

HOWITT

KIRKBY



EAT THE

ROCK

THE GANGET

By Arionix - Version 1



THE YEAR IS 1943. EUROPE IS IN FLAMES. YOU ARE A UNIT OF CRACK VAMPIRE COMMANDOS WITH A SINGLE OBJECTIVE:

DRINK ALL OF ADOLF HITLER'S BLOOD AND FATALLY DESTABILIZE THE NAZI WAR MACHINE.

FOR THIS PURPOSE, TAKE **0 BLOOD POINTS**, AND START YOUR MISSION.

MISSION STATEMENT (CONFIDENTIAL)

THE NAZIS took control of Germany in the 1930's and rapidly expanded their influence throughout Europe with an aggressive campaign of invasion, blockading and terror tactics. Unfortunately for the nazis' enemies, their technological superiority was only outmatched by their occult prowess **thanks to decades of frantic research by some of the world's most skilled and least morally-upstanding wizards.**

The crown jewel of their burgeoning empire is Paris, and it is here that Hitler plans to unveil his greatest creation so far: **nazi werewolves.**

F.A.N.G. was formed in secret six months ago. This loose-knit organization of vampires, walking corpses, morally grey wizards and one hell of an administrative staff are the Allies' last chance at victory. As Hitler prepares to reveal a new breed of fascist lycanthrope, a crack squadron of F.A.N.G. commandos launch their final mission: to crash-land in occupied Paris, **drink all of Hitler's blood,** and fatally destabilise the nazi war machine.



F.A.N.G. is led by Commander Slate, a mortal, who reports directly to the Allied command. Slate's trademark clipped briefing style and inspirational speeches have become a hallmark of F.A.N.G. missions, and her leadership has seen them succeed against the odds on a number of tense engagements.

There is no official documentation concerning what the acronym F.A.N.G. stands for.

COFFINFALL (LOCATION)

Thanks to occult counterwarding built into the Eiffel Tower that messes with obfuscation hexes, your squad can only select a point within **Sector 3**.

Deployment in F.A.N.G. is performed via the use of **tactical drop coffins** - a method so brutally effective that it is only usable by operatives who are already dead. A drop coffin is rigged with pressurised cylinders of premium high-quality nuns' blood* and some pneumatic shock absorption to protect its structural integrity.

These coffins are carried over the target site in a high-altitude bomber, shielded from enemy radar and scrying, and dropped directly into action. No parachutes are used; **The drop coffins plummet several thousand feet through the air before smashing directly into the ground,** turning the occupant into a mangled paste of gristle and bone. At this stage, the nuns' blood is released into the coffin and the vampire within can use it to heal any and all wounds within seconds: after that, it's a simple matter of kicking open the lid and descending on whatever luckless fascists they've landed next to.

(Note, you must select 2-3 locations per sector due to the presence of nazi forces)

***All blood willingly donated by members of F.A.N.G.'s onsite convent, Our Lady of Perpetual Ruin**



ORIGIN

As everyone entering this setting is a vampire, that is the only origin. As such, you may freely choose your true age. Your apparent age is **16+3d6**.

Vampires resist categorization; they're rare, they're secretive, and they eat people who ask too many questions. They all have a few things in common, though:

- They're tougher, stronger and faster than normal people.
- They drink blood or eat flesh to survive.
- They possess a level of intelligence similar to humans.
- They can't handle prolonged exposure to sunlight without immolating.
- They're (medically) dead but appear alive thanks to blood magic.



DRAWBACKS

This is a gauntlet, and one must take on drawbacks to gain enough **Blood Points** to purchase perks.

- SEALED SHUT [FREE AND MANDATORY] -

You do not have access to any perks or items you may have obtained during your previous jumps. This includes perks and items that were added to your bodymod - but not abilities inherent to your being from before you starting jumping.

- Sealed Shut (Upgraded) [+100 BP] -

If you do have abilities inherent to your being, you may lose access to them, and reach the strength and abilities of a normal human. This also gives you a bonus **100 BP**.

- UNAPPARENT AGE [+100 BP] -

While appearing in this world, your appearance was made far more deceiving than you'd like; The higher an apparent age you rolled, the younger you look.

This does have an effect on what actions you can take, but is ultimately more of an annoyance than anything else.

- OBVIOUS TELLS [+100 BP] -

Maybe it has to do with how you reek of death, or perhaps your fangs are far too long; Either way, you will be unable to hide your vampiric nature from most people.

