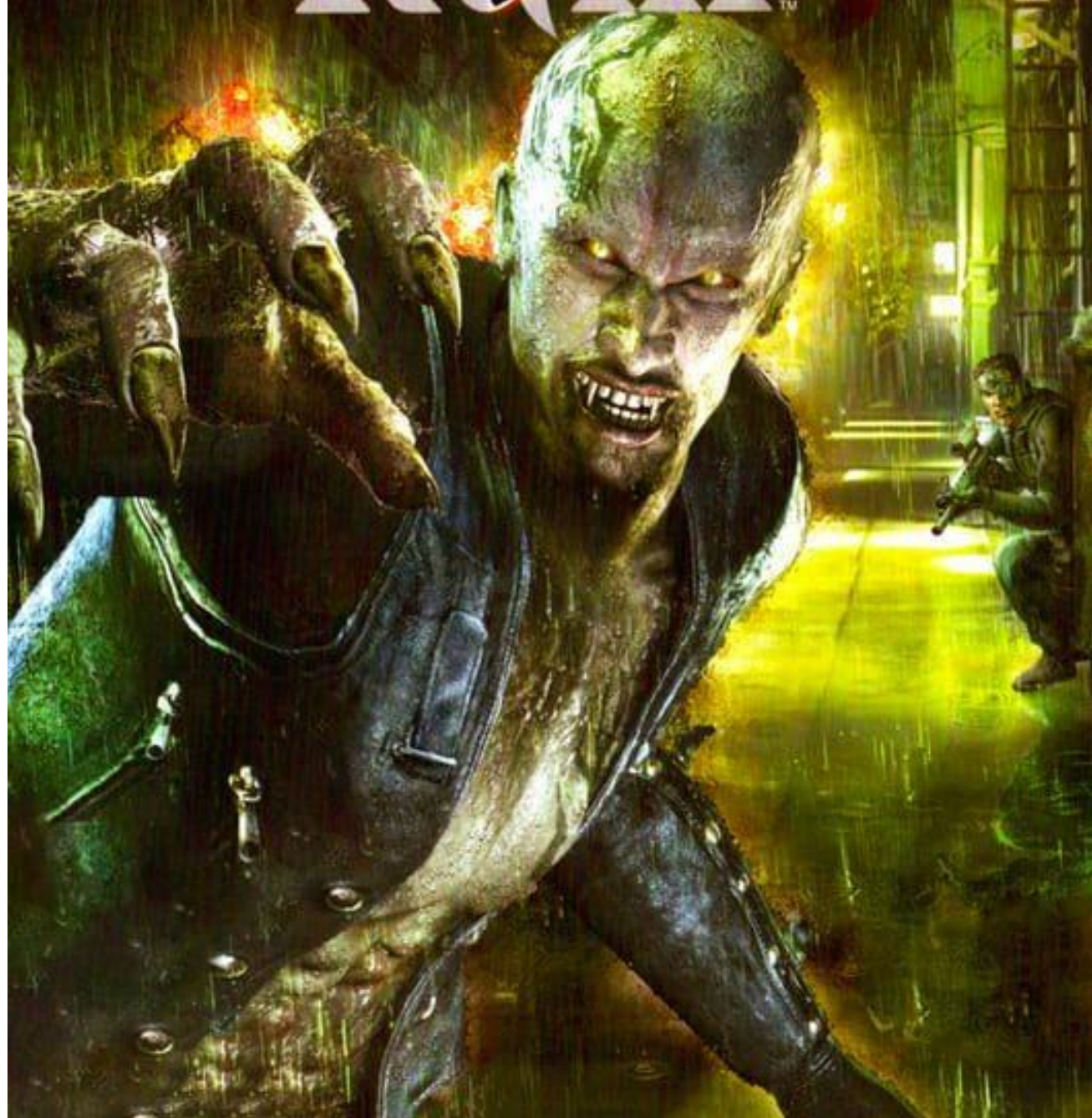


Rain *Vampire*



Vampire Rain: Altered Species Jump 1.0

By Atma-Stand in the style of TroubleX27/Pgx27

Each year, millions of people disappear without a trace. The causes of these disappearances are known as “Nightwalkers.” In 2007, the AIB or American Information Bureau put together several special ops teams to reduce the Nightwalker population. They have been sent into a city on the West Coast of the United States, designated as Point E9, to eliminate “Prime Walkers” or vampiric sires. Should they die, any Nightwalker they created would die with them. Tonight, these streets are shrouded in a cloying rain. Can you handle yourself in this battle for the fate of Mankind? Here are **+1,000 Choice Points** to arm yourself for the next 10 years with.

