

BloodRayne Jumpchain V1

By Atma-Stand/Wandering Shadow



It's a cool night, not a great many people roam the streets and those that do... you know what's up Jumper. You can feel the sensation of lingering, smell the faintest scent of blood, and see the shadows move through the alleys. The creatures of the night are out tonight jumper, will you revel in a hunt or two? Welcome to the world of Bloodrayne. For the next Decade, you'll be battling all sorts of supernatural forces and it'll be a real bloodbath. .

Starting Locations and Times

Roll a 1d8 or pay 50cp to choose a location.

1. **Morton, Louisiana, United States 1933:** A small town located in the depths of the bayou. It has recently been quarantined by the United States government due to the outbreak of a mysterious degenerative disease.
2. **Argentinian GegenGiest Gruppe Base 1938:** A massive military complex built right into the side of a mountain by the Wehrmach under the direction of GGG. Depending on your origin, you may outside or inside the base.
3. **Gaustadt Castle, Germany 1938:** A lonely castle and surrounding lands in Northern Germany. There was an infamous count who called this place home, however he is nowhere to be seen and between the german forces moving in and the monstrous vampires that have called this place their new home, this place will turn into a bloody battlefield.
4. **Brimstone Headquarters, France 1939:** WW2 is in full swing but that's not a concern for you at the moment. In the distance, you can see a large manor house in flames with a familiar insignia on the tapestries.

5. **Zerenski Mansion, Unnamed City, 2004:** You're not on the guest list or maybe you are, but as long as you don't go into certain rooms, you'll be able to enjoy the party or politely escorted off the premises. Unless you don't want to be...
6. **O'Leary's Cow Bar, Unnamed City, 2004:** It's a quintessential dive bar, the jukebox is playing nothing but the worst music you can think of and the news is reporting a sudden sharp decrease in crime and homeless. I wonder what's going on?
7. **Brimstone Society Main Headquarters, 1938/2004:** You appear in the Brimstone Societies main headquarters at one of two time periods. Depending on your origin, this is either a natural place for you, or a big problem.
8. **Free Choice:**

Age and Gender

Roll a 1d10+20 to determine your age. Your gender is something that you are free to change. You can pay -50cp to alter your age beyond the given limit.

Origins

- **Nocturne (Drop-In) (Free):** Hunting the Supernatural America Style! In all seriousness, you are a member of a secretive division within the United States Government originally created by Teddy Roosevelt after he killed a werewolf. This organization, dubbed the Spookhouse, the division handles supernatural threats that may endanger the United States, be they domestic or not. If you want, you can use this as a drop-in option, in which case the Spookhouse offers you a place in their ranks because you have no background.
- **Brimstone Society (Free):** An ancient multinational society, composed of various religious figures, scientists, philosophers and other like minded individuals. The goal of this society is to battle all forms of supernatural entities regardless of how dangerous they may be. This organization brings in people from all around the world regardless of their views and leanings.
- **Vampire (Free):** Whether you are an independent entity or a member of the Cult of Kagan, you are an immortal creature of the night. This comes with its fair share of benefits and risks, but play your cards right and you'll have all of eternity to enjoy your immortality.
- **Gegen Geist Gruppe (Free):** Jump Chan am I the baddy? Yes, yes you are. You are now a member of Germany's Gegen Geist Gruppe or Anti-Ghost Group. An extension of the German military whose purpose is to win the upcoming second World War through the occult and advanced R&D.
- **Strange Being (-200cp):** Old or New Jumper, your new species is something that doesn't align with either human or vampire. Taking this origin means that your existence predates many of the races that currently exist. Your form is patently monstrous, but your power is something even greater than that. Go Jumper, arise from your slumber once more and greet the world of man.

General Perks

Four Weapons - Two Hands (Free): You think that if you're heading into the Bloodrayne Verse, that you're not going in with a taste of the basic package? This perk provides you the training in fighting with two types of one handed weapons. Those being firearms and one handed melee weapons. Swapping out between them takes about a second and does not risk fumbling the weapons utilized.