Things such as gloves or masks still work.

- Obvious Tells (Upgraded) [+100 BP] -

If **Feral** is also taken, you may upgrade Obvious Tells such that it will be impossible for you to hide your vampiric nature; You gain a bonus **100 BP**, and you are now half-man, half-bat.

- HAIR RUINED [+100 BP] -

You are much more vain, and being dropped into Paris absolutely ruined your hair. You will spend any possible moment attempting to salvage it, but to no avail.

- SHY [+100 BP] -

You do not talk much, if at all. While this may be something you can overcome eventually, would your mission allow you enough time to do so?

- SHUT THE LIGHTS! [+100 BP] -

Unlike most vampires here, your weakness to sunlight has grown: Simply being under it weakens you greatly, and you wither away much quicker.

- Shut the Lights! (Upgraded) [+100 BP] -

If **Pyrophobia** is taken, you may take a bonus **100 BP**.

- Shut the Lights! (Upgraded) [+100 BP] -

You may choose to upgrade this drawback; By gaining a bonus **100 BP**, you are now weak towards UV light itself. Expect your enemies to pick up on this and carry with them military grade torches.

- PYROPHOBIA [+100 BP] -

Before you were turned, you remember a terrible fire's blaze; And while undeath replaced your scarred skin, the flame still kept its hold on your mind.

You are deathly afraid of fire, and will take any measure to avoid it.



- AQUAPHOBIA [+100 BP] -

The vampires of this world are unaffected by running water, but an event from your past has cemented it as a thing of danger.

You are deathly afraid of running water, and will take any measure to avoid it.

- FERAL [+200 BP] -

The process that turned you into a vampire changed you; You no longer think as rationally as you once did and find it much harder to quell your hunger. While your appearance may seem the same, your actions give you away as a manhunter.

- DIS-ARMED [+200 BP] -

After an unexpected run-in with a blessed silver blade, one of your arms was chopped off permanently. While you had it replaced by a prosthetic, it never felt the same.

- Dis-Armed (Upgraded) [+100 BP] -

You may upgrade this drawback and gain yourself a bonus **100 BP**. This ensures that you no longer have use of that arm - even prosthetics do not work.

- CHIPPED TEETH [+200 BP] -

This is not your first foray against the nazis, and the scars of your previous attack still linger on your form: You'd gotten captured and had your teeth sanded down by an experimental silver saw.

You can no longer sink your teeth into a person's neck to drink blood. However, you can still drink from another source - or by stabbing your prey first. This does mean you will waste much of your hard-earned blood.



- COLLATERAL DAMAGE [+200 BP] -

Some collateral damage is inevitable, and unwilling sacrifices may be made to secure victory. There will be times where you'll have to make such moral choices; Whether the lives of a few innocents are worth the death of nazi soldiers.

Any innocent deaths caused by you affect you much more as well.

- HEMOPHILIA [+200 BP] -

You love drinking blood, far more than the usual vampire, and far more than you should. Expect to fight back your

instincts of sinking your teeth into any mortals that cross your way.

This drawback also does not prevent you from drinking too much blood; Doing so will leave less for your allies and make you feel a bit hungover.

- HEMOPHOBIA [+300 BP] -

All vampires need blood to live, but you're quite different: You're deathly afraid of flowing blood and bleeding, almost to the point where you'll starve yourself - while drinking just enough to get you going.

- HONOURABLE [+300 BP] -

For some reason, you've designated yourself as a paragon of honour. And while your enemies don't deserve it, you've decided guns to be dishonourable.

You'll be diving into enemy lines with melee weapons only, rightfully ripping them apart.

- UNLUCK [+300 BP] -

You're remarkably unlucky, and so is anyone who keeps prolonged contact with you. Your guns will jam, your abilities may not work right at times, and your footsteps might be a bit too loud.

With proper care, this can be mitigated but never overcome.

- REINFORCEMENTS INBOUND! [+300 BP] -

Despite the efficiency with which you rend apart nazis, it seems that word gets out fairly quick. Expect to find the nazis you're fighting quickly calling for reinforcements, each one better armed than the last.

- THE ÜBERMENSCHEN PROJECT [+400 BP] -

The greatest weapons in Hitler's arsenal are the living tools of destruction known as **Übermenschen**. These supernaturally-augmented warriors have a chance of going toe-to-toe with a vampire and not dying - some are even powerful enough to maybe even **kill the vampire**. Also, their supernatural augmentation means that their blood is jam-packd with occult power, making them a worthy target.

