



BLOOD JUMPCHAIN

Revision 4, Written by Techno

THE year is 1928 in America-- but no America you would be familiar with. Wretched powers ooze from the deep, seeking to corrupt humanity towards their own twisted vision. And at the head of disgusting orgy of festering abominations that are choking the Earth with their shit is none other than the dark god **Tchernobog**, who together with his wretched cult, the **Cabal**, is directing the sacrifice and devouring of countless innocents, all to fuel his ascension.

BUT times are a-changin. Way back a decade ago, the rotting, writhing carrion king of all that is unholy betrayed his closest and most loyal human followers, the **Chosen**, calling them to receive orders only to have them killed like lambs to the slaughter. May be, in his lust for power, the dark god viewed the ones who had brought his cult to power as a threat; may be he was just fucking crazy. Regardless, the four Chosen were out of his way, doomed to an early grave. Or so he thought.

I live.... AGAIN!

CALEB, the legendary gunslinger, has risen from a hollow grave with a thirst for vengeance, and he's about to unleash holy hell on Tchernobog, and all of his lieutenants and followers; because before he was cast forth into the abyss, Caleb could only watch as the dark god took his lover, **Ophelia**, and killed the remaining chosen, **Gabriel** and **Ishmael**, without any remorse. And if he can't make the Cabal feel remorse for their sins, he can make them feel the pain of justice and revenge.

YOU will arrive shortly before Caleb rises from his grave. You have **1000 Choice Points**. Use them for good or evil, but either way, there will be mayhem.

BACKGROUNDS (Any age above 18, gender is your choice.)

Drop-In (Free)

"Hmm, fresh victims for the ever-growing army of the undead...."

You awaken on a Cabal shipment, loaded with human chattel to fuel Tchernobog's hunger for human sacrifice. The train is set to arrive at your chosen Location; hopefully, you can handle the cultists awaiting the train's arrival at the station.

Cultist (Free)

"Crudux cruo!"

You are a no-name cultist, just another foot soldier in the army prosecuting the subjugation of mankind in the dark god's name. You are expendable, but also totally anonymous; you can wander the Cabal's strongholds with little to no suspicion, or desert without anybody being any the wiser. Which may be a good idea; after all, you don't want to be in the path of Caleb's quest for revenge.

Beast (200CP)

"We have always lurked among you... like maggots in the bloated, stinking corpse of a diseased rat."

The vast majority of the Cabal's operations are carried out by their disposable human devotees; but when the firepower that the Cabal's legions can bring to bear simply isn't enough, the inhuman subjects of the dark gods descend upon the earth to take a more.... **direct** approach. You are a **Gargoyle**, a member of the legions belonging to Tchernobog's lieutenant, the lord of the Gargoyles, **Cheogh**. Human members of the Cabal bow to your authority, but you have a direct link to Cheogh as your species' patron deity; as such, desertion invites quick and violent retribution unless you have the firepower to back yourself up.

Chosen (in-training) (400CP)

"With the power you bring I shall open the doors to the worlds and inherit the Earth."

After Tchernobog betrayed the Chosen, and cast forth Caleb into the abyss, he sought to find suitable replacements for his deceased former allies. He sought out the strongest and the most fanatical of his demented legions, and those few who passed the brutal trials to prove their worth were empowered by his dark magic. However, with the most power comes the most responsibility; even moreso than being one of Cheogh's servants, you have a direct connection to the dark god. And to make matters worse, Caleb's blood feud demands that he personally hunt down all of Tchernobog's lieutenants, meaning he *will* seek you out so that he may kill you. Good luck.

LOCATIONS: Roll 1d8 to get your location, or pay up 100CP to choose one manually.

1 - Phantom Express: You are a passenger on the train featured in [E1M3: **Phantom Express**], headed to the station in [E1M2: **Wrong Side of the Tracks**]. Close to your destination is the Morningside Cemetery, where cultists and zombies guard the location of Caleb's awakening. This is not a good place to be; you are set to arrive along with reinforcements to replace the cultists Caleb has killed, and when the train does arrive, he will hop on and slaughter everyone aboard. Better have a plan to deal with *that*. (Also, the food in the dining car is fucking rotten. Figures.)