Origins

- **AIB Extermination Team (FREE)** – You are an agent of the American Information Bureau’s Nightwalker Extermination squads. Your current assignment is to investigate and eliminate the Prime Walker located at Point E9.
- **Nightwalker (FREE)** – You are a creature that appears to be perfectly human, unless provoked or feeling hungry. Intensely weak to sunlight, you walk the streets at night searching for victims to both feed upon and convert into fellow Nightwalkers. At this time, you are currently living within Point E9.

General Perks

- **Urban Exploration (FREE)** – When operating within a city, one must think vertically as well as horizontally. Maybe it was through specialized training, experience, or just a hobby, but you are an experienced free-runner and urban explorer, allowing you to quickly and effortlessly identify structures that you can climb up or down on within an urban environment.
- **Sixth Sense (-100 CP)** – There is something different about you, Jumper. You seem to have a strange degree of a sixth sense. This allows you to spot traps and dangers through a combination of auditory, visual, and olfactory cues, long before anyone you are working with can trigger them.
- **Headshot Fever (-200 CP)** – In Vampire Rain: Altered Species, headshots are the best means of disposing of anything whether they be human or Nightwalkers. Because of this, you will find that anytime you successfully land a headshot, you will do massively increased damage, even being able to kill fresh Nightwalkers, with a single 9x19mm round.

- **All That You Need (-200 CP)** – During the events at Point E9, both the AIB and Nightwalkers utilized a multitude of firearms in their individual goals, and they used an impossible amount of ammo. Now, you don't have infinite ammo, rather, you can weightlessly store as much ammunition as you can find within a pocket space and draw upon that ammunition in a protracted fire fight. Just be sure to always restock when you get the chance.
- **Rainy Days (FREE/-400 CP to Keep)** – Rain in Vampire Rain: Altered Species acts as a dampener for the senses of the Nightwalkers. During this Jump, Rain will suppress a Nightwalker's naturally heightened senses, such as sight, hearing, and smell. Going forward, when you are dealing with supernatural foes whose senses are greater than the average human in future Jumps, rain of any kind will suppress these senses to be below those of average humans. This effect is active regardless of whether or not these beings are outside or indoors.

AIB Extermination Team Perks

- **Special Stealth Operations (FREE and Exclusive to AIB Extermination Team)** – Prior to this mission you were a fully trained member of a United States Special Forces unit. Aside from gathering a wealth of tactical experience, you have received additional training in stealth tactics and sneaking missions. This includes how to move quietly, lowering your physical profile, and reducing your physical presence in an area to include equipment and supplies.
- **Eye See You (-100 CP, FREE for AIB Extermination Team)** – There is always the threat that you might be seen by either humans or Nightwalkers. Well, what if you were able to know when that happens? While sneaking through the city, should you cross the line of sight of an individual, you will get a sense of whether or not they actually see you. This only lasts a moment, but a moment is all you need to break that line of sight and continue your mission.
- **Specialist Training (-200 CP, Discount for AIB Extermination Team)** – Members of the AIB Extermination Team all have some background in the United States Special Forces. You are no different. Because of your past service you may choose to receive specialized training in one of three fields. Those being Demolitions, Marksman, or Communications.
 - Demolition increases the blast radius and force of your explosive devices by 50% and also allows you to sabotage ammunition to blast back on the user.
 - Marksman greatly decreases the minute motions of your body, thus allowing you to remain on target effortlessly and shoot targets moving at extreme speeds.