Majesco Look (Free): You know we need to work on your look, you can't go around and slaughter the creatures of the night without looking your finest right? You're a solid 8 out of 10. As an added bonus, this perk also extends to your choice in clothing. Considering that the franchise has its fair share of fan service, you can now dress in any type of clothing and no one will take issue with it, no matter how conservative or provocative you dress.

By Your Bootstraps (Free): This jump, despite the events that go on within, does have a heavy military presence at its core, or at least the first game and Nocturne do. This means Jumper, that you're going to bootcamp. Based on your origin, you receive the appropriate basic training of its affiliated military. For the origin, Strange Being, your training is a rudimentary, ancient, but perfectly usable fighting style.

Deadpan Thought (Free): You have this cadence to your voice, a tone that suggests you really don't care about the crazy supernatural events going on around. Taking this perk, means that only the most absolute and horrific supernatural plans or actions will ever truly shake you. We're talking apocalyptic scale here.

Weapon Bar (Free/-100cp): You have the ability to store up to 8 weapons in slots within a mental hammerspace that you can pull from in the heat of the moment. These weapons slots are four light weapons (pistols and SMG's), two large slots (Assault Rifles and Large SMGs), two grenades, and one special weapon (Shotguns, Heavy Machine Guns, High Explosive Weapons). For an extra 100CP you can store additional ammunition beside what is already in the magazine when you pick the gun up.

Sacrosanct Body (Free/-200cp): There are a lot of creatures that can threaten you in this world and many more will try to do more than that. This perk will prevent any form of possession from working on you, as well as preventing parasites, both natural and supernatural, from being able to infect you. For -200cp, you can keep this perk post jump.

Origin Based Perks Are Discounted At A Rate Of 50%

Nocturne (Drop-In) Perks

Secretive Words (-100cp/Free Nocturne (Drop-in)): You hunt the supernatural, don't want many people to know your doing, what do you do? Create a secret password of course! You can create and modify secret passwords for the various projects, missions, or organizations you belong to. Now go on and make something weird to say!

Company Agent (-100cp/Free for Nocturne (Drop-In)): Clandestine operations can always be disrupted by that one type of person. You know the one, the kind of guy or girl who feels they need to triple check everything when provided with information. Well, now that won't be a problem.

Flashing an appropriate looking badge is more than enough to get into locations that your assignments need you to be in.

Tibetan Arts (-200cp/Discount Nocturne): You have studied under Khen Rigzin, a tibetan monk and master of a series of esoteric martial arts. This has provided you with enhanced skills in hand to hand combat as well as a way of teaching others a method of meditation that encourages mental health in all those who use it.

Dr. Jumper (-200cp/Discount Nocturne): You graduated med school early, like at the age of 11, early. Choose a field of medicine that interests you. As of taking this perk, you now have a Ph.D. in that field and a propensity for advancing that field in a safe and ethical manner, far outstripping any peers that choose unethical options.

Ingenuity and Respect! (-400cp/Discount Nocturne): Many times, investigating a case or battling a monster is less about how many rounds you fire into it but how you deal with it. You now have this knack for solving various near impossible environmental or antagonistic (How to kill your enemies) puzzles with ease. As a result of your sudden ingenuity for solving these puzzles, you now have the respect from a most unlikely source, demons. Demons, of all shapes and sizes will respect you. This means that any interaction with them will be a fair and balanced experience.

Saturday Skills (-400cp/Discount Nocturne): Forget what the movies taught you, you know the true arts and rituals behind Louisiana Voodoo. Okay, there may be some flash, you are after all dealing with magic. While you won't be channelling the being of Baron Samedi through you, your skills in the art are second only to Scat Dazzle himself. As a bonus, pick an instrument commonly associated with Jazz. You have a mastery with that instrument.

The Stranger (-600cp/Discount Nocturne): You see Jumper, there is another reason while the Spookhouse is so quick to offer you a job. Sometime ago, an order of religious priests kidnapped a young boy born under special conditions and raised him to be the best human monster hunter known. The reason is that something about him disrupts many of the protections that the supernatural have against mundane might. See, because you come from another universe, you too exhibit this effect. Specialized fated methods of combating evil are not required by you. You can face a horde of creatures that can only be destroyed with specialized equipment and only need low quality silver bullets to get the job done.

