

Bloodrayne I

V1.0 by Songless

The year is 1933. Europe is on a downward spiral to the conflagration that will become known as World War Two, and the Nazis seek every means available to claim victory. But though man's capacity for monstrous acts is as great as ever, the world is *full* of monsters... and many would make even the proudest Nazi pale in terror.

The Gegengeist Gruppe, an elite organisation established by the Nazis to bolster Germany's power through knowledge of the occult, is scouring the globe, looking for artifacts of dark power. Success could mean the lasting supremacy of the Third Reich as they conquer the world... or cause a disaster far, far worse than anyone ever imagined. Few remnants of the past are safe, and the greatest prizes often also carry the greatest danger.

But that is the future, and although they've achieved some early successes, the G.G.G. is only just getting started. Today, rumors of unnatural creatures in a town quarantined due to a strange plague have led the secretive Brimstone Society to send their newest member to investigate.

In a few days, the young Damphyr, or half-vampire, named Rayne will arrive in the swamps of Louisiana with her mentor Mynce, hoping to uncover the truth about the strange sightings at the town of Morton. Unknown to either operative, the town has already been visited by an occult specialist - and the troubles besetting this once sleepy place are merely the symptom of a much, much greater evil.

What seems little more than a town overrun by spider-like beasts will prove itself to be the opening act of a story that goes from the murky swamps of Louisiana to the Argentinian coast and even the dark depths of Germany itself. The bloodshed is only just beginning, and everything from swamp monsters to inhuman vampires and eldritch parasites to Nazi ubermensch will be thrown into the fray.

You find yourself in this world of vampiric thirst, Nazi ambitions and ancient demonic powers, and whether you'll fight the darkness or seek your own path to power and glory - you'd better strap yourself in for a *bloody* ride.

You start with **1000CP**.

BACKGROUNDS

We each have a place in the world - or so the Nazis would like you to believe anyway, along with the idea that for many that place is subservient or 'dead and buried'. But it's true regardless. Choose your Background here to determine your focus for this jump; each Background may be taken as a 'Drop-In', with no history, memories or connections in this setting. Alternatively, you may of course opt for the full 'reincarnation' style insertion, gaining a full identity in this world with all that implies. Backgrounds are not restricted to any particular faction; though most of the individuals seen during the game worked in service of the Nazis, heroes and monsters alike can be found in many dark places.

Whatever Background you choose, you may freely choose your gender, and may select any age suited for an adult human. Your starting position may be selected as any place suitable for an individual of your background - a G.G.G. facility for a Nazi Operative, a hidden lair for an Abomination, and so on.

A career for those seeking to uncover secrets and hunt down the secretive, **Infiltrators** are assassins and spies with an extensive knowledge of the occult. That said, just because you're good at staying quiet doesn't mean you can't disembowel with the best of them. Your most immediate counterparts are the members of Brimstone Society, including Mynce as well as Rayne herself.

The greatest soldiers and combat specialists around, **Operatives** are masters of war, be it against their fellow man or the dark creatures hiding from humanity. You might even have become superhuman through various occult methods - ethical or otherwise. Your peers include some of the greatest of the G.G.G. soldiers, such as Kommando, Mauler and the 'Doppelganger Twins'.

Most are born to follow, but some are made to *lead*. **Visionaries** have the ambition to change the world and the determination to make it happen - be it through charisma and leadership or by pursuing groundbreaking scientific breakthroughs. Your counterparts are individuals such as doctor Báthory Mengele and Jürgen Wulf himself.

The world of Bloodrayne is one filled with monsters, both human and decidedly less so. You are one of the latter kinds, an **Abomination** of darkness and eldritch power such as one of the various vampire strains, Daemite abominations, Maraisreq, or some other inhuman beast. You accept no peers, though beings like the 'Queen' and Hedrox The Infinite could be considered rivals if you insist.

PERKS

NON-DISCOUNTED

- Classical Education (Free)

You'd be surprised what kind of skills you can put to use in this place. Sure, beheading some Third Reich asshole by kicking them in and/or through the face is well and good, but you might also want to know what you're dealing with. This Perk grants you complete fluency in German, French and Latin - the first for dealing with living (for the moment) speakers, the other two mainly so you can actually read those eldritch documents the Nazis keep hauling around. Protection from utterly bogus information not included; take whatever that 'Thule High Priest' idiot had written down with more than a few grains of salt.

- Fit For The Slaughter (100CP)

Strike and parry, anticipate their movement, slip through their defenses and land that decisive blow... close-quarters combat remains as important as ever, even with the proliferation of automatic weapons in the modern age. You gain considerable talent and skill at melee combat, and are especially gifted at deflecting or outright blocking strikes from opponents stronger or faster than you... or slipping through similar defensive measures in turn.

- Flawless (100CP)

There's something to be said about looking good, and your appearance is to *die* for. You look absolutely amazing, and any blood, grime, entrails or other messes that might otherwise mar your appearance seem to easily wash off - if they even stick in the first place. You could have just slaughtered your way through a Nazi compound, and you'd still be ready to appear on a Playboy cover.

- Predator's Instincts (200CP)

It's one thing to track a victim by smell or footprints, but in this world that alone won't get you far. You possess a supernatural ability to find clues to lead you to your targets, as well as ways to reach them once found. Whether it's stopping just at the right time to overhear people mention some useful tidbits of information or spotting cracks and other weak points in walls or windows you might be able to break through, you'll rarely be without any obvious ways forward. And even if you *do* find yourself lost for a moment, you'll still get some vague idea of where to look, as if some internal compass is directing you.

- Dhampyr (400CP, requires the 'Vulnerable' Drawback)

Resulting from the union of a pure-blooded vampire and a human, most Dhampyr are born from misery and cruelty, and the monstrous nature of their inhuman parent often condemns them to a life in service to these same cruel forebears. But with such often-miserable beginnings also comes great power and potential. Much like Rayne herself, you gain all the advantages these

half-blooded individuals enjoy, making you a particularly deadly example of the expression 'the best of both worlds'.