- Communications will allow you to track individuals or targets relating to your mission within a short period of time as well as maintain moment-to-moment updates with members of your team.
- **Pseudo-Walker (-400 CP, Discount for AIB Extermination Team)** – During the events at Point E9, several hit-squads under orders of the AIB were sent in to incite armed conflict. Whether you were exposed to trace elements of Nightwalkers or experimental compounds, you can be considered akin to these altered agents. You are physically comparable to a base Nightwalker in terms of sheer speed and jumping abilities. However, you are weaker physically. That being said, because you are paying for this perk, you can subsist on normal food, work in the sunlight, and most importantly read as a normal human when viewed in NecroVision.
- **Prime Kill (-600 CP, Discount for AIB Extermination Team)** – When a Prime Walker is slain, all other Nightwalkers they created die with them. This is powerful knowledge in your hands here, Jumper. Going forward, whenever you slay a vampire or other non-human creature that can be considered a Prime or progenitor of a bloodline or strain, all other infected and turned individuals die with them the moment they draw their last breath.

Nightwalker Perks

- **Nightwalker Physiology (FREE and Exclusive to this Origin)** – Nightwalkers, or better known as vampires, are the creatures that stalk the night. While in a calm state, they can pass as perfectly normal humans, however when attacked or at will, they change into a more corpse-like appearance. Regardless of what state they are in, Nightwalkers exhibit superhuman strength, speed, durability, senses allowing to toss a fully grown man down an alley way with a lazy swing, rip clean through stone and wrought-iron fences, leap great heights, cross large distances within seconds, take multiple rounds from anti-Nightwalker small arms fire before going down, and pinpoint the location of humans throughout a city. Despite their physical advantages, Nightwalkers have several important disadvantages. Nightwalkers are incapable of reproducing through normal means, and instead can only create new Nightwalkers by attacking a fully grown human, UV Light is absolutely lethal to Nightwalkers, killing them instantly, rain of any kind, decreases their heightened sense to be lower than that of a normal and untrained human, and most importantly, killing a Prime Walker or Vampiric Sire will eliminate ALL other Nightwalkers it created. As you are purchasing this option, you are a Nightwalker without ties to a Prime Walker, so even should all the Prime Walkers at Point E9 be destroyed, you will still remain.

- **Human Shift (-100 CP, FREE for Nightwalkers)** – Nightwalkers, by their nature, are quite monstrous in appearance. However, such a thing would be ill-suited for hunting. With a thought, you may be able to adopt a far more pleasing appearance. One that humans would never suspect hides a bloodthirsty creature such as yourself.
- **The Same Wish (-200 CP)** – Corruption runs deep, Jumper. When dealing with an organization that directly opposes your desires or existence, you may be able to find high ranking individuals whose goals align with your own. With a silver tongue and false promises, you may... lead them astray and create a workable agent within their ranks.
- **Over The Mountains (-400 CP, Discount for Nightwalker)** – You are something very different from other Nightwalkers, Jumper. The last one of your kind was born sometime in the early 15th century. You are a vampire who was born through nature, and not through a bite. This provides you with three major advantages over other Nightwalkers, you are immune to the weaknesses of your created kin, you can be considered the peak of your species, and you may age appropriately to your physical prime and remain that way unless you are slain. Post-Jump, these advantages transfer over to any other species you may be a part of.
- **Cycle of The Sun and The Full Moon (-600 CP, Discount for Nightwalker)** – Between both night and new, you have shed your life blood so that it may be a new rain that washes over the city. This is an old ritual Jumper, which creates a rain which can carry the effects of your life blood. While doing this, you may convert an entire city into Nightwalkers, loyal to you. This ritual may take roughly an hour or two to accomplish, but any human who had previously been bitten by a Nightwalker and survived will instantly turn.

General Items

- **Altered Copies (FREE)** – Vampire Rain: Altered Species isn't exactly a well-known or well received game. So, to give you an idea of what's going on, you will find either an Xbox 360 or PS3 with an associated controller, a television, and a copy of the game in your warehouse.
- **Chilled Bottle of Wine (-100 CP)** – Wine that is slowly chilled will remain as a liquid, even if it is chilled below freezing point. While this effect was attributed to both mankind and Nightwalkers in the form of a metaphor, it doesn't change the fact that a spot of wine can be nice. This bottle of high-quality red wine is just that, and don't worry, not only will shocks to the bottle not freeze the wine, but the bottle will never run out.