While the nazis only made a handful of Ubermenshen, this drawback adds four more Ubermensh to Paris, making it far dangerous than otherwise. In either case, Hitler will be guarded by the Werhund.

- THE VAMPIRJÄGER CADRE [+400 BP] -

News of your arrival was leaked far before it should've, and that has caused the nazis to call the Vampirjägers to action.

Though they may be a small group of oath-sworn hunters, they carry blessed bullets, holy water sprayers, sharpened stakes and firebombs; They are specifically trained to kill vampires. With this perk, instead of guarding the Führer's Zeppelin, they will be actively hunting you down throughout Paris.

- DHAMPIR [+400 BP] -

One of your parents was a vampire, and the other wasn't. You walk a thin line between two ancestries, which comes with it its own set of challenges.

You're only a little stronger than the average human, and a pure vampire would leave you in the dust. While you deal better with the sun, it still leaves you with a nasty sunburn.

You can still drink blood to use your abilities, but know that they'll be much weakened.

PERKS

Perks are boons you may buy with **Blood Points** and keep if you succeed in this gauntlet. As there is only one origin, you may take two perks per **100 BP** and **200 BP** tiers at a discount. You may only take one **400 BP** tier perk at a discount. The perk costing **600 BP** cannot be discounted.

FREEBIE

RULE OF COOL

This world runs on a certain train of thought: If you're going to succeed, you better do it as stylishly as possible.

PERKS COSTING 100 BP

BRAWL

You were tough as nails even before you turned, and being undead has only bettered this. Even in a non-vampiric form, you find yourself with that same strength.

Hand-to-hand and other forms of melee come naturally to you, and you find it easier to outclass others similar to you.

CON

One's words can hold power, and you have mastered yours. Lying, charisma, and flattery alike come naturally to you, letting you easily trick nazis to do your bidding.

FIX

Your time at F.A.N.G. has taught you a number of skills; One such skill is the upkeep of one's equipment.

With this perk, you are a natural at repairing or modifying devices and structures.

SEARCH

On missions, it pays to be resourceful, to be able to uncover information that would give you an edge.

This perk makes it much easier for you to investigate to uncover information. It also allows you to see in the dark in your non-vampiric forms.

SHOOT

You've a gift of wielding a gun, and you can effortlessly mow down nazis and other enemies alike.

This perk grants you years of experience with guns of all kinds.

SNEAK

Your footsteps hardly make a sound as you walk and anything you whisper sounds like the wind to your enemies.

This perk makes you far sneakier than before, and this quality bleeds into your non-vampiric forms.

TERRIFY

At the end of the day, vampires are manhunters; lords of the night, and with it, comes a great deal of horror.

You find it much easier to terrify others - whether it be with your actions, words or weapons.

PERKS COSTING 200 BP

DEADEYE SHOT

Your skill with ranged weapons knows no bounds, and you are able to pick out weak points in any armour; Simply shooting these points will cripple your enemies, giving you and your allies an upper hand.

SAPPER

You are master at using explosives: Setting them up as traps or simply throwing them comes naturally to you. This also makes it much harder for you and your allies to be hurt by your own explosives.

RAVENOUS

When you're in melee combat, you find yourself far fiercer than usual; Your attacks hit harder, are more debilitating, and you find yourself able to extract even more blood from your prey.

BACK-POCKET HEX

If you find yourself alone when the chips are down, perhaps there's something in your back-pocket that can help you?

This perk allows makes it far easier to lull others into a false sense of security, letting you surprise them with a well-timed trick - letting you escape unharmed or catch them off-guard.

ELBOW GREASE

You grew up in a place where if you broke something, you were expected to fix it up yourself.

This perk ensures that any items and objects under your possession will not be damaged through disuse. Moreover, if you gain ownership of a broken item, it will slowly but slowly regain its original lustre, without you having to raise a finger.

Of course, you can still work on your items.

IMPROVISED PROJECTILE

You find yourself being much better at throwing stuff - the muscles in your arms and shoulders have grown leaner, more efficient, and your eyes instinctively seek out flying targets.

This perk also allows you to throw heavier objects, and at longer distances.

PERKS COSTING 400 BP

UNNATURAL ENDURANCE

Your unique physiology has made it much harder to put you down for good; Even silver or a stake to the heart - surefire ways to kill vampires - find themselves failing.