At its most basic level, becoming a Dhampyr grants you super-human strength sufficient to lift a human one-handed or dent steel with a punch, greatly increased resilience to physical harm (such as being shot or stabbed), and substantially enhanced body control and reflexes.

Furthermore, you gain a number of vampiric powers: though you don't require blood to survive, drinking blood through your hollow canines allows you to rapidly heal from even grievous injuries. Inflicting harm on others allows you to charge and harness a terrible bloodlust, granting you a berserker trance known as 'Blood Rage' should you choose to tap into it for greater combat power. You can speed up your perception of time to view the world in 'slow motion', and you can even use the so-called 'Aura Vision' to gauge any living being's overall health, emotional status (most commonly whether they're aware of you or not) and even to detect enemies through doors or walls.

The Dhampyr Perk acts as a capstone booster; certain Perks gain additional effects when bolstered by your vampiric heritage.

INFILTRATOR

- Uninvited Guests (100CP, free for Infiltrators)

With time and effort it's quite possible to make people believe you're *supposed* to be wherever you are, but quite often the first and most important step to not getting arrested - or killed - is to simply never be found. You've got a keen eye for how to get into and out of places you're not supposed to be without getting caught. You know how to be quiet on your feet, and you've got a sixth sense for alternate routes and unconventional entrances that guards might not think to check. Scaling a wall here, crossing a rooftop there, and before you know it you're making your way into a hardened bunker through the air circulation system. Now imagine what you could do with superhuman jumping skills or some genuine super speed!

- Controlled (200CP, discounted for Infiltrators)

Woe to the fool who thinks to beat you at poker, because your talent at subterfuge has left you with effectively perfect control over your otherwise involuntary reflexes and other such physical tells. Indeed, you could maintain your composure even when surprised by something that completely catches you off guard. As a side effect, this also lets you come up with immediate, sarcastic responses to whatever tries to unnerve you, be it just a Nazi with guns or something like long-buried horrors chewing said Nazi's face off from the inside out.

- Walking A Dagger's Edge (400CP, discounted for Infiltrators)

Finesse can succeed where brute force fails. Whether you've got the latter or not, you're a master of acrobatics and balancing, your tremendous agility allowing you to not just balance on power lines and the like, but *run* on them. As a side effect, your superior sense of motion and momentum allows you to act with little or no wasted movements, making you at once appear more graceful and reducing the strain of any acrobatics or other physical efforts you do.

- Know Thy Enemy / *Executioner's Writ* (600CP, discounted for Infiltrators)

There are countless threats lurking in the forgotten places of the world - and many of them leave few survivors. Oftentimes it's impossible to know ahead of time what you'll be facing, so it's important to be prepared... something you'll find no difficulties with. You are well-versed in all manner of anti-supernatural techniques, and can recall even the most obscure trivia you might need to recognize how to deal with whatever threat you're facing. In fact, you don't even need to have read the reports or survivors' accounts at all to know - the knowledge just bubbles into your head as it's needed - if only the basics. Beyond that, though, you're also a more *practical* scholar, and can effortlessly expand on this foundation through personal experience. You could find yourself facing a vampire strain only seen halfway across the planet with no time to prepare, yet still work out how to eliminate (or at least slow down) their seemingly-immortal leader with only trivial effort. It doesn't suddenly give you the tools you might need to turn things around, but knowing is half the battle.

If you also possess the Dhampyr Perk, your insight into the supernatural is enhanced even further. Your understanding of your enemies' vulnerabilities and weak spots is honed to a murderous edge, guiding your attacks to exactly those spots they would do the most damage. Where before your blades might have merely drawn blood, now there's a good chance they'll take entire limbs off with a good hit... and anyone relying on such things as reinforced armor, toughened hides or simply being immune to pain? Well, that just leaves them with an unwarranted confidence that'll let you slip through their defenses that much easier.

OPERATIVE

- Sniper's Eye (100CP, free for Operatives)

A marksman's training offers little preparation for dealing with the threats that lurk in the darkest corners of the world. How do you shoot someone with reflexes so fast they can weave between bullets, to name just an example? Through intense practice in the GGG or just a truckload of natural talent, you can instinctively adjust your aim to compensate for supernatural abilities such as the immense speed shown by Rayne and other such supernatural abominations. It's not enough to negate such abilities entirely (and you'll want to bring some heavy firepower in any case), but even a handful of surprise hits can mean the difference between getting decapitated or standing proud over your latest kill.

- Pinnacle Of Man (200CP, discounted for Operatives)

Tools set us aside from animals and monsters - it is our *intellect*, our indomitable *spirit* by which we will make this world our own, not mere physical advantages. Like the greatest of the GGG's champions, you have mastered the use of combat equipment - especially those meant to counter superhuman or unnatural abilities. Subhuman monstrosities like Damphyr might have an edge through superior senses and reflexes, but a flashbang will take care of that just fine... and after bringing them down to human level, *you* hold the advantage.

- Homo Superior (400CP, discounted for Operatives)

Nazi science might seek to prove the superiority of the Aryan race, but they've never shied away from building upon this supposedly-perfect foundation. You have been the recipient of such a procedure (or several), giving you blatantly superhuman physical prowess. Whether it's cybernetic augmentations, eldritch alchemical infusions or something else entirely, you are now easily a match to the Nazi supersoldier Mauler, though you may decide yourself whether you also gain his inhuman size.

- *Aware / Connected* (600CP, discounted for Operatives)

The Nazis demand physical excellence and perfect discipline... and if anything, you've handily surpassed this goal. Your level of self-control is nothing short of superhuman, your every motion down to reflexes a perfect expression of your will. Your senses are similarly honed to perfection, and are near impossible to overwhelm - not even a point-blank flashbang grenade putting you off balance.

Combined, your talents would let you engage a dozen feral vampires simultaneously, and not only keep track of each of your foes at once but perfectly react to any openings the beasts leave to you.