Brimstone Society Perks

Knowledge is Survival (-100cp/Free Brimstone Society): It takes a lot to make it in this organization and information is one of those things. You can easily parse through records, texts, and other forms of data to get an understanding of what is required to progress through your task. Whether that be the investigation into suspected supernatural hot spots or understanding a creature's strengths and weaknesses, once a lead is made known, things start making more sense.

Arms and Harpoons (-100cp/Free Brimstone Society): As a member of the Brimstone Society, you have undergone the standard training of many of its members. This includes and mastery of the society's mainstay style of fighting. That being the use of two arm blades and a harpoon

device. The arm blades allow you to cut with sweeping attacks and the harpoon training allows you to hook similar sized targets and either bring them towards you for the kill or toss them into parts of the environment.

In the Background (-200cp/Discount Brimstone Society): Does anyone else find it odd that you're just standing in the background of a fancy party and clearly not following the dress code? No worries, as you can now easily pass yourself off as part of the background, like you were meant to be there or your with someone else. This is only really applicable in non essential social gatherings and breaks when you initiate any form of violent action.

Tactical Acrobatics (-200cp/Discount Brimstone Society): Battling the supernatural may require to climb and maneuver up structures in ways that most people wouldn't really consider. You now have a comprehensive understanding of advanced acrobatics. As a result, you can maneuver through urban, medieval, and all others sorts of terrain with ease.

I Quit Sleeping (-400cp/Discount Brimstone Society): After an incident, you made the decision to never sleep again. That doesn't mean that you can't sleep, it's just that you can choose not to. Don't worry about any bad side effects. You can still function fully, and happily while operating 24/7.

In The Shadows (-400cp/Discount Brimstone Society): Either due to heritage or a run in with a certain vampire, you became something a little more than human. There aren't too many benefits to this new state except one, you can hide and travel between shadows. While this power is a pale shadow (Yes pun intended) to Ephemera's ability, entering a shadow will allow you to move throughout an area unhindered and unnoticed. The only thing is that in order to continue your travel, you must be able to connect to additional shadows in your immediate area.

Dhampir (-600cp/Discount Brimstone Society): You're not wholly human. Hell, you may not have any human in you at all. What matters though, is that you are a half vampire, a dhampir if you will. This new existence comes with a variety of boons and weaknesses.

- **Boons**

- a. **Vastly Enhanced Lifespan:** You age much slower than the average human. For reference, when Rayne was 89, she looked as though she was in her mid twenties.
- b. **Superhuman Strength:** You can now easily lift several tons, bend hardened steel, and jump much higher than thought possible.
- c. **Superhuman Speed:** Your foot speed is terrific, faster than humans on par with lesser vampires.
- d. **Superhuman Agility:** Your reflexes have been increased by several factors so much so that you can react and move in ways deemed unhuman. You also have a sense of balance that's second to none, able to run full sprints on things like power cables and tight ropes.
- e. **Holy Immunity:** Unlike pureblood vampires, holy items have no effect on you.
- f. **Regeneration:** You have a low level form of regeneration, it's not the best but if you wait a few days

- g. **Blood Feeding:** Feeding off of any source blood, regardless of its condition or where it comes from, will heal your injuries. With enough blood, you can fully heal yourself of all damage.
- h. **Aura Sight:** You utilize a version of infrared sight. In addition to allowing you to see in dark environments, your sight highlights targets that you are quickly looking for in a bright blue aura as well any living organisms in a dark red one.
- i. **Dilated Perception:** Not time stop but damn close. This ability allows you to slow down your perception of time, effectively moving at slower speeds. The benefit of this is the ability to see the full detailed movements around you to the point that you can see bullets in mid flights and move around them.
- j. **Blood Rage:** A sort of controlled berserker rage that is only present in Dhampirs. This ability increases your physical offense and defense to higher levels. It slows down time for you in a significantly lesser manner than dilated perception and can be charged through fighting opponents.
- **Weaknesses:** These Weaknesses of a Dhampir are significantly lesser than a vampire's but still rather dangerous.
 - a. **Water:** Any source of water, whether it be standing, flowing or raining is like acid to you. It won't kill you immediately, but be exposed to it too long and you will die.
 - b. **Sunlight:** The classic weakness. It won't kill you instantly but will burn you if you're exposed. As long as you don't expose your skin to sunlight, you'll be fine.
 - c. **Grievous Physical Damage:** Losing your head or heart will end your existence.