They still hurt as hell, but you're much better at getting out alive in situations where you should be dead. This also protects against other such weaknesses for your other forms.

DEAD MAN'S LUCK

Sometimes even the darkest of clouds can have the brightest silver linings, and this perk ensures that fact.

With this perk, you will find a small amount of luck working in your favour no matter what; It won't be enough to get you out of trouble on its own, but with some effort, it can be more than enough.

APEX PREDATOR

You are a hunter in the truest sense; One that does not back down - does not give up - no matter what.

With this perk, by having someone or something in sight, you designate it as 'prey' in your mind. This grants you increased efficiency in your actions, as long as they are taken to get closer to your prey. This also gives you much pain tolerance until you've claimed your prey.

SCAVENGER

Your unique life has taught you to make more from less, and as such, you are able to cobble together resources wherever.

Whenever you have a moment, you may scavenge for something you've already used up; This may include guns, grenades, and even mundane and weaker versions of your Items.

GO OUT WITH A BANG

It is a shame when you've got just one use of an item; When you've got one last bullet or one last grenade. This perk gives you an incentive to make this last use count.

This perk ensures that the last use of any item (or fiat-backed Item for a Jump) will always have an extra 'oomph'. The last use will always give you a much greater effect than usual, perhaps even outshining any limits that may have been placed on the item.

Note that this only works on items with more than one use.

PERK COSTING 600 BP

FLASHBACK

You will face a time when you just don't succeed; Victory will barely be out of reach, and all hope will be lost.

Then, you may now trigger a flashback: You will remember a previous event, something you faced with a companion or someone you knew, something that put you in a similar situation, or had similar stakes.

Once it ends, you'll be returned a few moments before the event in question, with a fresher perspective and knowledge on what to expect.

This can be used only once during this Gauntlet.

Afterwards, it can be used up to three times per Jump.

VAMPIRIC ABILITIES

A vampire is not complete without their abilities, and you may choose any from the list provided below. Much like Perks, you must spend **Blood Points** to buy abilities. Vampiric abilities require the user to consume blood before using.

However, you may choose one ability for free per price tier.

For this Gauntlet only, abilities bought that cost **400 BP** and **600 BP** require the vampire to drink the blood of an Übermensch before they can be used. This limitation is lifted post-gauntlet - even if they did not activate that ability.

FREEBIES

BLOOD HEALING

Vampires survive on human blood and flesh, and you are no different. Drinking blood heals you of your injuries, and the more blessed this blood is, the more potent it is, and the more it heals.

This ability also allows you to easily share blood drained from your victims with others.

ADVANCING ONE'S SKILLS

By drinking the blood of someone much stronger than you, you are able to copy over a faint echo of their abilities.

This perk also makes your other techniques centred around blood and vampirism stronger the moment you drink such blood.

These effects only last for twenty-four hours, however.

ABILITIES COSTING **200 BP**

DARK GLAMOUR

On consuming blood, you utterly mesmerise your victims with your unearthly visage. They may do anything you ask them to.

This ability gains a boosted effect in beautiful surroundings.

If used by a child, or one with the body of a child, they are made dangerously adorable instead.

NIGHT'S WILLING SERVANTS

On consuming blood, you summon a swarm of bats under your control. Any blood they consume will find its way back to you and your allies.

This ability gains a boosted effect in old buildings.

RAT SWARM

On consuming blood, you summon a swarm of rats under your control. Any blood they consume will find its way back to you and your allies.

This ability gains a boosted effect if one is surrounded by filth.

BLINK

On consuming blood, you burst into shadows and reform a few feet away.

This ability gains a boosted effect if it's used for infiltration.

DANSE MACABRE

On consuming blood, you gain full control of a corpse for around a minute, after which it falls apart.

This ability gains a boosted effect if you aim to trick its former allies.

PHANTASMAGORIA

On consuming blood, you conjure nightmarish illusions in the area around you.

This ability gains a boosted effect if you incorporate your surroundings in a clever way.

CORROSIVE FLUIDS

Your very blood is corrosive, hurting anyone and anything it sprays on. Those that harm you will always think twice before hurting you.

LASHING TONGUE

On consuming blood, your strong, prehensile tongue extends several yards out of your mouth.

The ability is more effective if it is used to restrain someone.

SPIDER SCURRY

On consuming blood, you skitter across ceilings and up walls.

This ability gains a boosted effect in an area with low ceilings.