If you also possess the Dhampyr Perk, your level of control over yourself now seemingly extends beyond your own body. While acting together with your closest allies, you act less like a cohesive group and more as though you're a single being - much like Simon and Sigmund Krieger were still 'one' even after they were surgically split. You'll know exactly where everyone is at all times, acting and reacting in perfect unison without the need for any orders or warnings. Your talented teamwork is truly the stuff of legends, and in this day and age that can take you *far*.

VISIONARY

- *To Lead Greatness* (100CP, free for Visionaries)

Trying to conquer the world with ordinary ideas will lead to ordinary results: *failure*, again and again. It takes creativity and ambition to become truly great, not to mention similarly driven and brilliant followers... but such people often don't work well together. Because of this, you've learned just how to manage not just large-scale endeavors, but also the scores of eccentric, egomaniacal, or outright insane individuals you'll have to rely on to get the job done. Sure, humoring someone's delusions can get tiring and sacrificing dozens of 'undesirables' for no real gain in exorbitantly horrific experiments is hardly an *efficient* use of your resources, but if it keeps a cruel yet brilliant ally dedicated to the cause and focused on the goals at hand... well, that's a small price to pay for their continuing support.

- *Tongue Of A Snake, Heart Of A Devil* (200CP, discounted for Visionaries)

Mere brains aren't enough to get anywhere in this world - you need to be *cunning*. You're a gifted schemer and manipulator, capable of effortlessly hiding your true motives from those around you. After all, if your search for certain artifacts of dark power has more to do with the

pursuit of *personal* power than the glory of the Third Reich... well, *someone* has to be the most powerful in the coming world order, and who better to take the role than you?

- Mad Science (400CP, discounted for Visionaries)

Bizarre physical augmentations, bipedal walker tanks, super serums, jetpack troopers... less brilliant minds might call them impossible or, worse, uselessly extravagant money sinks. You know better. You've got a decent bit of engineering skill, but more than that, you're a master of turning your talents towards the zany, the excessive, and the stereotypical 'Nazi' kind of machinery. All you need to get started is some resources and maybe a few experimental 'test subjects'...

- Unquenchable Ambition / *Hell's Wrath* (600CP, discounted for Visionaries)

Most men would tremble at the idea of drawing on the darkest powers of the world, but then most men are gutless fools who lack the drive you have. You need not shy away from even the most fearful means of success, for your ability to take advantage of otherwise self-destructive or corrupting powers is nothing short of exceptional. Most forms of dark influence will simply find themselves incapable of getting their hooks into you, to the point that your body could be more devil's flesh than human without even the mildest of side effects... or, for that matter, any new vulnerabilities against said flesh's original owner.

If you also possess the Dhampyr Perk, your dark willpower is enhanced even further. Your indomitable drive now allows your 'Blood Rage' to quickly recharge even while out of combat, and you'll likewise find yourself less reliant on bloodshed for any other techniques you might rely on - the ever-smoldering embers of your determination being a more than acceptable substitute for any kind of more *direct* violence or cruelty.

ABOMINATION

- Inhuman (100CP, free for Abominations)

To laugh, to hunt, to *experience* the world and all its tasty prey. Is there anything better? The morsels disagree, of course - it seems that even merely being nearby allows you to unsettle the weak of heart. And those who don't yet fear you as they should? Well, a few choice words or severed limbs will solve that little problem...

- The Strong Feast Upon The Weak (200CP, discounted for Abominations)

The cattle that think themselves masters of this world are weak - but still useful. Hedrox's clan can steal memories by devouring brains with their monstrous claws, the Daemites can burrow into and take control of human bodies in seconds, and now you, too, possess a means of using the (remains of) your victims for a personal benefit that goes beyond merely satisfying your hunger. Regardless of what form you decide this ability takes, you also find that you're unusually talented at making use of others' demise, both with this new power and any others you might have that provide similarly bloody results.

- Biological Imperative (400CP, discounted for Abominations)

Nature is a cruel and unforgiving mistress; doubly so for beings as competitive and violent as the vampire clans. Where others merely seek to survive, you've learned to *thrive* in even the harshest of situations. Though you need not push it to extremes like the Daemites' desire for intense pain, hardship and suffering will never faze or frighten you. Any adversity you face, any injuries you take, any failures or defeats you are forced to endure... they are merely stepping stones to becoming something greater. Push your physical power to the limit, and you'll forever become just a bit stronger. Break your limbs or tear out your claws, and they'll heal tougher than ever before. Hunt a target that keeps eluding you, and your cunning will be honed like a finely sharpened blade. Accept no mercy, show no weakness - and there's no need to make exceptions for your allies, either. After all, rivalries and cruelty from your masters and underlings is no reason not to remain part of the pack. Having to dodge the occasional swipe as you and your brethren go into a feeding frenzy just hones your reflexes, after all, and you'll find yourself taking to such abusive situations like a fish to water or a vampire bat to a dark, haunted castle.

- Unconquered / *Infinite* (600CP, discounted for Abominations)

Never yield, for such is the way of prey and fools, and you are *better*. Your fortitude is nigh unmatched, and an inhuman regeneration lets you shrug off injuries that would end your weaker foes as though they were nothing. Only grievous wounds like decapitation are still decently effective against you. Being impaled through the chest would still put you down... but it won't kill you outright, and if they don't finish the job, your healing power will let you regrow even lost limbs in minutes. This also makes you entirely immune to the risk of bleeding out, be it due to wounds or other forms of exsanguination like a wrathful Damphyr draining you dry.

If you also possess the Dhampyr Perk, your regenerative power is enhanced even further. Through your vampiric blood, you have become a match to the terrifying Hedrox The Infinite himself. Severed limbs now regrow in seconds, and any discarded body parts larger than a finger will 'heal' into a (temporary) copy of your own being at a similarly horrific speed... and yes, this includes self-inflicted injuries.

You and your severed selves remain a single entity for any metaphysical concerns (including for events such as moving on at the end of a jump), though you are not a hive mind as such and copies only possess pale echoes of your other abilities. Copies can maintain themselves through feeding on others, but will otherwise waste away over a number of days as they starve under an ever-growing hunger. Merging back together is an option if you'd rather not lose copies and their accumulated memories to this hunger, which is easily accomplished simply by devouring the copy or copies in question.