Post jump, these weaknesses are waived from your being and your abilities such as Blood Rage or Dilated Perception can be improved upon with time and experience. Upgrades to Blood Rage increase the damage you can dish out during this state and your defensive properties. Upgrades to Dilated Perception can give you a limited form of Superspeed and with enough time and effort, Time Stop.

Vampire Perks

Vampire Physiology (Free/Mandatory): A vampire-hood, it's something else isn't it? What's the difference between you and a dhampir? Look at all the dhampir strengths, now magnify them greatly. Only the strongest dhampir can ever hope to match your physical skills now. However in place of those strengths, your weaknesses have also increased.

- **Sunlight:** The moment your skin touches the light, it will be lit aflame between being reduced to nothingness. If you are fully exposed, the only thing left of you will be a charred skeleton.
- **Water:** Poses the same threat to you as sunlight. The moment you come into contact with water, you will burn in seconds, leaving behind a skeleton.
- **Holy Items:** Holy items of any can leave you with grievous bodily harm. Avoid them at all costs.
- **Grievous Physical Damage:** Losing your head or heart will end your existence.
- **No Blood Rage/Dilated Perception:** Unlike Dhampirs, you cannot enter into the states of Blood Rage or Dilated Perception.

Post jump, these weaknesses are waived from your being and the abilities you choose from this origin can be improved upon with time and experience.

Smooth Operation (-100cp/Free for Vampires): You can work a crowd like no one else. Setting up fanciful parties, social events and utilizing them to get what you want comes as easy breathing to you and the more resources you can get from the attendees, the better. Or, you can intimidate those below into fulfilling your commands without question and dissent. Love and Fear are both a hell of a thing.

Swarm Shift (-100cp/Free for Vampires): Like any self respecting vampire, you can transform yourself into a swarm of bats to get from point A to point B easily. Unlike say, Zerenski, you don't have to worry about a large bat being your core.

Pain Override (-200cp/Discount Vampires): Unlike many of your kind, you could lose limbs or have a series of light amplifying crystals embedded throughout your body and still be able to rationally think and act. This isn't pain ignorance, you feel the pain, you just don't care.

The Ferril Mark (-200cp/Discount Vampire): Your body is different compared to most vampires. Your skin has taken on a bluish, white, or other unnatural cool color hue and your nails and hands can elongate into claws. Beyond these changes, your strength, speed, and durability have increased greatly, beyond many of your kind, making you a dangerous element in any coven/cult you belong to. In addition, your body has become covered in swirling, living tattoo patterns. The patterns (defaulting to a tribal pattern) signify your many victories and exploits. These tattoos can be hidden or stilled at your command and are usually black in coloration, or can match your hair color.

???? Control (-400cp/Discount Vampires): Unlike the half-breeds or humans, your nature affords you an absolute level of control over something. Whether it be something abstract like shadows or concrete like serpents, your control allows you to perform some insane techniques with the concept of your choice.

Flesh Shaper (-400cp/Discount Vampire): Like Xerx Mephistopheles, you have an unparalleled level of skill creating and utilizing organic materials for scientific gains. Some may call your creations abhorrent and horrific but it can't be denied that your works aren't useful.