2 - House of Horrors: Oh, you're in it now. You arrive at the first secret level, [E1M8: **House of Horrors**]. A former circus, it has been taken over by the Cabal and turned into quite a potent showcase of human atrocity. Deranged fanatics torment the imprisoned civilians, and when they are killed in Tchernobog's dark rituals, their bodies are tossed into a flooded canal, filled with polluted, toxic water. The circus itself is filled with unstable traps and hazards, meaning that even if you are a Cabal member, your safety is far from guaranteed. If you were considering remaining with the Cabal, undercover, the things you witness here may convince you otherwise. There is *one* good thing; Caleb is still held up at the Cemetery, busy killing cultists and zombies. So here at least, you have plenty of time to think about how to handle the situation.

3 - Shipwrecked: Cabal freighters are a miserable place to be, and the ship in [E2M1: **Shipwrecked**] is no different. The rank-and-file of the Cabal sleep in the second lowest deck, just close enough to hear the sounds of misery and suffering from the chained, starved slaves held below. And you just so happen to be travelling in the frozen North, a weeks long journey where you will be besieged by miserable weather and constant delays before arriving on dry land. Good news- you have plenty of time to consider your options. Bad news- your ship will crash into an iceberg, at just the right moment for Caleb to stop by and raise some hell. And you'll be living with insane cultists for weeks without blowing a gasket. Have fun!

4 - The Lumber Mill: In the titular facility of **[E2M2: The Lumber Mill]**, the Cabal has taken over, and has repurposed the equipment in their experiments to automate human butchery. Captured civilians are impaled on any variety of grotesque meathooks, or are fed into the woodchipper for maximum efficiency. Conveyor belts carry human gore and viscera from one place to another. But you may wonder: what is the point of all of this? And the answer to that is, fuck knows. But beyond the ‘killing slaves for no good reason’ part, the entire place is pretty banal; it doesn’t have any insane traps or safety hazards, so long as you stay clear of the equipment. There could be worse places to have to hang out in, I guess.

5 - Ghost Town: This locale has nothing really much to it; **[E3M1: Ghost Town]** is pretty self explanatory. Some European town in the middle of fuck-all. It’s absolutely crawling with Cabal, as to be expected, but there aren’t actually any civilians or weird shit going on, yet; seems like they’re just squatting. Well, that would be all to say, if there wasn’t a fucking *air raid* going on. This begs several questions: didn’t the Cabal already subvert all of the world governments? Who wants to flatten some rinky-dink town in the middle of nowhere? Are the cultists really that strung out to not notice that Zeus is shitting holy fury down on their heads? These are all very good questions, and there are no answers to be found here.

6 - [E3M3: Raw Sewage]: Oh for Christ’s sake

7 - Mountain Compound: Set in a mountain way out in the boonies, **[E4M1: Butchery Loves Company]** features a mad scientist’s lab, complete with cloning vats and redundant amounts of medical equipment. Down in the lower levels, bizarre experiments take place attempting to transform captive civilians into gillbeasts; and just near to the surgical theatre, there is a room where dozens of human brains are kept in cold storage. The mountain setting makes the facility itself heavily fortified, although that will be of no help once Caleb arrives, and the fact that they leave *explosive barrels* out in the open for anybody to set off. Recommended course of action: steal all of the fancy weapons, and then get the hell out of dodge.

8 - Free Choice

PERKS: Half off for your background, or free if a 100CP perk.

Drop-In

Automap (100CP)

You have perfect recall for places you have been, and can easily spot useful things; structural weakness, weapons and ammo, and enemies are all easily noticed in your vision. This doesn't replace an actual sense of tactics, however.

Guns Akimbo (200CP)

You have a technical mastery of all weapons you come across, and can reload as fast as a world-class quickdraw. This even extends to allowing you to use one gun in each of your hands, quickly double-tapping and dropping any opponent you come across. Just make sure to watch for recoil.