ITEMS

Unless stated otherwise, all purchased items will automatically repair and self-clean to a pristine condition within one day, and are replaced after a week if they are lost or destroyed. Given the likelihood of bullet holes or your gear getting drenched in blood, that's probably a good thing...

NON-DISCOUNTED

- A Killer Look (Free)

Slaughtering Nazis and/or monsters is a good pastime, but why not look the part as well? You get an expertly crafted and quite fetching outfit of your preferred design, be it something akin to Rayne's black and red corset and (literal) stiletto heels, a badass Nazi longcoat like that worn by many of the GGG officers, or something else entirely. Aside from the aesthetic value it doesn't offer much protection, but you'll definitely be killing in *style*.

- Vampire Legends (Free)

No, these probably aren't good bedtime stories for tucking your children in at night. Rather, this gives you everything that's ever been published for the Bloodrayne franchise, including the various games, promotional and concept art, and so on. They'll automatically adjust for any other computers or the like you might want to run them on, and are guaranteed bug-free. You even get the movies... though those could be considered a wholly different kind of 'horror'.

- Firepower (50CP)

It's hard work, ending lives. Whether you're hunting vampires, Nazis, or something else entirely, it pays to be prepared. With each purchase of this upgrade you receive a selection of firearms chosen from several options.

First, you may opt for a pair of light weapons ('light' insofar as Dhampyrs are concerned, anyway), such as Cole 44 or Luger P08 pistols, SMP34 submachine guns, or similar kinds of weaponry.

Second, you may opt for a pair of medium weapons, which are large enough ordinary humans can only use them with both hands, and then rarely while moving. Examples include the Kennings Rifle, the G33 sniper rifle, various shotguns and automatic rifles, and similar kinds of ordnance.

Finally, you may opt for a single heavy weapon, of the kind that is usually vehicle-mounted, deployed, or only seen as specialized equipment. Examples of this last category include the Browning M1918 Automatic Rifle, the MG32 machine gun, or the Panzerfaust rocket launcher. Each option comes with an ammo supply that automatically replenishes itself to a full magazine (or the equivalent) in one minute, and is guaranteed to work without jamming, breaking, or misfiring in even the harshest conditions.

- The Kiss Of Death (50CP)

Guns might get the job done, but nothing beats getting up close and *personal*. This set of melee weapons will serve you well in this world. Appearing similar to the arm blades used by Rayne and Mynce, you may opt for a different design if you wish. Regardless of their exact appearance, you can intuitively incorporate these weapons into your fighting style. In addition, they are effectively unbreakable, never dull or otherwise lose effectiveness, and will be impossible to disarm while you wield them.

- Demolitions (50CP)

This pleasant little package is just what the doctor ordered for blocked passageways. Comprising a number of heavy explosives like dynamite as well as a modern detonator, this set might not be as easy to use as grenades or other weapons, but it packs some *serious* power. Well placed, even one demolition charge is enough to blast through several dozen feet of rock, concrete or debris, and the explosives can be set off with either a wired detonator or a timer. The full set is replaced after each use.

- Harpoon (100CP)

The thin, silvery chain that makes up the bulk of this weapon seems far too delicate for combat use, but don't let its appearance fool you. It is nigh unbreakable, and can easily withstand the full force of a superhumanly strong user pulling it with all their might. Attached to a sophisticated stake-like projectile, the Harpoon can be used to skewer targets from a considerable distance, at which point the hooked tips allow the user to reel in their target like a fisherman brings in a catch. It can also be used as a grappling hook if the need arises. The compact reeling system automatically pulls the harpoon back, allowing a skilled user to launch or retract the weapon with the flick of a wrist. The hooks on the harpoon's stake likewise seem to release whenever you need them to, without ever getting stuck or jammed.

- Subversive Access (200CP)

Initially looking like a German-made military turnkey, this item is a security team's worst nightmare. It automatically adjusts to whatever shape or function you might need to get somewhere you can't quite reach. This could mean access keys to unlock restricted entryways, car batteries to replace depleted power supplies for larger machinery, a small toolkit or just a crowbar to pull obstacles apart.

- Fury Of The Third Reich (200CP)

Sometimes, the close and personal approach simply doesn't suffice. Sometimes, you need to destroy everything in your way... and with this portable radio, you've got just what you need. Usable once per day, the radio can call down a massive airstrike from one of the Luftwaffe's finest bomber squadrons. Just give them the coordinates, distance to a notable landmark, or some other way to identify the target zone, and cover your ears as their bombs do the rest. The attack is guaranteed to reach the target in a minute, provided its possible for the squadron to reach it at all (underground or indoor targets will only hit the surface or building in question, for example), and while the equipment used is only cutting edge for 1938, the bombers are unusually accurate and good at avoiding friendly casualties - the fabled German competence demands nothing less. You may choose to have an air raid siren sound prior and during the attack, though this is optional.

- Beliar's Legacy (variable cost)

Once the true ruler of Hell, Beliar is the original devil, cast from his place by the usurper Mephisto after the latter fell from Heaven. Though beaten, Beliar did not die - instead, his body

was torn into a thousand pieces... pieces which fell upon the mortal realm, where they can still be found to this day. You may purchase one or more of these artifacts here, all of which share some characteristics.

First, unlike their normal counterparts, each of these 'relics' you purchase here will activate only with the user's intent, rather than automatically forcing the user to absorb them. When activated, the relic will briefly hijack the user's body, coercing them to force the body part in question into their own body by crushing an eye into their own eye socket, stabbing themselves in the stomach with a rib, and so on.

Second, these relics are entirely safe to use, aside from the briefly painful and somewhat gruesome nature of the absorption process. You will experience no corruption, vulnerabilities, or other detrimental effects one might otherwise expect from carrying a piece of the literal devil within themselves. This includes being able to voluntarily *give up* the relics, expunging them from your body much like they are normally absorbed (after which your original limb, organ or what have you will grow back).