- **Armory Container (-200 CP)** – The AIB utilize a variety of firearms in their missions against the Nightwalkers. That’s where this shipping container comes in. It contains every weapon used by AIB forces during the events of Vampire Rain: Altered Species, and the ammunition to go with them. In addition, all ammo loaded into these weapons will be altered to be especially effective against vampires.
 - **H&M 99** – A 9x19mm pistol with a silencer, laser sight, and a 16-round magazine.
 - **H&M MP5** – A 9x19mm SMG with a silencer, laser sight, and a 30-round magazine.
 - **Neolite M4** – A 5.56x45mm carbine with a silencer and a 30-round magazine.
 - **Bellamy M3** – A 12g pump-action shotgun that can be fitted with a silencer and has a 7-round capacity.
 - **H&M MSG90** – A 7.62x51mm DMR with a silencer and a 10-round magazine.
 - **Varetta M82** – A .50 BMG Anti-Material rifle with a 10-round magazine.
 - **UV Knife** – An AIB issued, double-edged knife that emits UV light. However, each use will fully drain its batteries, forcing you to replace them within standard D-Cell batteries.
 - **Light Grenade** – A grenade that emits a powerful blast of UV light.
 - **Light Mines** – Square shaped mines that produce a powerful burst of UV light when stepped on.
- **West Coast City (-400 CP)** – A city located on the West Coast of the United States. There’s not much that is exactly special about this city, but the night life scene is pretty lively, and it can easily maintain itself with a steady tourist steam.

AIB Extermination Team Items

- **AIB Sneaking Suit and Headset (-100 CP, Discount for AIB Extermination Team)** – The AIB have seen fit to supply you with standard gear for their agents. Consisting of charcoal grey fatigue pants, black boots, and a bite-resistant vest and skintight top, this outfit greatly mutes your visible presence as well as muffles your footsteps in urban environments. In addition, you will also receive an AIB headset. The headset comes with a built-in radio with excellent range and most importantly an eyepiece with two modes. The first is standard night-vision. The second is NecroVision, which allows an operative to see whether or not an individual is human. Humans glow green, while Night Walkers glow orange. There have been reports of others who glow purple, but that is not your concern.

- **Experimental UV Knife (-200 CP, Discount for AIB Extermination Team)** – The standard AIB UV Knife, is a marvel of engineering and can easily kill a Nightwalker in a single blow. Unfortunately, it drains the batteries per use. This knife is different, however. Maybe the eggheads over at the AIB managed to alter the energy output so that the knife doesn't drain batteries after every use. Instead, each battery will last five times before requiring replacement.
- **Merzost 12 (-400 CP, Discount for AIB Extermination Team)** – An originally semi-automatic shotgun that has been adapted for AIB use. Now being able to utilize select-fire, this shotgun converts any loaded ammunition into anti-Night Walker munitions and can tear through said creatures as easily as a hot knife through butter.
- **Command Vehicle (-600 CP, Discount for AIB Extermination Team)** – The AIB utilizes a series of command vehicles to acquire intel and deposit caches of munitions and weapons during a mission. You have a personal command vehicle now, disguised as a generic Pizza delivery van. Within, you will find a communications suite that can link up to intelligence services and provide real-time locations on allied personnel and supply caches at the start of a new extermination mission.

Nightwalker Items

- **15th Century Sword (-100 CP, Discount for Nightwalkers)** – Appearing as a simple sword that was made in 15th Century France, this weapon is rather unimpressive. However, due to something unknown, it seems that no matter how much you use and abuse it, it will never dull, or break. While there are certainly more modern weapons for your kind to use, this can be considered a good backup.
- **Hideaway Club (-200 CP, Discount for Nightwalkers)** – Nightwalkers as a whole, cannot exist in sunlight. Because of this, they require some means of keeping themselves financially stable and present in the world. You now own a soundproofed club that provides you a decent enough income and requires minimal management. More importantly however, there is a backroom where you can conduct your true business without fear of being interrupted or watched.