CORPSE EATER

A lifetime of drinking blood has increased your appetite; You can now drink blood and eat flesh from corpses, while suffering no detriment.

BLOODHUNT

On consuming blood, you know the absolute location of the prey you've caught a scent of.

This ability gains a boosted effect if your target is fleeing.

This ability also greatly boosts your sense of smell, which can never be used against you.

SENSE HEARTBEAT

On consuming blood, you see the heartbeats of living beings through walls and other obstacles.

This ability gains a boosted effect in dense cover.

This ability also greatly boosts your sense of hearing, which can never be used against you.

WINGS

On consuming blood, wings sprout from your back, letting you fly.

This ability gains a boosted effect during aerial combat.

TETHERED PHANTOM

On consuming blood, you may tether a spirit to any being you wish; This weakens your target, and allows you and your allies to better deal with them while the spirit whispers in their mind.

This effect lasts for five minutes.

HELLISH SCREECH

On consuming blood, you let out a harrowing screech that makes your enemies' ears bleed and make them panic in fear.

ABILITIES COSTING 400 BP

HELL'S RAVENOUS FIRE

On consuming blood, you ignore any and all forms of pain and fear for fifteen minutes.

ENERVATION OF THE SOUL

On consuming blood, your vampiric - and other blood based - abilities grow stronger and more efficient, the stronger your opponent is compared to you. This effect lasts for fifteen minutes.

FEED ON FEAR

This ability allows you to convert a prey's fear and helplessness into something tangible - such as blood - for you and your allies.

DEATH BURST

On consuming blood, you curse your enemy within arm's reach to explode when they die.

This ability gains a boosted effect in enclosed spaces.

ACID SPIT

On consuming blood, you hawk up a gutful of fierce acid that melts weaker materials, and is particularly effective against metals.

SPIRIT STORM

On consuming blood, you hurl items like a poltergeist.

This ability gains a boosted effect if you lift something sharp and heavy.

BONE ARMOUR

Your vampiric biology has warped your very bones: They are far thicker than usual while being just as light. Physical blows will bounce off, and bullets will ricochet off of your bones.

ABILITIES COSTING 600 BP

MANTLE OF THE FELL BEAST

The blood of ancient vampires flows within you, through every muscle and through your very soul.

On consuming blood, you go into a mad rage; You will ignore any damage done to you and any taunts thrown your way will be ignored. Your very form could be torn asunder, but your anger and rage will carry you forwards.

This also makes you far stronger and terrifying, but in your rage, you may not be able to use more complex items. This effect lasts until your objective is completed.

PITCH BLACK

Vampires are lords of the night, and with this ability, you claim that title as your own.

On consuming blood, you plunge the area around you into perfect shadow. Leave your prey stumbling in fear and confusion while you see fine. Any form of communication between your enemies is likewise hampered.

MEMORY ROT

Much like the vampires of old, you occupy a messy existence that messes with the minds of others.

On consuming blood, you may remove or implant memories from someone you lock eyes with.

NIGHTMARE REGENERATION

Your regeneration knows no bounds; Even the worst of injuries will heal given enough blood - which you'll require very little of.

You could have all the bones in the body broken, every muscle torn and every nerve stripped bare - and you'd need only a few gulps of blood to make you as good as new.

OOZE FORM

You exhibit a unique biology, making you much harder to pin down and letting you pass through tight gaps and such without issue.

On consuming blood, you can turn yourself into a sentient blob of blood, bone and sinew, letting you squeeze through any gap, flow freely, and the like. Bullets will pass harmlessly through, and physical attacks made on you will be highly ineffective.

This effect lasts for thirty minutes.

ITEMS

By spending **Blood Points**, you may buy fiat-backed items from the list below. Each vampire may take along one item per price tier for free. Additional purchases of **FREEBIES** cost **50 Blood Points**.

DROP COFFIN [FREE PER VAMPIRE]

Deployment for F.A.N.G. squads is performed via the use of tactical drop coffins - these are only usable by operatives that are already dead.

During deployment, these may be dropped from several thousand feet above the target, turning the occupant into a mangled paste of gristle and bone. At this stage, the nuns' blood is released into the coffin, and the vampire is healed of all their wounds.