Jumper the Infinite (-600cp/Discount Vampire): Most vampires have a regeneration factor. Some like Kagan have a great regeneration factor, enough to take a sunbomb to the face and come back from it. Then there's Hedrox. A vampire whose regeneration is so powerful, that his severed limbs become new instances of himself. Now you, Jumper, have that level of regeneration and a new monstrous alt form to truly embody the horror you can bring. Unlike Hedrox though, the other versions of you that may appear and the effects of your regeneration will never drive you mad.

GegenGeist Gruppe Perks

A Strong Stomach (-100cp/Free GGG): While there is already a perk here that steels your mind against the supernatural horrors of this world, this perk will steel it against those performed by

your fellow man. No longer will you stare in revulsion as the road to the future is paved by the blood of your enemies.

A Pure Essence (-100cp/Discount GGG): The human body is not meant to be altered in the ways the supernatural often does. However, your body is different. Blood, organs, and or other organic materials that would normally severely mutate and corrupt one's body don't. Oh there will be physical changes, but you could implant body parts of the original devil into yourself and suffer no adverse consequences beyond the pain of the fusion.

Lore Master (-200cp/Free GGG): No longer will you be led astray by fanciful interpretations of the past made to advance an agenda. You know the truth of the ancient world and better yet, you know to find and rediscover these truths with time and patience.

Jumpando (-200cp/Discount GGG): You've been playing at war a long time haven't you Jumper? You share the experience of some of the most elite few within the German military. You have a heightened sense of awareness and your physical skills border on olympian winners. Your movement's are completely silent and you have a knack for tossing out flashbangs at exactly the right moment to save your life.

Because Jet Packs! (-400cp/Discount GGG): In another universe involving vampires and relics, a Nazi colonel would espouse that German Science is the greatest of sciences. You can't help but agree with him. You now have a deep and well grounded understanding of the GGG's field of technological military advancement. Given the time and resources, you can build the various war machines that were fielded by the GGG, and anything that you personally come up with will be roughly ten years ahead of its time.

Herr Doktor (-400cp/Discount GGG): You are now more than adept in the other major arm of the GGG, Medical Research, in a way that puts you on par with the Butcheress. Your skills with the knife are greatly increased and with it you can perform various medical tasks ranging from low-level augmentation (increasing strength and reaction time) to cybernetic enhancement as seen with D. Mauler.

Atlantean Heritage (-600cp/Discount GGG): The Thule society believed that Atlantis held the greatest examples of mankind in history. Atlantis probably existed here but it's highly doubtful that they were that much better than mankind today. That is, except for you. You can trace your heritage right back to the very kings and queens of the lost nation. You become superhuman, with your lifespan, strength, and reflexes increasing dramatically. But the real prize of your heritage is that you have the ability to make and lead civilizations in the most impossible circumstances and climates, like say, building a country under water.

Strange Being Perks

Immortality (-100cp/Free Strange Being): Whatever you are, you are immortal. Time holds no weight on your life and age does not degrade your skills. You have lasted this long, you can last some time longer.

Mutagenic Venom (-100cp/Free Strange Being): Bites from you carry with them myriad diseases. These diseases coalesce and form one greater disease. It may not affect other supernatural entities but against rank and file humans? The disease causes neurological degeneration that turns the infected violent and insane. Physical degeneration comes next and persists until they are either killed by other infected humans, other non-infected humans, animals, or collapse from their brain melting into soup.

Lycaon Rex (-200cp/Discount Strange Being): You're a goddamn werewolf Jumper! But in truth you're more than just that. Most werewolves are mindless creatures when they turn, you on the other hand retain a sense of self to a perfect degree and as a result, can become the alpha in any pack through determination and smarts. You can teach these abilities to other werewolves no matter the species.

Infestation (-200cp/Discount Strange Being): Your body has developed the capabilities similar to the daemites. The daemites are a race of parasitic entities that force their way into the bodies of humans before taking them over. You can now do this... somehow. You can force your way into a human body and puppet it like your own. This also grants you amnesty from other daemites.

Hive Guardian (-400cp/Discount Strange Being): You're physically superior to most of the daemites, making you a Guardian of their species. This comes with the ability to manipulate combat tentacles as if they were your own hands. While not impervious, you can soak up a large amount of small arms fire, have enough strength to bust through at least 6 inches of concrete with pitiable ease, and can control daemite swarms.