- **Quarry Site (-400 CP, Discount for Nightwalkers)** – Prime Walkers need to have a way of hiding their true intentions through acts of public goodwill. One such act was the planned Reconstruction Project initiated by Lord Hessler. To supply the material for this reconstruction project, you have come into the ownership of a massive quarry located on the outskirts of E9. This quarry produces a replenishing supply of rock aggregate, granite, limestone and marble.
- **Ritual Room (-600 CP, Discount for Nightwalkers)** – This is something that only Prime Walkers and their closest attendants have been able to see. Consisting of a long room styled in the fashion of a church with a massive stone dais and two semi-circular pieces that rotate around the center. When initiating a ritual that requires blood, not only will the effects of these rituals be greatly augmented, but the effects of said ritual will be present across the whole city in which this ritual is situated.

Companions

All Companions purchased in the Document will receive +600 Choice Points to spend.

- **Personal Squad/Allies (-50 CP to -400 CP)** – Looking for familiar back up during this night? I've got you covered. You may choose between one to eight of your current companions to join you in this Jump.
- **Canon (FREE)** – If you have the time and silver tongue, you may utilize this option to convince one character from this setting to join you in your travels. To further add to this, you will encounter your chosen individual multiple times and create a strong bond with them.
- **Joan Llwyd (-100 CP)** – A member of the AIB and former United States Special Forces member. Five years ago, she and her team entered into a violent conflict with a group of Nightwalkers, leaving her as the only survivor. A taciturn and goal focused woman, Llwyd is an expert in sneaking missions, and can keep her cool during even the most chaotic missions.
- **Hannah Harris (-100 CP)** – A former United States Special Forces member, Harris has had battlefield experience in Afghanistan, Kosovo, and Baghdad leading to a wealth of knowledge and leadership. She can easily strike up friendship and camaraderie between various AIB. That being said, this is, like many others, her first mission dealing with Nightwalkers.

- **Clark Kelso (-100 CP)** – An AIB sniper, Kelso lost a sister to the Nightwalkers in a mission gone wrong. This has led Kelso to develop a seething hatred of the Nightwalkers. Despite this, he can be counted on to keep his head when aiming down the sights of his rifle.
- **Deborah Hendricks (-100 CP)** – A drop out of MIT, and later, former US Army communications expert, Hendricks came across information on Nightwalkers by accident. As a result, she was swiftly recruited into the AIB. While she is fully willing to go on missions and see them to their end, Nightwalkers terrify her beyond measure.
- **Erica Smythe (-100 CP)** – A captain in the AIB Extermination Squad's Advanced Teams. She is a close friend of Harris and fought in several wars alongside her. Unlike the main extermination teams, her specialty is reconnaissance, data acquisition, and the creation of supply caches.
- **Dr. Elaine Foghlu (-100 CP)** – A hematologist who went missing in the ODC raid five years ago. While somewhat advanced in age, her mind is incredibly sharp, and her time among the Nightwalkers has made her incredibly interested in understanding them as much as possible.
- **Edna Van Cleaf (-100 CP)** – A tall, powerfully built woman with a definitive biker motif, Edna runs a series of successful night clubs in Point E9. As you might imagine, she is a Nightwalker. More importantly, she is a Prime Walker, who seems to have an increased resistance to sunlight. though this is not an immunity.
- **Jacqueline (-100 CP)** – An incredibly tall and mostly silent woman who conducts business from the background. She is not only a Prime-Walker, but one who helped lead the attack against the ODC several years ago. She did not come out of the attack unscathed and sports a rather noticeable scar from a bullet on her forehead, which she rubs when agitated. Displaying a powerful regenerative ability, she tends to wildly laugh when cornering her prey.
- **Marion (-100 CP)** – A provocatively dressed man who seems to be quite the smooth talker. In truth, he is a Prime-Walker who has several high-ranking connections within the various special services of the United States Government. These include the AIB, FBI, CIA, and ODC.

- **Charlize (-100 CP)** – A slim and short-haired woman with a habit of adjusting her hair to the right side of face, she is an incredibly zealous Prime-Walker residing at Point E9. Unlike many others, she has incredible knowledge of the secret rites and rituals of her kind, and astrology. With this knowledge, she has the capacity to utilize blood-based rituals to a terrifying effect.
- **Mathieu (-100 CP)** – A mysterious man often seen in the presence of Lady Hausler. In truth, he is her adopted son, and a natural-born Prime Walker that was born in the French mountains nearly 600 years ago. He is fervently loyal to Lady Hausler and will violently protect her if he believes harm may come to her.
- **Lady Hausler (-100 CP)** – A seemingly melancholic woman of regal bearing who uses her considerable wealth to structurally improve the various cities she resides in. In truth, she is an ancient and natural-born Prime Walker who was born at least two-millennia ago. Unlike her fellow kin, she is not inherently violent and only seeks to bring her species to a point where they can walk in the sunlight.