Third, the total power you gain from these relics will increase proportionally to how much (or how little) of your body has been replaced with Beliar's remains. Purchasing a second copy of a particular relic (such as a second rib or collection of teeth) will not only result in double the benefit of one relic, it will also provide a small increase to the effectiveness of all other relics as well. The relics reach their full power at the equivalent of 500CP or more worth of relics from this section. Relics acquired in-setting rather than bought with CP function normally and are included in the total power each relic gains, but lack any of the other benefits specific to purchased relics like the built-in safety or guaranteed replacement if they are destroyed like other CP-bought items in this section.

Though reclaiming *all* of Beliar's organs is likely a fool's errand, for someone with the ambition, cunning and resourcefulness to claim enough of Beliar's burnt corpse, great power *can* be achieved... just ask Jürgen Wulf.

Finally, it must be noted that a number of these relics are already found - or at least will be found within the next few years. These relics *can* be bought with CP and will function like any of the other options, but will *not* be available to you until the end of your time here... unless you claim them from their current burial places and/or owners. This will be indicated for each item.

- Beliar's Ribs (25CP)

Arguably the least spectacular of Beliar's relics, and likely the most numerous, these bones appear to be made of a crystalline material that glows with an eerie red light. They do not bestow any unique abilities or esoteric powers... instead, they simply make the bearer more resilient. A single pair of ribs would be sufficient to make an average, somewhat unfit individual tough enough to endure punches and kicks from an ordinary human without difficulty. With the entire collection of ribs the bearer could shrug off direct hits from Panzerschreck or tank weaponry and barely even flinch at the impacts.

You may purchase *Beliar's Ribs* up to twelve times total. Three of these ribs are already held by Jürgen Wulf, and the Nazi is currently hunting a fourth that is held by the monstrous 'Queen Of The Underworld' somewhere in the swamps of Louisiana.

- Beliar's Eyes (50CP)

Marked with an iris that remains a permanent shade of blood red, Beliar's eyes grant the bearer superhuman visual acuity. Even a single such eye allows the bearer to 'zoom in' to view distant objects of interest, similar to the way a rifle's scope might work. This power becomes increasingly intuitive with additional upgrades, and the eye(s) gain the ability to project a fiery gaze, similar to that which Beliar might decide to use to eliminate Hedrox, though the eye alone is insufficiently powerful to achieve this. However, when fully powered through additional relics, this gaze can kill unaugmented humans in the blink of an eye, immolating them into little more than charred bones.

You may purchase *Beliar's Eyes* twice, though neither can be considered 'easily accessible' at this time. One eye is currently held by Jürgen Wulf, while the other is buried within an eldritch underground temple on the Argentinian coast.

- Beliar's Teeth (50CP)

These jagged spikes seamlessly merge into the user's jaw, laying dormant and appearing as ordinary teeth until their power is activated. By drawing upon their infernal power, these teeth allow the bearer to exhale a fiery breath that seems to linger and 'stick' to victims far more effectively than mundane fire. This fire starts out roughly as deadly as an ordinary flamethrower, though with a considerably shorter range. With a full set of fully powered teeth, this infernal breath will be hot enough it can melt through tank armor in a handful of seconds, and has sufficient range it can engulf a moderately sized military barracks with one exhalation.

You may purchase *Beliar's Teeth* up to four times, but one of these is currently held by Jürgen Wulf.

- Beliar's Hands (100CP)

The manifestation of Hell's terrible reach, these skeletal claws are one of the most dangerous of Beliar's relics. Replacing the bearer's hand bones, each grants superhuman strength and allows the bearer to transform the affected hand into an elongated, clawed form with nails as sharp as a finely honed blade.

Furthermore, the claw can engulf itself in hellfire, adding a potent blast of heat to each melee attack the bearer lands, which starts as hot enough to flash-burn the skin of any struck victim. When at full power, the bearer will be able to elongate the claws to the point their reach is increased by well over twenty feet - the talons literally extending mid-swing to carve their foes apart - while the hellfire now burns hot enough it can melt through solid steel.

You may purchase *Beliar's Hands* twice, but one of these relics is in possession of Jürgen Wulf.

- Beliar's Black Heart (400CP)

The *literal* heart of the original devil, this seemingly petrified organ grants its bearer a number of terrifying powers. Most importantly, it grants the bearer a form of physical and spiritual shapeshifting. The physical aspect essentially grants you the benefits of all other relics (if at a much weaker level than the relics themselves do), such as allowing you to shift your hand into a taloned firm similar to *Beliar's Hands* above.

In a similar manner, you can also alter your spiritual form, drawing your life force away into a single part of yourself (usually the heart, obviously). As a result, you can essentially survive any injury that doesn't destroy your metaphysical core... though regaining your former strength may take additional work.

The Black Heart is currently hidden away within castle Gaustadt in Germany, and is in possession - so to speak - of Beliar himself, seeing as the heart acts as the repository for the majority of Beliar's remaining essence. Yes, this means that before being able to make use of this relic, you must eliminate the original devil himself. Unlike the other relics, anyone attempting to make use of the Black Heart while Beliar still lives will not be augmented, and will instead be killed to fuel Beliar's return - you'd best make sure someone *e/se* tries to use the heart before you do. The heart becomes safe for you to activate once Beliar has been slain, be it by your hands or someone else's.

INFILTRATOR

- The Invitation (100 CP, free for Infiltrators)

This pendant is a beautiful, if somewhat eerie, reminder that the world is not all it seems. Representing membership on an exclusive secret cabal such as the Brimstone Society, it can be used in place of any other membership proof... and to those 'not in the know', it's trivially easy to ignore it as just a meaningless bauble.

- In Memoriam (200CP, discounted for Infiltrators)

You've done so much, left a mark on so many people. Your loss was a tragedy, and you'll be missed.

