
ブラッドハウンド
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# BLOOD SOUL

There is a war in this world. Not a war between nations or races, but between humanity and demons.

Humans once lived in fear of the demons, led by the prince of all vampires: Redlord Bandias. In a gesture of revenge, he infected the monster hunter Azure with the dreaded Blood Curse.

Azure used this curse as an object of research, and eventually founded the Van Helsing Church. The church augmented the human body with machines and monster cells in order to create living weapons.

They successfully forced the demons into hiding and have devoted themselves wholly to purifying whatever traces of their kind managed to escape their crusade.

The vampire prince has been robbed of one of his fangs. Now in the form of a young boy, he can only assume his full power for minutes at a time, through the use of a sword forged from his last remaining fang.

The church has long since gone mad with power, killing monsters and humans alike with the slightest justification. Now, Azure seeks to seize Redmond's second fang to finally bring the blood curse under control. In the midst of all this is a spunky human courier named Haruka.

You receive *1000 Blood Points* to help you along your own path here.

# FACTION & SPECIES

Choose one faction and species. Choose age & gender freely. Either faction may be taken as Drop-In, in which case you somehow wound up in your faction's domain due to circumstances outside your control.

## Blood Ether - Free

The name of the organization seeking to protect the last remaining demons from extinction. As such, you'll have many questions to answer if you join this faction as anything other than a demon yourself.

## Mechanized Church - Free

Another name for the Van Helsing Church. Your group has a zero-tolerance policy for natural demons, so if you take this with the demon species, you are one of their artificially engineered hybrids.

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## Human - +300 BP

Presumably you know what this is on a physiological level. You are unable to access the Special Abilities section of the Jump.

## Remodeled - Free, Exclusive Mechanized Church

A human who has been modified with cybernetics and possibly even some demon cells. You are the church's first line of defense and offense.

## Demon - Free

"Demon" encompasses an infinite variety of nonhuman creatures, with a similarly infinite variety of appearances.

# 100 BP PERKS & SKILLS

Factions receive one of their 100 BP perks for free.

## Friendly Fangs - 100 BP, Free or 50 BP Blood Ether

You are an excellent judge of character. You can quickly determine how trustworthy someone is, and you never let your biases cloud your judgment, even if a person should be your mortal enemy categorically. It's not impossible for this to be fooled, but it's not common either.

## Never Alone - 100 BP, Free or 50 BP Blood Ether

Whenever you find yourself in way over your head (even if you don't realize it), those loyal to you are able to track down your exact location with bizarre ease. Even if you go out of your way to hide from them, they'll somehow manage to jump in to save you from a foe you have no hope of defeating.

## Two Faced - 100 BP, Free or 50 BP Mechanized Church

Half of the Church's soldiers are monsters in their own right. Even their own leader is a vampire. Yet none of the hostility they direct towards natural demons ever turns inwards. You are able to set up similar double standards, as long as you have even a flimsy justification for why you should get a pass.

## Fear of God - 100 BP, Free or 50 BP Mechanized Church

Even regular humans know to run the second the Mechanized Church is in town. You are able to build a similar reputation of terror around your organizations. Those directly threatened may decide to fight back, but uninvolved bystanders will usually prefer flight over fight against you.

## Marksman - 200 BP, 100 BP Blood Ether

You are a natural with just about any kind of firearm. Any gun you hold you can use like a pro. Should you possess superhuman senses, they will directly contribute to the range you can effectively utilize firearms. You can't take on an army with just this, but you can handle at least a few dozen soldiers.

## Audience Insert - 200 BP, 100 BP Blood Ether

As long as you don't pose an obvious threat, people never seem to ask "why are you here?". Whether you're a human surrounded by monsters, or a beggar in a party for nobles, most people will assume you're supposed to be there. Doesn't help with those who couldn't care less "why" you're there.

## Propaganda - 200 BP, 100 BP Mechanized Church

The church doesn't seem to realize they haven't been the good guys for a long time. You are able to groom people so thoroughly that once you're done with them, they'll be blind to even the most obvious hypocrisy, or take part in the most needlessly cruel atrocities, and still believe they're in the right.

## Personless - 200 BP, 100 BP Mechanized Church

Due to some procedure or mutation, you have hardly any presence. You can be seen or felt just fine, but as long as you make an effort to blend in, you are imperceptible by smell, sound, or taste. Even those with superhuman senses wouldn't notice you until you make your presence known.

# 400 BP Perks & Skills

## Monster Hunter - 400 BP, 200 BP Blood Ether

You are able to take parts of your body (eyes, fangs, fingers, etc.) and transform them into weapons; you can even seal certain powers such that they can only be used through the weapon. These have all abilities of the body part in question and can be returned to their original form at will.