To Unravel (-400cp/Discount Strange Being): Kagan's son, Xerx, can create bio organic wonders through the manipulation of flesh. You can do something similar but far less advanced. By attacking an enemy, you can 'unravel' them. This being a euphemism for tearing them to pieces and using their organic materials to create super-structures that can help you traverse difficult terrains and vertical surfaces.

To Fall From On High or To Rise From Below (-600cp/Discount Strange Being): You were never a mortal being Jumper. Whether you fell from heaven, or were one of the original demons, you are now akin to a weaker version of Beliar himself. This new state of being allows you to manipulate hellfire, and twist and warp your body into a variety of lethal ways. However, the true power of this perk lies within your body. While only truly powerful beings can hurt and kill you, your body will last forever. Once per jump, should you be killed, your body will shatter, spreading your bones and organs across the world. Those that find these pieces of you, will have those pieces forcibly merged into their bodies, and develop an urge to seek out the remaining pieces. All of these actions are in the service of finding your Black Heart. The being that does, will be consumed by your essence and due to your nature as a jumper, you consume their very being and abilities upon resurrection.

General Items

Signature Outfit (Free): You have an outfit that singles you out from others in your origin. Something that perfectly shows what kind of person you are while also being based on faction appearance.

- **Nocturne (Drop-In):** You can have a suit or dress made of the finest materials and talent within the US of A, or you can have a custom Uniform of the United States Army.
- **Brimstone Society:** You have a personalized outfit of either Leather, Turtlenecks, or Monk's Robes... or somehow a combination of all three.
- **Vampire:** You have an all leather outfit like something from the previous origin, or something that exudes your majesty and superiority over your lessers.
- **GGG:** You have been issued a uniform with your own special flair, or you can default to the standard red uniform of GGG officers.
- **Strange Being:** Your outfit has an ancient look to it, as if it were something from a bygone mythical age.

Weapon Crates (-50cp): You ever just wanted to violently kick a box open for the goodies inside? You now have access to a series of supply crates that can be summoned and easily destroyed by you. Inside these crates, is a series of small arms indicative of the area you located in. If you want, you can instead have this item default to weapons fielded by the GGG in 1938.

Bloodrayne, The Media (-50cp): You have a device in your warehouse that can play all parts of the Bloodrayne franchise as well as all issues of the comic series. Yes, this includes the Boll stuff too.

The Relics (-200cp Per Purchase): Several body parts that glow with ominous red hue. When brought close to your body, they will try and succeed in violently invading it, and replacing the corresponding part with itself. All the relics can be found in jump, but these are fiat backed so that they can never be taken from you. When fused with your body, these relics will override the part's appearance with a demonic aesthetic.

- **The Left Eye of Beliar:** This red eye, when fused with a host, grants the bearer the ability to magnify their vision in a telescopic manner. Any abilities that the left eye previously had or will have, are augmented by the eye.
- **The Right Eye of Beliar:** This red eye, when fused with a host, grants the bearer super speed proportional to their own capabilities.
- **The Teeth of Beliar:** These teeth, when fused with a host, grants the bearer the ability to breath hellfire without threatening their own lives.
- **The Rib of Beliar:** This part of Beliar's Rib cage, when fused with a host, grants the bearer augmented durability proportional to their own capabilities. For example, Jurgen Wulf, was able to fight both Rayne and Beliar in a heated three way battle for an extended period of time after personally killing many of Hedrox's vampiric servants.
- **The Left Hand of Beliar:** This left hand, when fused with a host, grants the bearer two abilities. The first is the ability to elongate and alter the shape of their slightly so that it has a thinner but no less durable profile. The second is the ability to wreath said hand in hellfire that can pierce through most supernatural enemies.

Nocturne (Drop-In) Items

Twin .45's (-100cp/Free Nocturne (Drop-In)): A pair of M1911's. These are enchanted to never run out of ammo or jam. The clips can be removed and new ones, if filled with special ammunition can be utilized in the same manner.

