you've got no game. No one wants to get with you, and it's not only affecting your self-confidence; it's painting how other people see you. You end up coming across as naive and lacking in confidence despite how untrue these sentiments might be.

**Hot and Bothered [+300cp]**

You're more inclined to think with the brain in your pants instead of the one in your head. The pursuit of your next sexual encounter is always on the forefront of your mind, and you'll go after it to the exclusion of almost everything else.

**Insatiable Hunger [Vampire Only +300cp]**

You find yourself unable to control your craving for sustenance. You are so hungry, in fact, that if you don't eat daily, you begin to feel weak and desperate. Food effects that make you not hungry for multiple days are halved. You have to eat multiple times the normal amounts daily

**Unlucky Fool [+400cp]**

Why do all the bad things seem to happen to you? Always getting attacked? Threatened? Pulled over by the police for tailing someone important? Perhaps you shouldn't rely on yourself too much and buy tools to do the work for you.

**Apathetic [+400cp]**

You really don't care much about vampires or monsters. All you want to do is mind your own business, even if it is at the expense of other people's lives. Just leave me alone will ya, I don't care!

**Sadistic Inclination [+400cp]**

The way you feed strikes fear into the hearts of mortals. You rip and tear, drain almost every drop, and love to play with your food before you eat it. It is almost like making art to you, and you get a thrill by leaving the remains to be found. Unfortunately, this puts everyone on edge and draws the eyes of those who know your true nature.

**Blissfully Ignorant [+400cp]**

Vampires? Vampire hunters? Werewolves? You don't know anything about that. Most of the time, you don't even realize the paranormal is at your doorstep until it's ringing the bell. With such little foresight, your days may be cheerier, but planning for safety is impossible. Cannot be taken by a vampire/living vampire.

**What a Weirdo [+400cp]**

You tried to keep this vampire nonsense out of your "real" life, but it's finally caught up with you. Whether it's your aversion to garlic, mirrors that don't work for you, or having to run off after some creature in the middle of a hot date, you've developed a reputation for being a little on the peculiar side.

**Conspiracy Nut [+400cp]**

You rant and rave about vampires and secret organizations so much that nobody wants to deal with you and you can't keep a job. Even then, your correctness in such secretive matters makes you a huge target to those who don't like you running your mouth.

**I Work Alone [+600cp]**

You hate the thought of somebody else dragging you down in your hunt for evil. You don't need friends, family, or a lover. All you need is your Holy Revolver and a bottle of hard liquor. Taking this drawback restricts you from any sort of companion, pet, or ally.

**Infernal Sun [+800cp/+400cp]**

Now that you have ascended from living vampire to dead vampire, the accursed sun will now cause you to burn when it touches any part of you. It will end your life if your entire body is in direct contact with it for more than several seconds.

Automatically applied to you if you are killed while using the "But You Were Dead." perk. You do NOT gain the cp if you receive the drawback in this way. Humans may take this drawback if they desire for half the cp [+400]. They will become albino, and seconds in the sun will cause their skin to blister rather than outright kill them.



# What Now?

## **Stay.**

Maybe you like the life you've made for yourself here. Who could blame you? Stay here as you are, with what you have, and everything will get settled back home.

## **Home.**

Ready to go home? Who could blame you? Who needs this vampire nonsense anyway?

## **Onward.**

Continue Jumping

# Notes

By Bluesnowman with a great amount of help from Rinpoo

If you combine 1000 Anti-Vampire Medkits you can even get the Warhammer 40K God-Emperor off of his golden throne no matter what and the universe will still go on ticking. Using a similar amount can fix 1 thing about a setting though that amount can only be used once a jump. Don't think too hard about it. They cannot be used to kill. They can be used to create bodies/resurrect for alt personalities ie of a destroyed personality of a hero or villain. (Yes I am doing this because I hate settings you can't fix)

No you can't fix Worm as that would require killing off the entities and end bringers. You could fix the case 53s, get rid of the conflict drive and make sure no more endbringers wake up by unfucking David's head and getting rid of mastering. You could not fix ptv or give 2nd triggers as the shards in those cases are working as intended. You could use say 3 doses to get Riley/Bonesaw to a non murderous kid and unfuck someone's head in a similar situation. 1 dose to fix Ameila. You could also get rid of the shards and the cape keep the powers with say 5

Yes I did make some perks and items as I couldn't find them elsewhere.

Text size at the end of Inheritance is just to fit it on the same page.

Supernatural BFF inspired by movie and by [Friends Like Holliday | Good Ol' Boyz ft. RonyRon The Outlaw](#) The BFF is down for you like in that song.

Old Age works as a General Toggle for your perks and powers as well.

Regarding transmission you can get those things from others by either getting permission from them and drinking or draining a lethal amount of blood from them.

Vampire Self Updating Grimoire some things included are spells to allow you to have a reflection, complete control of hair growth yours and others. And in the back is a ritual that allows for the resurrection of vampires living or undead from anything up to complete erasure.

I thought you were dead

But you were Dead Vs old Age. Old Age offers more power in everything quicker as it. covers everything dead does and more in greater amounts of growth. Dead focuses on magical, mental, perks and control. So yes dead also offers toggle. Both can cover size if you want. If you buy both they will stack.

By using transmission you can cross breed with others no matter the species differences. As long as you have shared something through it and one of you is capable of carrying a child. Transmission works on anything.

Changelog 2.0 in progress

Formatting & Visuals

Changing Length of stay

Adding an With Age Power

Changing companions

Adding vehicles to items section

Changing Chateau la Swine to The Dragon's Blood

Changing drop in capstone to nightclub

Swapping even death can die to capstone and buffing it

Buffing, adding rewording perks items

Moving Anti-Vampire Medkit to vampire hunter

Adding alt from blender wording to Many Forms (like I meant to from the start)

Maybe changing pricing of drawbacks

Changed 300 perks/items to 200

Got rid of Glamour added Transmission

Added Vampire Armageddon

Changed mind control