## Migratory - 400 BP, 200 BP Blood Ether

As long as a group of under 100 people can be considered under your protection, you are able to extend all your stealth perks and abilities to them while moving or hiding as a group. You'll be able to use this for a month the instant any member of the group involves themselves in a major conflict.

## Holy Hypocrisy - 400 BP, 200 BP Mechanized Church

By studying the biology of supernatural creatures, you are able to learn how to splice their cells into humans, bestowing that creature's abilities. This process is imperfect, but with enough experimentation (and test subjects) you can come to match or even surpass the strength of the original.

## Living Weapons - 400 BP, 200 BP Mechanized Church

You are privy to the Van Helsing Church's cybernetic technology. Not only can you create a variety of weapons, you can directly transform humans into cyborgs. By default cyborgs are superhumanly strong, durable, and fast, and each one has a variety of built-in gadgets from blades to lasers to missiles.

## Noble Demon - 600 BP, 300 BP Blood Ether

Whenever you assume the form of a species that continuously gains power as they age, your might will be on the level of an ancient member of that species. For instance, if you were a vampire here, you would be equal in power to Claudia or maybe even Redlord at his prime.

## Power Corrupts - 600 BP, 300 BP Blood Ether

Should one try to steal or copy your biological or racial abilities without your consent, they will be cursed to suffer a slow and agonizing death as their new power eats away at them. If you have the means to uplift others to your species, you can also choose to inflict this as you willingly infect them.

## Defanged - 600 BP, 300 BP Mechanized Church

You have a knack for incapacitating supernatural entities. Not just that, when you steal an important body part related to a creature's natural abilities (a vampire's fang, a werewolf's claws, a unicorn's horn, etc.) they will be robbed of the vast majority of their power until they can reclaim it.

## Iron Will - 600 BP, 300 BP Mechanized Church

Your willpower is well beyond what should be humanly possible. Your will somehow allows you to bring forced physical transformations under control and resist the effects of curses. A curse that should drive you mad and kill you in days, you can fight off for centuries through sheer force of will.

# SPECIAL ABILITIES

The Remodeled and Demon species receive 300 BP to spend in this section only. Humans are barred from this section entirely.

## Melee Weapons – 50 BP

Exactly what it sounds like. You have two or more melee weapons hidden inside your body, or perhaps just natural weapons like claws built into it.

## Extra Limbs – 50 BP / 100 BP

Maybe you have tentacles instead of hair or can sprout spider legs from your back. For double the price, these extra limbs are strong enough to impale a human with ease and long enough to do so from meters away.

## Ranged Weapons – 100 BP, Exclusive Remodeled

1-3 firearms built into your body. This could either be standard machine guns, or something more powerful with a lower rate of fire, like a laser that takes a few seconds to charge each shot. Ammo is replenished daily.

## Enhanced Senses – 100 BP / 200 BP Per Purchase

One of your senses is enhanced to superhuman levels. This specializes in gathering information up-close. You need just a few seconds to pick up everything you'd need to know from a crime scene. You can even pick up small details in the midst of battle, like what caliber of bullet an enemy is using. For double the price, the range of this sense is enhanced, such that you could observe someone from miles away, as if you were standing right next to them. Can be purchased multiple times for different senses.

## Enhanced Speed - 150 BP

You possess the speed and dexterity to weave your way through an active battlefield and slaughter dozens of enemies without taking a single scratch.

## Enhanced Power - 150 BP

You possess enough strength to flip a car over, and enough durability to endure similar attacks. A proportional increase in size is optional.

## Phantom - 200 BP, Exclusive Demon

You have the power to summon, manipulate, and transform into mist at will. As mist, you can move silently over immense distances and phase through attacks, however you can only maintain this form for seconds at a time.

## Explosive Weapons - 200 BP / 300 BP, Exclusive Remodeled

You are able to launch dozens of small missiles from your body. For a plus charge, these can be used to create a ring around an opponent that engulfs them in holy flames that are exceptionally deadly to vampires and similar creatures of the night. Missiles are replenished weekly.

## Flight - 200 BP, 100 BP Remodeled

Whether through wings, mechanical jets, or some more esoteric ability, you are capable of flight. Regardless of how large your body is, you are able to fly at great speeds over large distances, even while carrying another person.

# SPECIAL ABILITIES

## Regeneration – 200 BP, Free w/ Werewolf, Vampire, or Deformed

You can survive and heal from anything less than dismemberment in a matter of hours. Sufficiently extreme injuries can still leave permanent scars on your body. If taken with Vampire, your regenerative abilities grow as you age. Once you reach the heights of Redlord, you could be reduced to a skull and ribcage and still manage to regenerate with enough time and blood.