Shock and Awe (200CP)

If you run into a room, guns-a-blazing, your opponents will be temporarily stunned, and will not aim to shoot at you for about half a second. That may not seem like much, but when you're trying to take down a room full of shotgun cultists, seconds can mean the difference between life or a pitiful and quick death.

Splatter-Proof (400CP)

The weapons and powers that your opponents can bring to bear are all incredibly powerful; no normal human would ever want to come face to face with two barrels of buckshot, let alone acid-spitting zombies and bundles of dynamite. Thankfully, you are not typical. For whatever reason, you are not an ordinary human; you're no superman, but any attack that would turn a normal person into a shower of gore will merely leave you on the brink of death, instead.

Death Eater (600CP)

Your very soul draws power from death, strengthening itself. Every time you take the life of an adversary, a minute fraction of that being's power is preserved, staying within your being and fueling your growth. This process is slow, operating on the scale of decades, but continues without limit; that is, so long as you don't get in over your head and get your ass roasted.

Cultist

Durbentia (100CP)

You have a remarkable resistance against passive mental intrusions and cognito-hazards; even being among Cabal cultists and eldritch beasts for extended periods of time, you show no risk of falling under dark influences. This ability extends to any phenomena that attempts to passively intrude into the human mind, whether via proximity or perception. There is no immunity to targeted and persistent mental intrusions, but there is some protection offered against such attacks.

Spray and Pray (200CP)

You have a lot of bullets. Like, a *lot* of bullets. What you may lack in skill, you certainly make up for in firepower; however much ammo you should have, you have almost twice that. Ammo refills are plentiful, and you only occasionally crunch for more. If you leave one of your guns empty in a box for a month, and come back, it will have full ammo again. Of course, this isn't a license to just go in, guns blazing; you aren't any more durable, and you still need to reload. This certainly helps, though.

A Cloak of Shadow (200CP)

You find refuge in the shadows, among the dark creatures that lurk in the night. When you hide in the darkness, you are rendered silent and nearly invisible; the darkness provides you comfort, steeling your soul and increasing your strength for the tasks ahead. And there is certainly no lack of dark places in this world, especially with the Cabal serving as servants of the darkness, spreading it wherever they go in the name of their God. Yes, this will do quite nicely.

Dark Rituals (400CP)

You have the ability to perform evil rituals of human sacrifice, temporarily setting aside any enmity and calling upon some of the power of Tchernobog to do your bidding. The rituals are arcane and complex, but the sacrifice is the least difficult part. After all, the Cabal has *plenty* of innocent lambs just waiting to be slaughtered. And if that's the cost of power, you're perfectly willing to pay up.

Gateway to the Otherworld (600CP)

The Otherworld is a cruel and vicious place that none ever return from; to even create a portal out from the inside requires the full, ascendant power of Tchernobog on your side. With this, you have the ability to create portals to this otherworldly place (with a one year cooldown). While going inside yourself is certainly a bad idea, you can dump any problem you don't want to deal with in there.... Like, say, the weakened avatar of the most powerful Eldritch god. Huh, funny how this sort of thing works out.

Beast

Monstrous Form (Free for Beast Only)

With this, you bear the body and abilities of a Flesh Gargoyle: enhanced strength and durability, wicked talons, flight, and a killer instinct. These natural abilities make you a force to be reckoned with, but you have certain key deficiencies. Namely, you can't swim at all, and fire will light you up like a match to dry tinder. During the duration of this jump, you cannot switch back to human form, or any other altform.

Bone to Pick (200CP)

You now have an unlimited supply of razor-sharp bones to toss at your opponents; while not as effective as a shotgun blast, they cut anything that they touch and are perfect for harassing opponents at long range before you swoop in for the kill.

Petrificate (200CP, Beast Only)

By turning into stone, you can hide as a stone Gargoyle in any vaguely gothic setting without anybody looking at you twice; that is, until they pass by you, at which point you turn back to normal and viciously devour them. Hey, a monster's gotta eat somehow!