FREEBIES

MELEE WEAPON

You get a melee weapon of your choice. Keep in mind that this weapon must be appropriate for the time; Examples of melee weapons include the following:

- ◆ Magic cavalry sabre
- ◆ Enormous knife
- ◆ Greatspear
- ◆ Steel gouging claws

GUN + SECONDARY

You get a gun of your choice, alongside a secondary firearm if you want to. Keep in mind that these weapons must be appropriate for the time, and note that your secondary firearm doesn't need to be lesser than your main. Examples of guns include the following:

- ◆ Exquisite hunting rifle
- ◆ Cut-down Lee Enfield rifle
- ◆ Paired revolvers
- ◆ Machine gun

EXPLOSIVES

You get a bunch of explosives of your choice. Examples of explosives include the following:

- ◆ Smoke grenades
- ◆ Firebombs
- ◆ Fragmentation Grenades
- ◆ Dynamite

ITEMS COSTING 100 BP

ANCESTRAL FUNDS

Your family has been around for centuries, and you are one of the lucky few who has inherited their amassed wealth. In any world you enter, you will find yourself a hefty inheritance, enough to let you live without a care in the world.

TOOL BELT

A tool belt that always seems to have the right tools for the job. These tools are nigh unbreakable as well, and somehow always work great for jerry-rigging.

GRAPPLING HOOK

A sharp grappling hook that's designed to cut through the very air itself. With it, you can easily reach the roofs of buildings three or more storeys high.

ITEMS COSTING 200 BP

EXPLOSIVE RUNES

A bag containing a bunch of explosive runes. While they may function like a grenade, these runes can be planted anywhere, and they will disguise themselves perfectly.

In other words, your enemies will not see these explosions coming.

You get enough explosive runes for three separate occasions. After this Gauntlet, you get a bag of explosive runes every two months.

PANZERFAUST

A high calibre rocket launcher which does not recoil while firing. While it's loaded with only one rocket, it's bound to work *very effectively* against armoured targets.

After this Gauntlet, it automatically reloads after two weeks have passed.

BOTTLED GHOSTS

A pair of bottles that are filled to the brim with lost souls. Once broken or opened, the souls will be freed, and as thanks, will do any task you give them to the best of their abilities.

Keep in mind that these souls are ghosts, and therefore, are relegated to their physical properties.

After this Gauntlet, you get a new pair of bottled ghosts every two months.

ITEMS COSTING 400 BP

CIGARETTES TAKEN FROM THE POCKETS OF HANGED MEN

Three cigarettes that can be smoked for their mystical effects. Once smoked by an undead, they provide a great deal of high-quality blood.

This is enough for them to use any vampiric ability at their disposal at least twice.

After this Gauntlet, you get a pack of such cigarettes every three months.

MOTHER MILLICENT'S STOLEN SOUL JAR

A large jar containing a particularly powerful soul. Once broken or opened, the soul will do any task given to it to the best of its ability.

This soul can easily interact with physical objects, and once used, will pass on.

After this Gauntlet, you get a new soul jar every three months.

COWBOY HAT

A snazzy little cowboy hat that looks good on anyone who wears it. Once worn, the wearer may have it destroyed to absorb any one injury before it happens - even if it would cause death.

After this Gauntlet, you get a new cowboy hat every six months.

SPIRIT FETTERS

Two pairs of shackles that can be put on any being to restrain it. These shackles can never be broken - only unlocked by you. These are highly effective against animals or beings that are animalistic in nature.

After this Gauntlet, you get a new pair of shackles every three months.

COMPANIONS

Your vampire unit must not exceed seven - including you.

As such, you may spend 50 BP per two pre-existing companions until you have six.

Companions get given the same options as you.

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Alternatively, you may also take alongside you some special companions (starting from the next page). For 50 BP, you may freely take along any two special companions on this mission.

Fate will also allow them to accompany you on your future adventures.



