Trinity Blood

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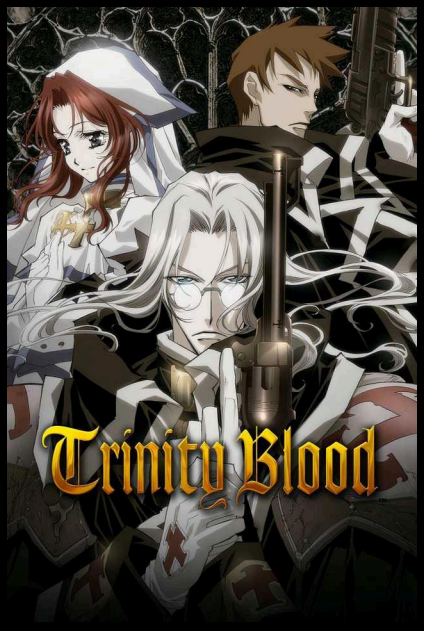

A world where vampiric creatures called Methuselah and humans have an uneasy alliance

You have 1000 CP to spend on this document.

Origin

Human
You are a Normal human like the others who never left Earth.

Android
An artificial Human made for combat, most of them were destroyed, but you seem to be a third surviving one.

Methuselah (200)
One of the Mars colonists who were infected with the *Kudlak Bacillus* bacteria to be able to survive on Mars, when they returned to Earth, they started to mutate, becoming a vampiric creature. They are much stronger and faster than a normal human.

Crusnik (400)

The Crusnik are vampires that feed on other vampires. They were created with the infusion of Crusnik nanomachines. Crusnik can't normally turn others into Crusnik, but if you have a perk that lets you infuse nanites into someone, then you can. Crusnik are stronger and faster than normal Methuselah.

Perks

Human perks

Soldier (100)
You are fully trained in the art of war

Witch (200)
Witches are descendants of people who gained powers through a series of experiments carried out pre-Armageddon. These witches were capable of telepathy, ESP, telekinesis, and pyrokinesis. Like them, you have a telekinetic ability of your choice.

Arts of the Inquisition (400)
Sometimes, to do God's will, one needs to get one's hands dirty. You're that kind of person. With this perk, you have a natural knowledge of all the weak points in the enemies of Humanity in any setting and an intuitive aptitude to fight against them. With a gun or a knife, your hands aim by default at the heart and head. You can use a steel blade with the same effectiveness as a silver one against a vampire. Even when facing monsters with the power to tear you in pieces, you find your attacks are still at their most effective. Even a Crusnik would find their powerful ESP abilities flickering if you are going for the kill against them.

Inventor (600)
After the Armageddon, Mankind suffered setbacks in all its technological advancements. Ancient technology is closer to what one would call futuristic, but geniuses are born in each age, all the same. And you are one of them. Advanced devices, faster vehicles equipped with armament, cyborgs, and other varied augments. Given enough time, there is barely anything that can’t be created, replicated, or reverse-engineered by your smarts.

Android perks

Gunslinger (100)
Your eyes have been modified to mark enemies you can see, making it easier to take aim at them with an attack.

Computer brain (200)
Your Robotic brain stores all your memories, so you never forget anything.

Replaceable Parts (400)
You can replace lost limbs. Additionally, if you die, you download your mind into a new body once per jump or once every 10 years (this is a 1-up).

EMP shielding (600)
It would really suck to accidentally walk through an electro magnetic field and die instantly, now you don't have to worry about that since Your computer has magnetic shielding

Methuselah perks

Shapeshifting (100)
When the Kudlak Bacillus enters the muscles of their hosts, they can assist with shape shifting. Often this is in the form of blades that come out of the arm, claws, or even as sharp, prehensile hair.

Fairy (200)
A rare subspecies of child-like vampires with thin butterfly-like wings that can emit supersonic waves. With the ventilation through the secondary lungs on their backs, they can achieve high-speed flight. You possess the same abilities as them.

Haste mode (400)
Allows a Methuselah to move twenty times faster than their normal speed for a short period of time. The state is activated by voluntary overstimulation of the host's nervous system, and use of this ability is very draining.

Doppelganger (600)
Doppelgangers can change their appearance by converting the cellular arrangement of their body's surface to look like an exact replica of another person.

Crusnik perks

Crusnik nanite activation (100)
You may limit any of your powers anywhere between 100% and 0%, with 0% being equivalent to a normal human in strength.

Blood manipulation (200)
Crusnik have the ability to make any weapon they can think of, and with training, they may even be able to craft clothing with it**.** You can also draw spilt blood towards yourself, absorbing it through any part of your body; any wounds you have will be healed when you do this.

Psychic power (400)
You gain the psychic abilities like Abel’s electrokinesis or Cain's telekinesis, you can pick other types of kinetic abilities like manipulating fire, Water, ice, or other elemental abilities.

Full nanite fusion (600)
You are fully fused with the Crusnik nanites in your body, making you harder to kill. As a bonus, once per 10 years, if you are killed, you may be revived by pouring fresh blood over your corpse.

Items

Gun (Free)
You get a revolver that never seems to run out of bullets.

Bottle of blood (Free)
You get a wine bottle full of fresh blood. In case you prefer not to feed on humans, you get a new bottle each week.

Blade staff (100)
This staff seems like a normal stick in anyone else's hands, but when you wield it, you can draw a katana from it; the katana is able to cut through supernatural creatures as if they were normal humans.

Airship (400)
This airship is like a cruise ship, but it flies.

Castle (400)
This ancient castle is perfect for a vampire or a base for vampire hunters.

Star of sorrow (600)
The star of sorrow is a mobile electric laser-fired satellite. It emits a laser energy pulse of 800 gigajoules - the power of 200 tons of TNT - 22 times per second. It could wipe out Rome in five pulses.

Companions

Old Friends (Free)
You may import any of your existing companions into this Jump for free; they'll have **600 CP** to spend on anything they like.

New Friends (Free)
Anyone or anything that agrees to travel with you may be brought with you as a companion for free.

Drawbacks

Broke as a nightroad (+100)
Like Abel, you are constantly broke; even if you just won the lottery, you seem to have not quite enough money to buy a sandwich.

Emotionless as a robot (+100)
No emotions / don't show emotions

bloodlust (+100)
Go crazy when you smell blood

Obligatory Power Loss Drawback (+400 CP)
You know the drill: No perks, powers, or abilities from previous jumps. You only have your Body Mod, whatever you bought here, and maybe something from the Jump this acts as a Supplement for. If this is your first Jump, take the free CP. You'll probably need it.

Obligatory Warehouse Lock Drawback (+400 CP)
You know the drill: No more access to the Warehouse or any of the Items you've collected from previous Jumps. You only have whatever Items you bought here, and maybe some things from the Jump this acts as a Supplement for. You get to keep Inventory or Pocket Space abilities, but you'll start off with them empty. If this is your first Jump, take the free CP. You'll probably need it.

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