Stone Cold (Additional 400CP, Beast Only)

Instead of merely being a weak Flesh Gargoyle, you are a Stone Gargoyle. Not just a disguise, your rocky scales make you exponentially tougher and stronger, able to throw down with a room full of Fanatics and lesser Beasties no sweat.

Bloodlust (600CP)

When you devour an opponent, you gain a hefty increase in strength and durability. This is different from **[Death Eater]**, as this is a temporary but sharp increase in power, as opposed to the subtle but permanent power increase that **[Death Eater]** offers its bearer. This power increase varies based on the strength of the being you devour; eating a lesser cultist would offer a mediocre power boost for about 15 minutes, while consuming a lesser god such as Cheogh would grant an exceptional increase in power for a whole 24 hours.

Chosen**The Way of All Flesh (100CP)**

You are naturally suited to be in the company of the dark creatures of the night. Unless provoked or under prior instructions, zombies and other unintelligent creatures will not attack you; and in addition, intelligent beasts such as demons or lesser gods will hold you in slightly less contempt as a mere mortal being.

Svengali (200CP)

Your words have a mesmerizing, and almost hypnotic, effect on certain weak-minded individuals. So long as you don't care overly for skill or intelligence, you will never find yourself lacking dumb muscle for whatever cause you take up; and with some extra skill and effort, you could very possibly create your very own cult. This ability is not foolproof, however; it is more akin to simple giftedness rather than an actual supernatural talent.

Dark Empowerment (200CP)

Magical ability is not free; most only ever find talent in the dark powers by way of noble birth, or Faustian pacts with the dark gods of the Otherworld. With this, you have basic potential in magic, having the capacity to cast spells. This does not grant any actual talent, but you at least have the *ability* to cast spells, should you invest the time and resources to study and pursue education in the dark arts.

Flamespitter (400CP)

Choosing between one of four different options (Caustic, Incendiary, Dark, Electric), you can fire devastating magic-based projectiles from your body. This power draws from its own well of power, meaning that if you run out of energy, you face no negative consequences besides simply not being able to fire more projectiles until your energy regenerates. Each option has its own upsides and downsides, and you can only pick one, so choose wisely.

Lifeblood (400CP)

With your empowerment by Tchernobog, your blood has potent mystical properties; in addition to empowering yourself with superhuman characteristics, those who drink your blood are healed of their wounds and given an influx of dark power as well. It can possibly even be distilled, and put to powerful use as a reactant in magical or alchemical rituals. Be careful, however, because those who come to rely upon your blood may soon find themselves with a powerful dependency.

Dead Reckoning (600CP, Free for Chosen)

When you take a mortal injury, rather than dying, your body will transform into an incredibly powerful bestial form. This power increase is based on your power before the transformation, making your critical form even more powerful over time. This ability cannot be triggered at will, and is only usable once per Jump; after it is activated by a mortal wound, you will revert to your base form, fully-healed, after 12 hours pass.

ITEMS: Most of these can be obtained for free within the jump; buying these items here simply ensures that you will always have them in your possession in working order, and that you will get regular refills for consumable items such as the Doctor's Bag or weapon ammo.

BLOOD (50CP): A copy of the Blood release *One Unit: Whole Blood*, playable on your warehouse terminal (or equivalent), which includes the original 4 episodes, and the official fifth episode *Plasma Pak*. This item also includes the expansions *Cryptic Passage*, *Red Hot*, *Level Pack 6: Additions for Blood*, as well as the sequel *Blood II: The Chosen*, and its own expansions of *The Nightmare Levels* and *Revelations*. That's a lotta *Blood*.

Pitchfork (Free for All)

Despite being old and rusty, this pitchfork always stays sharp, and is perfect for stabbing your enemies or conserving ammo. It's not effective against tougher opponents, but it will always at least do papercut level damage, no matter how tough the enemy.