Drawbacks

- **Supplement Mode (+0 CP)** – Oh, there seems to be an issue with your document. I see, you only wish to benefit from the various perks and items and not participate in the events here. Fair enough. With this option, you may supplement this Jump with another and take with you the various perks and items you purchased into that new world or, you may supplement another Jump into this world should you desire.
- **Crossover Mode (+0 CP)** – Another paperwork issue? Wait a minute, do you want to merge this world and another? Ballsy, I like that. With this option you may merge this Jump and another together to make a coherent whole. Be aware though, that by merging these Jumps, you will be walking into uncharted territory.
- **Replacement (+0 CP)** – Think you can do a better job than the characters in this setting? Well fine, show me. With this option, you may take the role of one character whose origin matches your own and directly involve yourself within the story. While you will have access to their abilities and items for the duration of this Jump, anything not purchased will not follow you into the next Jump.

- **The Night Is Short (+0 CP, Cannot Be Taken With ‘New Missions/Nights’)** – Vampire Rain: Altered Species is a universe whose world is woefully unexplored. Because of this fact, if you would like, you may be able to leave this Jump early, when the events of Point E9 reach their final conclusion.
- **New Missions/Nights (+100 CP, Cannot Be Taken With ‘The Night Is Short’)** – Interested in staying here for a little longer. With this drawback, your time in this world has been extended for another 10 years. This can be purchased multiple times.
- **Exposition Dump (+100 CP)** – Characters in the setting seem to explain everything down to the tiniest detail regardless of whether or not you already knew. Unfortunately, this seems to be the case all the time as unless the situation calls for short commands or responses, they will talk at you in this manner.
- **Five Years Ago (+200 CP)** – The ODC office was raided by Nightwalkers five years before the events at Point E9 take place. Upon taking this drawback, you will find that your Jump begins only a few days before this attack, and depending on your origin, you may find yourself either trying to rescue as many survivors as possible or carrying out the Nightwalkers’ nebulous mission alongside the Prime-Walker, James.
- **Failed Briefing (+200 CP)** – As a setting, Vampire Rain: Altered Species is not exactly well known. Unfortunately for you, prior to coming here, you were not aware of much regarding the setting either. Any and all prior knowledge you might have had no longer exists. Hopefully your training and instincts can carry you through this night.
- **Washed Away With The Rain (+400 CP)** – Outside Perks, Powers, and Items are like blood. They require a specialized hardener to remain in the rain. Unfortunately, these outside boons do not have that hardener here and have been washed away from your metaphysical self, leaving you without access to said perks, power, and items. Even the entrance to your warehouse has been washed away.
- **Bloody... Teeth? (+400 CP)** – Vampire Rain: Altered Species wears its inspirations on its bloody teeth, namely those from Metal Gear. Like with Metal Gear, there are plenty of instances of betrayal present in this setting. Unfortunately for you, the details of said betrayals and twists have been... altered. While you may be aware of what occurs in this setting, your prior knowledge will not avail you. A character who may originally be a traitor may wind up being loyal to the end, while a character you thought you could trust has a dagger aimed at your metaphorical and literal back.