The fact you're not actually dead is of no concern, of course. With this purchase, you gain all the documentation and arrangements for behind-the-scenes string pulling to establish a new identity for you, complete with official identification and a (fake) history. At the same time, the moment you use this Item, the next time you fake your death is going to be *far* more believable, even if no corpse is ever found. Bombs tend to work well, as does falling to your death, though arranging it will not be hard regardless of your chosen demise. After that... well, your new life awaits. You have a limited degree of control over what your new identity is, but it's thorough enough that you could theoretically sign up with a hated enemy without failing their background checks.

- A List Of Dead Men (400CP, discounted for Infiltrators)

This thick but otherwise unassuming envelope is entirely blank, with no indication of its contents, sender or even addressee. When opened with a specific organization in mind, the envelope will give you a list of roughly a hundred targets, the elimination of which will result in said organization being severely crippled or outright causing a total collapse. Each target comes with basic background information and suspected whereabouts, though especially reclusive or paranoid marks may lack photographs, supporting information, or even anything more than some fragmentary 'proof they exist at all'. You'll still need to do the legwork, but with enough dead bodies even an organization as powerful as the Gegengeist Gruppe can be taken apart.

The list automatically tracks which targets have been eliminated (be it by you or due to other causes), but otherwise doesn't update.

You will find a new envelope in your possession after one year, or when your current list of victims has been 'dealt with', whichever occurs first.

OPERATIVE

- Gegengeist Star (100CP, free for Operatives)

An expertly crafted if somewhat unusual weapon, this three-pronged throwing star is similar to those used by Simon and Sigmund Krieger. It's nigh indestructible and sufficiently sharp that a good hit can sever digits or even limbs, but that's only the most mundane advantage this weapon provides. The star always returns to its wielder, who can easily catch it thanks to a special glove (which is included in this purchase), and the weapon itself can turn corners and seemingly 'chase down' targets to a degree it seems almost alive. In the hands of a skilled user, this artful expression of German weaponcraft could cut down a dozen beasts or vampires in less time than an ordinary soldier equipped with heavy weapons.

- Potato Mashers And Bright Lights (200CP, discounted for Operatives)

Few weapons require competence like explosives, and with a supply like this you'd better know what you're doing. You can seemingly pull an endless array of German grenades, flashbangs, and even old-school sticks of dynamite out of nowhere. Just reach into your pocket (or wherever else you'd normally store them) and your hands will close around just about any common explosive from 1937 or earlier - with the fuse already lit if you desire. You could even get some demolition charges if you're *that* desperate to bring a place down, though you'll want some pretty big pockets for that... not to mention a good, safe distance.

- Reichsstahl (400CP, discounted for Operatives)

One of the toughest suits of personal armor ever created, this gear is normally reserved for the most gifted and dedicated soldiers of the Third Reich. Though it ordinarily resembles the reinforced metal armor used by the mysterious Nazi elite known as 'Kommando', you can choose a different appearance if you wish. Regardless of its appearance, this armor is tough enough a fit human could survive heavy rifle fire or a pissed off Damphyr without too much danger. Furthermore, this armor will grow in power with you, ensuring it will always provide a useful measure of defense.

VISIONARY

- Lore Of The Ancients (100CP, free for Visionaries)

This collection of dusty tomes, manuscripts and archeological records contain a vast volume of occult knowledge. Of course, the majority of this knowledge is complete and utter *bunk*, like Thule's majestic history and just about everything related to it... but just because the stories border on outright fabrications doesn't mean there's not a grain of truth to be found underneath

the lies. To that end, a large number of annotations and comments in the margins - made by less gullible and more competent individuals - will help you figure out what's useful. Just be careful before you start performing, say, some voodoo rituals without careful preparation. The whole thing being bogus is *not* the worst possible outcome...

- Congregation (200CP, discounted for Visionaries)

There are countless methods to bolster one's power... but testing these is as important as discovering them - and sacrificing loyal followers seems so *wasteful* when alternatives are available. This 'Item' grants you a steady supply of overworked, underfed convicts for whatever unethical or outright monstrous experiments you have in mind. Whether it's testing experimental, possibly-deadly super serums or simply feeding the next batch of abominations, these poor sods barely have the strength to step into your test chambers, let alone resist. Put their lives to good use - it's not like they're worth much otherwise.

- Wunderwaffen (400CP, discounted for Visionaries)

Representing the greatest achievements in Nazi science, this somewhat disorganized collection of devices could see you rise to great power if used well. You receive a collection of jetpacks and various potent cybernetics and treatments to enhance physical power, ensuring you can equip your followers to the standards of a proper 'elite' taskforce.

In addition, you receive a powerful bipedal mecha (as well as the designs), of a model even more advanced than that the G.G.G. will deploy to Castle Gaustadt. It is sufficiently heavily armored it can survive dozens of hits from anti-tank weapons, but unlike the 'classic' design it is more than powerful enough to carry this heavy plating without the somewhat slow speed of its outdated brethren. Offensively, it is equipped with a rocket launcher, heavy gatling gun and the finest German grenades to ensure combat effectiveness against all targets. Despite its complexity, the marvels of German engineering ensure that it can be used effectively by a single user, even without the need for extensive training. Your personal tank and a single jetpack for personal use come with unlimited fuel and ammunition, any other copies function normally.

ABOMINATION

- Maraisreq Incubator (100CP, free for Abominations)

Looking like a bizarre, pod-like growth halfway between a fleshy plant and an exposed organ, this large organism serves as a breeding nest for the 'Maraisreq'. Capable of producing a man-sized spider-like aberration several times per minute, even a single nest can quickly cause a massive infestation. Each Maraisreq is strong and tough enough to tangle with armed civilians, many carry horrific diseases, and their gulleys can extend far enough they can literally swallow a victim whole. With enough food and time, Maraisreqs can create new nests, and the oldest Maraisreq of each pack can potentially grow into a 'queen' - a monstrosity so big it towers over a three-storey house, and which can birth more of these monsters without the need for a nest.