Flare Gun (100CP)

There aren't any pistols around here; instead, you have the flare gun, which fires burning projectiles that stick to enemies. If it burns 'em enough, they get set on fire and run around screaming, which is exactly as hilarious as it sounds. Ammo is plentiful, and it has a secondary fire mode which shoots out 8 flares in a diamond pattern. Combine the slow projectile speed and delayed damage, however, and this weapon can be challenging to use properly.

Box of TNT (200CP)

This really does explain itself; light up a bundle, toss it around a suspicious corner or directly at an opponent, and watch it go. If symptoms persist, apply more boom. This stuff also pairs nicely with [Automap], as it can be used to blow holes in weak walls and open up new paths and areas. This is the weapon of choice for lower-tier cultists.

Remote Detonator (Additional 50 CP)

You now have the option to toss it, and make it go boom by hitting the button on your remote detonator. This helps make sure you won't accidentally get caught in the blast radius of your own explosives, and set it up at strategic locations.

Proximity Detonator (Additional 50 CP)

This gives you the *additional* option of laying it, and having it automatically explode when a clueless chump comes within its blast radius. Heheheheheh.

Sawn-Off Shotgun (200CP)

Oh, *yes*. This is a break-action double barreled shotgun, with the barrels cut off to increase portability. You have the option of firing it one barrel at a time, or unloading both barrels at once into whatever sorry dope managed to find its way into your sight. It works best at medium-to-close range, as accuracy drops off significantly with distance. This is the weapon of choice for mid-tier cultists, alongside bundles of TNT.

Thompson's Submachine Gun (300CP)

Affectionately referred to as the 'Tommy Gun', this iconic weapon is a drum-loaded SMG that holds 100 .45 caliber rounds per magazine, with a maximum fire rate of about 700 rounds per minute. This absolute bullet-hose of a weapon is especially suited for Guns Akimbo usage, as its high rate of fire and less frequent reloading can clear out entire rooms of enemies. This is the favored weapon of Fanatics.

Aerosol Can (300CP)

This can of hairspray, combined with a Zippo lighter, can spray out a stream of fire as good as any military-issue flamethrower; and if a constant stream of hellfire simply isn't good enough, you can light the can itself on fire and toss it as a makeshift Molotov Cocktail. Unlike other spraycans, you run no risk of the spray can overheating and blowing up in your face; it's entirely safe!*

*not if you're a dumbass

Napalm Launcher (400CP)

Big, heavy, and brutal. These are the perfect words to describe this beast of a weapon, which fires out giant, flaming gobs of burning napalm that explode on impact and light absolutely everything in a room on fire. When used properly, this can clear out an entire room full of chumps; when used incorrectly, it will also do that, but it will cook you as well. This weapon is fueled by ordinary cans of gasoline, meaning that ammo is readily available if you know where to look.

Voodoo Dolls (400CP)

Appearing as a featureless, humanoid ragdoll, these arcane instruments cause remote damage to the closest being in your vision when stabbed with a handy sewing needle. It will induce searing pain in nearly enemy, stunning them from attacking you, and it totally bypasses conventional armor. Each doll is its own unit, so if one breaks after prolonged use, you will have to have another one ready. You also have the option of casting a spell on the doll, destroying it but causing a devastating amount of damage to the enemy it is targeted at. If you try to use it with no target in range, you will hurt yourself instead.

Life Leech (500CP)

A wooden staff sporting a human skull on the end, the Life Leech is a potent magical artifact, using the power of trapped human souls to create a beam that drains the life energy out of whatever it hits. The Voodoo Dolls require no aim, but each stab of the needle can only hurt the opponent so much; the Life Leech, while using expensive ammo, totally outclasses the Dolls in raw power. And while Trapped Souls may seem hard to come by, they are often created as a byproduct of the Cabal's human sacrifices. So if you poke around a Cabal facility, you should find some to refill your staff with. And as an added bonus, you can stab it into the ground and use it as an automatic turret; just make sure not to fire it when you have no ammo, or it will draw from your *own* life energy to create its beams.