## Werewolf – 400 BP, 200 BP Demon, Incompatible with Vampire

Even in your human form, your strength, speed, senses, and regeneration are greatly enhanced. By transforming into a larger wolf-like form, these traits are supercharged to the point you can match most vampires in combat. This form is exhausting to sustain for more than an hour or so. You are immortal unless killed and will never outwardly age past your prime.

## Vampire – 600 BP, 300 BP Demon, Incompatible with Werewolf

One of, if not the strongest race of demons. You possess enhanced strength, speed, and regeneration, that only grow more and more powerful as you age and consume blood. By sinking your fangs into a human or invading their body with your blood, you are able to “baptize” them to change them into vampires themselves. However, unless the baptism is performed with both of your fangs, your power will slowly tear them apart from the inside, killing them unless they possess the inhuman willpower needed to resist the curse. You are immortal unless killed and will never outwardly age past your prime.

## Deformed - 600 BP

An unholy amalgamation of supernatural power and mad science. Your entire body is an amorphous mass of flesh. You can shape it into spears and tentacles, or use it to coat every surface of a room, or create simple-minded flesh golems, or simply collect your flesh into a large, monstrous form. Your flesh can regenerate from any physical damage, even the loss of your head. However, hidden somewhere in your flesh is a large and fragile machine. If destroyed, it will disrupt your regeneration, rendering you susceptible to physical attacks once more. This becomes an altform post-Jump.

## Blood Curse - Free, Requires Vampire or Cursed

The most feared ability of the vampires. You are able to freely control your own blood, inside or outside of your body. On its own it serves as an infinitely versatile weapon, but if your blood invades the body of another, your control extends to their blood as well. You can puppeteer them from their veins, destroy their heart from the inside, or simply drain their body of all fluids in an instant. With practice, you may find even more elaborate applications of this, like planting your blood into someone's body in order to remotely control and communicate through their corpse once they die.

If taken with Cursed, this power is far less stable. Using it for more than a few minutes at a time will cause substantial damage to your body. Pushing this even farther can have potentially lethal consequences.

# SPECIAL ABILITIES

# 50 BP ITEMS & ALLIES

Factions receive one of their 100 BP items for free.

## Import - 50 BP Per

With each purchase, you may create or import a companion into this world with 600 BP to spend. They may gain even more points from Drawbacks.

## Export - 50 BP Per

With each purchase, you receive a "slot" that can be used to recruit a native of this world as a companion, with their informed consent.

## Sheath - 50 BP

Externally, this sheath seems more suited to holding a small knife. However, the magic infused to it allows it to sheath just about any blade that can fit past the opening, regardless of length. With this, a katana the size of your arm could easily fit in your pocket or attached to your belt. Be aware that this doesn't reduce the weight of the blade in any way.

## Mobile Phone - 100 BP, Free or 50 BP Blood Ether

A strange piece of technology. This small briefcase opens to reveal a rotary phone. Despite not being attached to anything, it can receive calls from you from anywhere in the world, even in settings that lack any kind of infrastructure for wireless communication.

## Medkit - 100 BP, Free or 50 BP Blood Ether

This simple portable medical kit never runs out of medical supplies, no matter how much you pull out of it. These are slightly more effective at speeding up the healing process compared to their mundane equivalents. This kit only contains supplies you'd find in any mundane medical kit.

## Pulpit - 100 BP, Free or 50 BP Mechanized Church

A strange vehicle resembling a small stage or platform on wheels. It has some mechanism to project the voice of whoever stands atop it. Perfect for preaching to the heathens without needing to walk yourself. Be careful around firearms. This vehicle is extremely explosive when shot.

## Cowl - 100 BP, Free or 50 BP Mechanized Church

A stealthy trench coat or more ostentatious holy garb. Hardly bulletproof, but far more durable than any clothing this thin should be. If purchased with Heavy Weaponry, you may combine this with the armor, allowing this attire to seemingly spring to life to transform into full-body armor.

# 200 BP Items & Allies

## Arsenal - 200 BP, 100 BP Blood Ether

A shotgun, sniper rifle, and pair of pistols that are abnormally effective at piercing through metal armor or bodies. You are able to retrieve these from your person at any time, even if there's nowhere you could have stored them. If lost or damaged, you will be unable to retrieve them for 24 hours.

## Fang - 200 BP, 100 BP Blood Ether

A specific part of your body (or two, if that piece comes as a pair) now has the ability to transform into a melee weapon. This weapon has all the abilities tied to the body part in question. You can revert these to their original form and reattach them at will, as long as they're still in your possession.