They don't really follow commands, having little more than animal intelligence, though they somehow don't attack you either... maybe you can find a use for a near-endless supply of plague-ridden spider monsters? I'm sure a healthy diet of Nazi flesh might do them good...

- Royal Secrets (200CP, discounted for Abominations)

This antique, ornately decorated crown appears completely normal at first glance. However, much like Count Voicu's crown, it contains a small hidden storage space that can be used to hide valuable or dangerous items. Furthermore, so long as they're sealed away, any stored items are impossible to detect by any means. You could stow away the literal beating heart of Beliar himself, and a blood-starved feral vampire wouldn't even *smell* it without first knowing it's sealed within.

- The Old Place (400CP, discounted for Abominations)

This ancient structure typically takes the form of an elaborate castle, long-forgotten temple, or similar kind of eerie place of power. Much like Castle Gaustadt and the sanctum that grew around Beliar's eye, this place is *far* larger than it appears, and the twisting, labyrinthine passages within serve to both confuse unwanted guests and hide a seemingly endless number of terrible creatures. Recognizing you as their true master, both the structure itself and the wicked denizens within will aid you, both covertly and openly, especially if you ever find yourself... *hunting* in its domain or the nearby countryside. Echoing footsteps just happen to find their way to you, your supernatural abilities seem just that bit more effective, and the winding corridors always seem to lead your victims to those places where you can ambush them without being detected. So long as you rule here any would-be assassins or other foes will rue the day they ever set foot within your domain.

COMPANIONS

- Coven, Conspiracy, Cattle (variable cost)

One-man (or one-woman) armies aside, you likely won't get far on your own. So why not invest in some trustworthy allies to stand by your side? You may import an existing Companion or create a new one according to your wishes for 50CP each, or get eight at once for 200CP. Each receives 300CP and a Background, and may take Drawbacks for further points.

- New Friends (50CP)

Of course, you might also take the opportunity to recruit existing characters from this setting as new Companions. Each purchase allows you to take one person from the world of Bloodrayne with you on your travels, with all their skills and abilities intact but without additional purchases. Perhaps you'd like to offer Rayne herself a ticket out of this place? Or maybe you've made a new Nazi friend or taking a shining to some cannibalistic monstrosity you dug up somewhere?

DRAWBACKS

There is no limit to the number of Drawbacks you can take. Just remember: through facing adversity one can achieve greatness... or death.

- A Path Of Blood (+0CP)

Sharpen your blades and load your machine guns, because this Drawback ensures you'll be drawn into the coming conflict whether you try to avoid it or not. You can choose to either accompany Rayne or take her place entirely, but whichever one it is, one certainty remains: you *will* be one of the deciding factors of the conflict surrounding Beliar's relics and the main story of Bloodrayne. Or perhaps you'll swear your allegiance to the Gegengeist Gruppe and Jürgen Wulf to claim power for the Third Reich... or simply decide to take it all for yourself?

For deliberately involving yourself in the main conflict, you may choose to leave this jump early when the fight for Beliar's relics has concluded - assuming you're still alive.

- Detours (+100CP)

You've got places to go, things to do, people to kill. So why is it you can't seem to go anywhere without some obstacle barring your path? Blocked mine tunnels, flooded passageways, unpowered elevators, collapsed cliffside roads, not to mention the good old 'locked door' problem... you'll run into them all. Some you might be able to get through with brute force, but even so you'd better expect to do a lot of side tracking to find whatever random tools you need to get through or around the obstacle of the day.

- Quiet, Baby, What Will The Neighbors Think? (+100CP)

Oh, if only they'd die *quietly*. Well, don't get your hopes up, because no matter how hard you try, everyone you fight will *always* manage to scream their lungs out (metaphorically, not literally) for a good few seconds. Expect everyone to be on high alert the moment you so much as touch someone, though if nothing else all those reinforcements coming to back your victim up mean everyone's in one place ready to be killed. Though until you take them all apart you'll have to deal with a good deal more bullets, claws, and other nastiness coming your way. And the screaming. *Oh*, the screaming.

- Unsettling (+100CP)

You haven't lived until you've told off some ancient cannibalistic parasite for claiming they'll '*wear you like lederhosen*'. But have no fear - you'll live a full and rewarding life indeed! As in, you're *vastly* more likely to run into bizarre, creepy places, people and... uh, *things* wherever you go. Maybe the world's just that bit more horrific or maybe it's just dumb luck, but whatever the case may be I hope you don't get scared easily.

- Low Maintenance (+100CP)

Don't bother cleaning or reloading your guns - just about anything involving gunpowder has a nasty tendency to jam or break whenever you try to reload them or otherwise use them past one magazine. You'll have to scavenge for weapons from those you kill, or just rely on good old fashioned melee fights... but given you might be facing everything from cannibalistic man-bats to demonic parasites and Nazi super soldiers to a certain angry Dhampyr, you'll certainly miss that bit of distance a good gun affords.

- Vulnerable (+200CP, mandatory with the Dhampyr Perk)

A vampire's lineage can grant great power... and terrible dangers. Whether you are such a being or not, you now share a portion of the weaknesses vampires suffer from, much like Rayne herself does. Most importantly, water will now burn you like mild acid, making rain and larger bodies of water notably hazardous to your health (though only somewhat pure water counts - you'll not need to fear liquids like blood or alcoholic drinks). Sunlight likewise harms you, causing severe burns if you're caught in direct sunlight. You don't get incinerated instantly like full-blooded vampires do, so high humidity and both twilight and outdoor shadows are still safe for you. You might want to stay indoors where possible, though...

- Pureblood (+200CP, requires 'Vulnerable')

Far more severe than the vulnerabilities experienced by half-bloods like Dhampyr, these weaknesses are enough to severely limit when and where you can go. You're a true creature of the night now, much like the (new) occupants of Castle Gaustadt... and you'll find that you're likewise increasingly limited to the gloomy halls and nighttime cover that Hedrox and his pack had to rely on.