Tesla Cannon (500CP)

Named for the famed electrical engineer Nikola Tesla, this electrically-powered weapon fires devastating bolts of electricity in 4 shot bursts, stunning and hurting any enemy that it hits. Unlike all of the other weapons listed, which certain enemies have resistances to, the Tesla Cannon will devastate pretty much anything. This weapon can be charged from various portable batteries, or hooked up to stationary electrical generators found in certain locations. Be careful, however, because if you try to use this weapon in the water, you're going to get a very short and brutal lesson on electrical safety. This is the weapon of choice for Zealots.

Cabalco Singularity Generator (600CP)

What the hell is this thing doing here? First invented and fielded in the year **2028**, a whole century in the future from your arrival, this weapon was commissioned by the Cabal's future leader, Gideon, as a way to counter Caleb and put him down for good. Powered by electric cells, the Singularity Generator creates devastating miniature black holes that draw in enemies and tear them apart. However, this level of destruction comes at a cost: the weapon has an extensive warm-up period, and it chews through Tesla ammunition like nothing else.

Lore (Special)

In 2028, when Gideon and his cohorts attempted to use the Singularity Generator to put Caleb away for good, it failed spectacularly. Rather than create a black hole, it opened up a tear in the fabric of reality that brought back two of the fallen Chosen, Gabriel and Ishmael, new bodies and all; and theoretically, you may be able to do something similar. You do have a whole 10 years to figure it out, after all.

Doctor's Bag (100CP)

This medkit is capable of being used twice to heal the injuries of you or another individual, before running out and needing to be replenished. It's bulky, so unless you have some special means of lugging it you can only comfortably have one on your person at any given time.

Beast Vision (100CP)

Chargeable from Tesla ammunition, these goggles highlight the outlines of monsters and other enemies, even in pitch black environments.

Jump Boots (100CP)

Chargeable from Tesla ammunition, these boots grant the wielder the ability to jump high distances and cancel out all fall damage, allowing for greatly increased mobility.

Life Seed (200CP)

Appearing as a grotesque monster eye, this single-use artifact allows the user to overcharge their durability, absorbing significant hits without actually taking any physical damage. This item

replenishes *extremely* slowly, on the timeline of days or even weeks, so do not rely upon it heavily.

Super Armour (200CP)

This set of protective equipment provides the bearer protection from fire, physical attacks, and magical attacks, all without noticeably hindering movement. It gets damaged very quickly however, and the wearer still sustains noticeable damage from attacks; simply less of it than before.

Reflective Shots (200CP)

Appearing as a glistening black orb, this single-use artifact temporarily renders the user totally immune to attacks, instead reflecting the damage onto the attacker. Same deal as the **[Life Seed]**; only use it if you really think you need it, because you might not have access to it for days or weeks afterwards.

COMPANIONS

Butchery Loves Company (100CP Individually, 400CP Bulk)

For 100CP each, you can bring along some companions with you into the jump, sharing your same background for free and with a budget of **600CP** to spend on perks and items; or, for 400CP, you can bulk import 8 companions max. You could bring in additional companions for free, but they will not be able to purchase any items, perks, backgrounds, or take any drawbacks.

The Chosen (Special)

Unfortunately, you can't simply *buy* Caleb's friendship for some measly Choice Points; in the alpha universe, he's going to spend a hundred years wandering, looking for a way to bring back the other Chosen. The simple promise of power won't ever lure him away from that goal. But, there is a very simple solution to this: bring back the other chosen. The circumstances that originally brought about the resurrection of the other chosen may have been a cosmic fluke, but that fluke may be replicable, if you do enough experimentation with the **[Singularity Generator]**. If you are able to bring them back, not only will you be able to recruit Caleb, but Ishmael, Gabriel, and Ophelia as well.

DRAWBACKS

I HATE mimes! (+100CP)

You have some form of psychological quirk that causes some random, not out-of-the-ordinary thing to send you into fits of violence. (Those mimes didn't stand a chance.)

Line of Fire (+200CP)

All of the civilians now have the attention spans of goldfish, and will constantly run right into the middle of firefights with the Cabal; this will often cause you to accidentally ventilate them, and even if you manage to move them out of the way, they will be back eventually.