### IRYNA

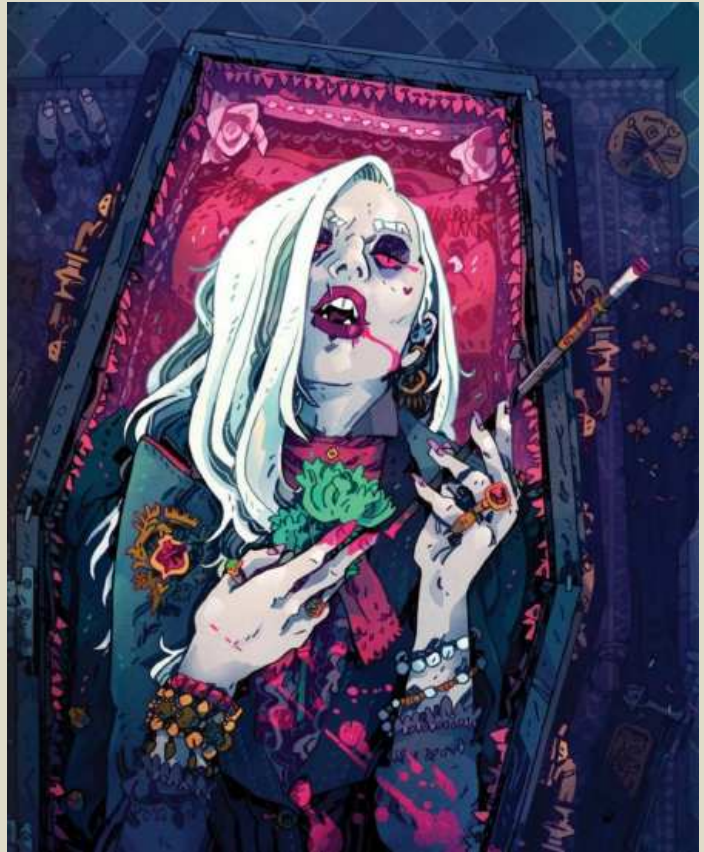
Old Money undead  
occultist and bonne  
vivante\*

Black sheep of a well-  
established vampire clan

Ancestral home (and  
family) torn apart by  
nazis

Providing a significant  
portion of f.A.N.G.  
funding.

\* (Bonne morte?)



### NICOLE

Resistance guerilla  
fighter and demolitions  
expert

Packing more heat than  
a whole platoon

Lost her cell to nazi  
purges, bitter about it

Bitten by her (now  
dead) vampire girlfriend

Desperate to meet a  
glorious end in battle



### COSGRAVE

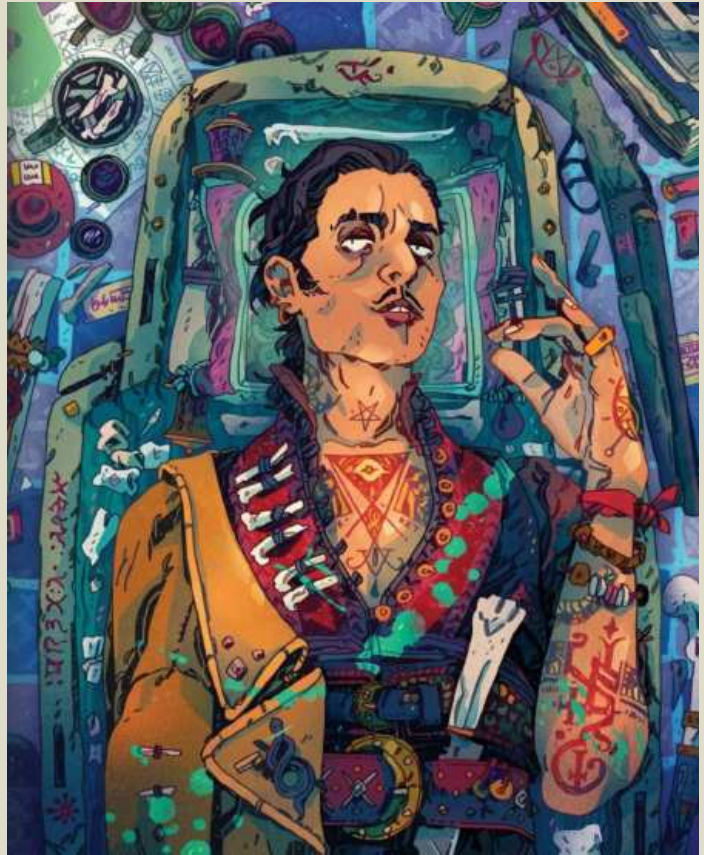
Hackney necromancer,  
taught by his aunt

Medically dead, but can  
still walk around and  
that

On the run from East  
London's undead mafia

Crooked as a three bob  
note, but charming with  
it

Lots of weird black  
magic tricks



### CHUCK

Grew up on the wrong side  
of the tracks, buried a  
sibling or two

Loves cowboy movies,  
honest work, human liber  
and the wide open plains

Genuinely decent guy, apart  
from the "eating people"  
bit

f.A.N.G. pulled him out of  
jail after he ate a country  
sheriff and half his deputy