Both water and sunlight now destroy any exposed parts of you instantly, flesh and bone turning to ash when touched, though heavily overcast skies might be survivable for (short) periods of time. You're also more vulnerable to silver and any form of 'holy' items... and you now have to drink blood or otherwise consume living people to survive, or risk starving to death. Weaknesses like garlic or needing an invitation to enter a home are mere fairy tales and don't apply.

- Catch And Release (+200CP)

You'd think turning a foe into 'pink mist', or at least severing a few choice body parts would be enough to put them down for good (the feral vampires don't count), but the opposite seems to be the case far more often than you'd expect. Just on Rayne's Louisiana and anti-G.G.G. missions she'll already get to see people come back from (near) certain death no less than three times, and that's before including Hedrox's nigh-suicidal lack of self-preservation! Well, you'd best get used to it: though the rank-and-file 'mooks' remain unaffected, just about anyone who stands out even the slightest keeps just coming back for more. Yes, even if you ensured they are really, very, *thoroughly* dead and scattered the ashes.

- Shaky (+200CP)

With steady hands and ironclad nerves, no monster - human or otherwise - will stand in your way... sadly, *your* nerves are far from unshakeable. You're easily disturbed or terrified, and pretty much always let the fear get to you. You're a coward, to put it plainly. Given the amount of

unsettling and outright creepy stuff out there, you should probably consider whether or not you're cut out for this place... before it cuts *you* instead.

- Misunderstood (+300CP)

Others might call you a fool behind your back, but you don't care. You know the truth, a truth so profound everyone else is mere children before its wisdom. Nothing can dissuade you, no 'proofs' or mockery swaying your certainty.

Of course, much like Von Blut, reality often doesn't match up to your sincerely held beliefs - and whatever you've ended up believing in is something *very much* untrue. Probably in a pretty dangerous manner, like believing Beliar is secretly a long-lost immortal leader from the legendary Atlantis instead of *the literal Devil*. Whatever the actual misinformation lodged in your cranium might be, it's of a comparably disastrous nature - and you'll both be stuck with it for your entire stay here... and very vocal about it in the face of non-believers.

- Superiority (+300CP)

It's a fact: you're simply *better* than others. So why treat those beneath your notice with the caution they don't deserve?

You possess a particular kind of arrogance, where you are pretty much guaranteed to underestimate anyone who doesn't force you to pull out all the stops. Because of your ego, you'll just ignore anyone or anything opposing you unless you feel like proving a point, and even leave enemies alive because they're 'not worth the effort' or they'll 'learn their lesson'. Your confidence in your own ability and assured success might be justified or not... but like Jürgen Wulf, you'll find that the problems you ignore might just come back with a vengeance - and by the time you start taking things seriously, it could very well be too late.

- The Secret... The Secret... (+300CP)

It's not what you know - it's that he *knows you know*. Hedrox The Infinite, the most vicious and deadly of a pack of vampires considered monstrous even by other vampires, wants what's in your head and he will stop at *nothing* to acquire it.

He'll never stop hunting you, he'll never lose your trail for long, and no matter how many of his bodies you eliminate he'll never run out entirely, spawning more clones whenever he needs reinforcements or replacements for any you somehow manage to kill. Also, it must be mentioned that although Hedrox is perfectly happy to rely on his immense physical abilities, he is *not* some brutish animal. Deceptively cunning and insightful, underestimating this abomination is something few have survived... and fewer still without crippling injuries to show for it.

- Bloody Carnage (+300CP)

If you thought things were crazy before, well... things can always get worse. Every single one of your foes is pulling out all the stops, and more powerful military gear like Panzerschreks becoming far more common is only the very beginning. Bizarre new vampire strains and eldritch abominations come crawling out of the woodwork, insane Nazi experiments get released on a regular basis, armies of Brimstone assassins hunt down the monsters of this world... this place has become far more chaotic and dangerous... and it'll only get worse as the struggle over

Beliar's remains intensifies. You and your allies, of course, don't benefit at all unless it serves to further push the world into a downward spiral.

- Infernal Awakening (+300CP)

Once, Rayne and Jürgen would stop Beliar's rebirth, destroying the monstrous entity before it could regain its former stature and power. With this Drawback, they will be too late, be it because they didn't reach the Castle Gaustadt chapel in time or because Hedrox activated the heart earlier than before... and nothing *you* do will stop this event either. Beliar is now guaranteed to not only be reborn, but to also get enough time to grow to titanic size like he attempted during what *would* have been the final three-way battle.

Beliar is not invulnerable, and depending on your actions he might still lack most of his body... but he is still the original Devil, and the world will *burn* if you don't stop him.

- Flesh And Blood (+300CP)

Who needs bizarre abilities or esoteric technologies? Between vampire bloodlines, Nazi science and Beliar's dark power - to say nothing of good, old-fashioned skill - you should have everything you need to pen your name in the history books. Whether you use ink or blood is up to you, but whatever the case may be you lose access to any Perks, powers, equipment or other benefits you might have brought with you from other jumps. You are effectively reduced to your Body Mod plus whatever you purchased for this jump. If you take this Drawback, your Companions (if any) must also do so, and the same applies in reverse.

ENDING

All good things must come to an end - not to mention what happens to the bad things out there. But now it's time to wipe the blood off your blades and put away your machine guns... and make a choice.

If you're tired of the bloodshed - but why would you be? - you may decide to **go home**. You return to your reality of origin, keeping everything you've acquired during your time hopping between worlds, but abandoning your chain and ending your time as a Jumper by returning where you began. This is the only choice available to you if your stay here resulted in your death.

Alternatively, if you've gotten a taste of this world and are looking for more, you can choose to **stay here**. Perhaps you've got plans for a Third Reich under your rule, or you want to help Rayne track down her vampire father? Regardless, you'll spend the rest of your days in this world, with all the adventures and bloodshed you could hope for.

And finally, there is of course the chance to **move on**. There's more worlds out there, more monsters to hunt, more blood to drink. I'm sure you'll find a good use for the talents you've acquired here, whether you use them for good or something much, much darker.

NOTES

When in doubt, fanwank responsibly and have fun.