AH, AH, IT BURNS! (+300CP)

You are extremely flammable, with even a single misplaced flare being able to instantly set you on fire. This can be prevented by wearing fire armor, but even then you take magnified damage from ordinary burns. You cannot take this drawback with the background **Beast**, as you are already dry tinder waiting for a match.

Dreams of the Endless (+400CP)

During the night, you experience disturbing dreams about the dark gods and the Outerworld; these, over the course of years, will warp your mind, turning you more violent and creating an interest in darker and more esoteric types of magic. The proper mental exercises can help alleviate the effects of these dreams, but if they are left unchecked they will soon become more and more difficult to manage.

Dimensional Rift-se (+500CP)

After Caleb killed Tchernobog, he failed to realize that he had inherited the dark god's responsibility, as the One Who Binds, to bind the realities and prevent them from breaching into one another. It took 100 years of slow decay for the walls to finally break, as in the year 2028, **The Ancient One**, a dark being from beyond the gates, to enter into Earth and attempt to consume it all. Now, the effects will show one year after Tchernobog is killed. Whoops.

Extra Crispy (+600CP)

*"Lightly Broiled is like Shadow Warrior's hardest skill, and Well Done is harder, and Extra Crispy is like playing a casual game of Minecraft while **being set on fucking fire**. [...] The enemy reaction time gets lower and lower to the point where on Extra Crispy, as soon as you're in the enemy's field of view, you know immediately, because one of two things happens: one, the screen becomes a bright red color, or two, you're dead.*

- Civvie 11, **PRO BLOOD #1**

NOTES

As mentioned in the beginning, you arrive in *Blood* in 1928, and stay the typical 10 years span, with the jump ending in 1938.

The entirety of the events in *Blood*, all in all, are actually very short; the game proper takes place over the span of less than half a year, if the game cuts out travel time and eating and sleeping and all of the stuff that isn't fighting that Caleb would need to do. However, notable events do take place after the game proper; although Tchernobog's 16th incarnation is dead by the end of the first year, his new Chosen-in-Training are typically still alive, and so the events of *Plasma Pak* take place a few weeks or months after *Blood*.

Cryptic Passage is also considered canon, and can take place at pretty much any time after the events of *Blood*. Even though Caleb's actions devastated the Cabal in the short term, they are still alive and well, and Caleb is still fighting them for 100 years after his first confrontation with Tchernobog; so there will never be a lack of things to do or cultists to kill.

Although choosing a non Drop-In background will cause Caleb to be hostile to you, this isn't mandated by the Jump; this is simply an ordinary outcome of the circumstances at play, and you can convince him that you aren't *actually* Cabal with some difficulty.

The only weapons that can benefit from Guns Akimbo usage are the **[Flare Gun]**, **[Sawn-Off Shotgun]**, **[Thompson's Machine Gun]**, and **[Napalm Launcher]**; all of the other weapons are two handed. Again, this isn't strictly mandated, but unless you have some other power that gives you four hands, it isn't happening.

You can only recruit Caleb by reviving the other Chosen using the **[Singularity Generator]** to open a rift, or using some other perk to bring them back to life. He won't be interested in abandoning his mission, and you can't forcibly compel others to become your companions, because this ain't the Confederacy.

Outside of this Jump, **[Dark Empowerment]** gives the bearer basic potential in the local magic system of any universe they go to; again, this doesn't mean actual talent, but you will have reserves so you could *theoretically* use magic in that setting. But no matter where you are, you will always have access to the Blood Jump's dark magic.

[Firespitter]'s variations go like this:

- Incendiary shoots out flames, which is good for flammable enemies like the Bloated Butcher or Flesh Gargoyles.

- Corrosive shoots out an acidic, Bloated Butcher-like attack, which is slow but devastating if you get a direct hit with it.

- Dark shoots a simple bolt of black magic, which doesn't do anything like set someone on fire, but bypasses most non-magical defenses.
- And electric is basically just the Tesla Cannon, but from your body.