## Crucifixion - 200 BP, 100 BP Mechanized Church

A metal cross and an infinite supply of stakes that are extremely effective at paralyzing and depowering "unholy" beings like vampires. You need to incapacitate them first to use these, but once you do you could even incapacitate an ancient vampire, as long as you nail enough stakes into them.

## Heavy Weaponry - 200 BP, 100 BP Mechanized Church

Simple solutions for simple problems. You receive a large well-made sword, machine gun, and full-body plate armor. This armor is extremely bullet resistant, but a precise opponent can target the less armored joints, and a high enough caliber can simply brute force its way through the plating.

## Safe Haven - 300 BP, 150 BP Blood Ether

In any large town, you'll know the location of an abandoned building large enough to shelter a population of up to 100 and hidden enough to fall below the notice of any authorities. You can potentially escort a large population of Demons between cities without anyone even noticing.

## Hell Spawn - 300 BP Per Purchase, 150 BP Blood Ether

Two dozen weak but loyal Demons, and 2 exceptionally powerful Demons (such as Vampires or Werewolves) to act as lieutenants. Can be purchased at a discount multiple times. Lieutenants all count as individual companions, while the weaker demons occupy a single companion slot.

## Crucible - 300 BP Per Purchase, 150 BP Mechanized Church

By placing a mystical artifact in this glass dome and focusing enough electricity into it, it can forcefully revert said item into its "true form", assuming it has such a thing. Once unsealed, one can use this machine to draw upon the artifact's power in a safe and predictable fashion.

## Holy Knights - 300 BP Per Purchase, 150 BP Mechanized Church

Two dozen weak but loyal human soldiers, and 2 exceptionally powerful remodeled paladins to act as lieutenants. Can be purchased at a discount multiple times. Lieutenants all count as individual companions, while the weaker soldiers occupy a single companion slot.

# 100 BP DRAWBACKS

## Elitist - +100 BP

If human or Remodeled, you hold an irrational disdain for demons. If demon, you instead hate all non-demons. In your mind, any suffering inflicted on the other group is not only justified, but completely deserved. No matter how obvious your hypocrisy becomes, your beliefs are set in stone.

## Arrogant - +100 BP

To call you prideful is an understatement. You refuse to acknowledge that there is any situation you can't handle on your own, no matter how much evidence there is to the contrary. In general, you have a difficult time noticing how much of a burden you are on others.

## Slapstick - +100 BP

For some reason, your allies have a weird way of always showing their affection in the form of abuse. Your loyal servants will shit-talk you to your face at every opportunity, and some allies may be bold enough to just hit and throw objects at you for seemingly no reason.

## Unlucky - +200 BP

You must have been born under a bad star. Circumstances outside of your control will constantly involve you in one dangerous situation after another. Whether it's allying yourself with wanted vampires, stumbling into a firefight, getting kidnapped by the corrupt church, and so on.

## Impulsive - +200 BP

Nobody ever taught you to look before you leap. Your approach to the vast majority of conflicts is to rush in without any kind of plan. To make matters worse, you have a short fuse and a bad habit of wasting your secret weapons or finishing moves way too early in a fight.

## Omen - +200 BP

Those associated with you always end up suffering some unfortunate fate. Your subjects are hunted down, your allies are kidnapped, just being anywhere near you is enough for entire towns to be slaughtered. Somehow, this never happens to anyone whose death would benefit you.

# 300+ BP DRAWBACKS

## Cursed - +300 BP, +0 BP w/ Blood Curse

You were infected by the Blood Curse but were not properly baptized as a vampire. The curse will cause you almost constant physical and mental anguish. Even if you somehow retain your sanity, you will die before the end of this Jump if you fail to acquire the fangs of the vampire that infected you.

## Sealed - +300 BP

Somehow or another, the bulk of your power has been sealed away. Your physical abilities are just barely above those of an average human. You can only assume your full power for a few minutes at a time once or twice a day through the use of an external weapon (that can be lost or stolen).

## Stolen - +400 BP

Somehow or another, the Van Helsing Church managed to run extensive experiments on you in the past. In addition to leaving you with severe PTSD, they will manage to imperfectly replicate your biological abilities in a handful of their elite anti-demon soldiers. They only have a fraction of these abilities, but they are dead set in eliminating you by any means necessary.

## Go Home

End your Chain and return to your home world.

## Stay Here

End your Chain and remain in this world.

## Move On

Continue your Chain and proceed to your next Jump.

# ENDING & NOTES

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Jump by Gene

If you take Cursed and Vampire, you are like Azure. You have all the power of a vampire but will be constantly tortured by your own power until you seize the vampire's fangs and complete your transformation.