Now he's fighting for  
freedom, rather than just to  
survive



### ASTRID

Ex-fighter pilot, bitten  
by something after a  
crash in the frozen taiga

The parasitic soul of a  
wild predator is nestled  
around her heart

Now ancient magic  
flows through her blood  
and wild spirits bow to  
her

(But in case that fails,  
she also has a machine  
gun)



### FLINT

Born in a cage, driven  
out by nazis

Half-bat, half-human,  
all nightmare

Monstrous hunter with  
a taste for blood

May or may not be able  
to talk (possibly just  
shy)



## REWARDS AND FAREWELL

If you are reading this, then it is an occasion for celebration: Adolf Hitler is dead, and with it, the nazi regime will quickly follow in his footsteps.

For your actions, you are given the following rewards:

### MISSION REPORT

You get a complete report of your mission; A testament of your skills, abilities and character. While it will not reveal that which you prefer to keep hidden, it will prove to any organization that you are more than qualified for any task they might have had in mind for you.

### ARMOURY

You get an armoury filled with any equipment you may have used during this Gauntlet - as long as it was not an Item. This armoury restocks with non-fiat-backed weapons, ammunitions and vehicles.

While you get a good supply, they will not regenerate while inside a Jump. For future worlds, you must use an object for three complete years for it to be stored in the Armoury. This is connected to your Warehouse or Warehouse-Equivalent.

### A CONTRACT WITH OUR LADY OF PERPETUAL RUIN

For your actions, you are given an evergreen contract with F.A.N.G.'s onsite covent, Our Lady of Perpetual Ruin. As such, in any future world, you need only to put an order for blood.

In a matter of hours, fresh blood - ethically donated by nazi-hating nuns - will be delivered to your Warehouse, Warehouse-Equivalent or any other place you wish.

This blood is pure of any diseases, holy, and can be donated safely.

With your rewards collected, you may stay here for a maximum of one month, after which you must be on your way again.

Happy hunting nazis!



# NOTES (MOSTLY LIFTED FROM THE PLAYBOOK)

## PLAYING WITH HISTORY

(Here, most of the text, except mentions of Jumpchain were lifted from the playbook)

As with most Jumps and Gauntlets based on historical settings, we generally prioritise these things in this order:

- 1) The health, safety, and comfort of real people, especially the one(s) writing this
- 2) A fun writing experience
- 3) Historical accuracy and detail

You'll need to depart from history, but as you do...

- **Don't invent new nazi atrocities to communicate that nazis are evil.** Nazis are evil and we already know why.
- **Don't ascribe humans' historical crimes to different, supernatural sources.** It absolves those humans of guilt. This Gauntlet (and the source material) mentions no secret vampires or cosmic horrors manipulating the nazis. They're the same nazis as they were in history, but the occult stuff actually worked here.
- **This Gauntlet is not about the Holocaust.** The Holocaust is an important topic, but sometimes, we need to be able to tell stories about the people the Nazis marginalized which don't lead into Holocaust narratives.
- **Don't pretend humans are helpless without vampire assistance.** You're using your vampire powers to help, and that's excellent, but in real life, humans kicked Hitler's ass and we probably would have done it even if he employed witches and werewolves.

To expand on this last point: many war narratives generate pathos by focusing on the helplessness, passivity, or victimhood of the groups the Nazis targeted. We want to highlight the fact that every one of those groups mounted **determined resistance to the nazi war machine**, sometimes against impossible odds, sometimes in full knowledge that they wouldn't survive, sometimes

knowing they would go home to countries which defeated the nazis and face hatred there as well.

## The Final Scene

Now: Hitler's face-to-face with a squad of furious, bloody Allied vampires, with nothing left to fall back on. The bad guy should have a dramatic final monologue, right?

**Wrong!**

Fuck it. **He doesn't get one.** He runs like hell as soon as the vampires arrive and he's cowering in a locked room with an empty Lugar when they defeat his protectors and corner him. He's been coordinating the defence this whole time, it's gone wrong at every turn, and he's out of options.

**He doesn't even get to sound confident and use long words to give him the impression of majesty, or honour, or any of that bullshit. Kill him. War's over. Go home.**

Oh, and Hitler's blood tastes like amphetamines.

## CREDITS

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## SPECIAL THANKS

To Mystery Quest, for introducing me to this TTRPG.

To you, for making it this far in the Document.

## CHANGELOG

Version 1 - Document Creation