- **Procure On Site (+400 CP, Exclusive to AIB Extermination Team)** – I see that you have purchased quite the stock of Items, Jumper. Unfortunately, as they were being delivered to you, there was a snag. Whether it was through bad traffic, Nightwalker attacks, or third-party interference, your purchased items outside of your AIB Sneaking Suit and Headset have been scattered around Point E9. While you will get all your items by the time this Jump ends, know that the more expensive the item is, the more dangerous it is to retrieve it.
- **A Puppet By Any Other Name (+400 CP, Exclusive to Nightwalkers)** – Prime Walkers like Margaret and Charles believed that they had successfully manipulated Colonel Dixon of the AIB into playing their game from the start. While the answer of which party was the true benefactor of their manipulations is muddy, it is safe to say that now, it is certainly not the Nightwalkers. It would appear that the rogue elements of the AIB always seem to have the upper hand when dealing with your potential superiors and they will never understand that that is the case.
- **A Clear Sky (+600 CP, Exclusive to AIB Extermination Teams)** – The funny thing about the rain is that Nightwalkers universally hate it. This is because, while it is raining, their senses are dulled significantly. Now, going into your most recent mission, the weather report clearly stated you would have rain showers all through the night. That never happened, and now you still have to complete your mission with an entire city of Nightwalkers whose senses are at their peak. Good luck.
- **Inferior Childe (+600 CP, Exclusive to Nightwalkers)** – Do you remember when I said earlier that you were tied to a Prime Walker. Ignore that now, roll a 1d6, and consult the list below to determine which Prime Walker your life is now tied. Should they die during the next ten or so years, you will die with them, and no amount of resurrection perks or items will save you from that final death.
 - 1 - Edward van Dyke
 - 2 - James
 - 3 - Margaret
 - 4 - Charles
 - 5 - Monique
 - 6 - Lord Hessler

Afterwards

- **Return To The City** – It seems that like those humans born in a Nightwalker city, you can't help but wish to remain here. It's been fun Jumper, I wish you the best of luck.
- **Extended Leave** – You've come to the end of a very long arduous mission. I understand that you're putting in your retirement paperwork. Understood, it's been good to have you Jumper, I wish you the best.
- **Next Sunset, 12 Hours** – You have decided to continue Jumping? Well, let's debrief and see where you wish to go next. The paperwork will be waiting for you in your warehouse.

Notes

- Vampire Rain: Altered Species is not exactly a popular or well-known game. To make things easier, I will link the manual and a walkthrough below for reference.
 - [Vampire Rain Manual](#)
 - [Vampire Rain S-Rank Guide](#)
- NecroVision Colors
 - Humans = Green
 - Nightwalkers = Orange
 - Pseudo-Walkers = Purple
- Perks
 - Over The Mountain Interactions
 - **Human** = Humans who take this perk are physically elevated to Peak Human Condition
 - **Pseudo-Walker** = Physically somewhere between a base Nightwalker and a Prime Walker. You could easily overpower multiple Nightwalkers in this state.
 - **Nightwalker** = Nightwalkers who take this have the same physical capabilities as Monique. Meaning, you can fire several magazines worth of .50 BMG at point blank range and still tear through your assailants like an enraged vampire at a blood bank.
- AIB Items
 - Yes, the Merzost 12 is a reference to the Abomination from Monster Hunter International. It was originally supposed to be a *Legally Distinct* Barrett M82A2, but I decided to change that to a shotgun for more ammo variety and ease of carry.
- Nightwalker Items
 - These were a bit difficult to come up with. The sword was based on Hessler's sword from the opening cutscene. The Hideaway Club was based off the area that you fight Edward Van Dyke. The Quarry was based off just that, a major location in the latter half of the game. The Ritual Room is based on the location where you fight Charles.
- Companions
 - For the various technical OC companions, I tried to match them to their original counterparts as best as I could with the names.
 - Monique/Mathieu was a child in the first flashback scene, which occurs in 1430. So, if we put that age around the ballpark of 8-12, then by the events of the story they're between 585-589 years old.

- Lord Hessler/Lady Hausler states that it had been 800 years since they had seen a naturally born vampire, which means that they would have to have been born during the BCE era. But the exact date cannot be determined.
- I remember hearing somewhere that there was a piece of cut content which would have implied that John Lloyd was a werewolf that had yet to fully awaken to his nature, which would explain how he was able to survive and be infected during the ODC. I cannot find where I heard that piece of info but going forward John Lloyd/Joan Llwyd will be especially receptive to Lycanthropy and will be an exceptionally powerful and in-control werewolf as a result.

Changelog

- **6/15/2025** – Version 0.9 Created
- **6/29/2025** – Version 1.0 Created
 - Grammatical and Spacing Changes have been made.
 - Added the General Perk, “All That You Need”