Box of Ammo (-200cp/Discount Nocturne (Drop-In)): A standard US military ammo box that can be carried in one hand. When an ammo type is written on the side of the box, said ammo can appear within. You currently have access to all small arms ammunition utilized by the US military at the time period in which your jump begins, as well as that of the Spookhouse. All the ammunition must be loaded or used before a new set can be filled in.

Spookhouse Ammunition Includes;

- **Silver Bullets:** Solid Silver Rounds that are effective against werewolves.
- **Aqua Vampira Bullets:** Special Rounds that are effective against vampires.
- **Mercury Bullets:** Hollow point bullets filled with Mercury. Very effective in killing demons.

A Shovel (-400cp/Discount Nocturne (Drop-In)): It seems like an ordinary shovel, but in reality, through its long use by the hands of The Stranger, it has taken on holy properties. The shovel is unbreakable and can harm supernatural entities with every strike.

Spookhouse (-600cp/Discount Nocturne (Drop-In)): Your very own special branch of the U.S. government. This office comes with generic agents and administrators that can give you missions or help you on your missions. This organization can be seamlessly integrated in other government agencies provided that these agencies have a similar view as the Spookhouse. If not, your branch is an independent, privately owned monster hunting and supernatural investigatory agency.

Brimstone Society Items

Series Signature Weapons (-100cp/Free Brimstone Society): You can't be a part of the same organization that Rayne belongs to without having some of her items. Before you, is a weapon system that comes in two parts. The first part is a pair of tonfa handles with large retractable blades, that can clip onto your forearms at the wrist and just before the elbow. There is a handle where your hand would rest with a pressable button. When pressed and released, the blades flip forward and outward in front of you. The grips can be used to stabilize strikes from these blades. If you depress the button and keep it down. The hinge system of the weapon remains engaged, allowing you to utilize these blades in a rotary fashion. The second part of the system is a harpoon launcher located on the wrist of which ever part goes to your dominant arm. This harpoon comes with an unbreakable chain that allows you to draw enemies of similar size and weight to you, or allows you to throw them into environmental hazards. Don't worry about the blades, they will never dull or break.

Earpiece (-200cp/Discount Brimstone Society): You have a small earpiece that you can easily hide on your person. Using it, you can speak to a trusted ally without fear of interference or eavesdropping. The volume of the discussion on the opposite end will never draw attention to you.

Dated Texts (-400cp/Discount Brimstone Society): You have access to a series of old books that are indicative of an area's past history. They won't tell the secrets of the universe or where ancient civilizations are, but they will tell you about the true occurrences of past events when investigating supernatural incidents.

Carpathian Dragons (-600cp/Discount Brimstone Society): A pair of ornate silver guns. On the surface, they appear to be cumbersome and bulky but they handle wonderfully. The moment you grip the handles, a small series of needles will embed themselves in your hands. These guns convert blood, yours and others, into alchemical bullets capable of killing vampires and other supernatural entities. They can be reloaded from your own blood or from your enemies. They start with a simple **Blood Spray** ammo type, equivalent to standard pistol fire. However, with enough time and blood, new firing modes can be discovered.

Carpathian Dragon Gun Types, Do Note That you will need to have these guns consume a lot of blood to unlock the additional gun types:

- **Blood Spray:** Fast Single Shot Blood Bullets Equivalent to a Standard Pistol/Unlocked at the Start
- **Blood Shot:** Fast Firing Blood Bullets Equivalent to an SMG
- **Blood Stream:** An Upgrade to Blood Shot Equivalent to an Assault Rifle
- **Blood Splatter:** A Slow Firing Type Equivalent to a Shotgun
- **Blood Bomb:** A Mine Launcher Type Blood Bullet With a Delayed Detonation
- **Blood Flame:** Fires Superheated Blood That Ignites a Target on Impact
- **Blood Hammer:** Hyper Pressurized Blood Equivalent to a Rocket Launcher

Vampire Items

Leather Bound Flask (-100cp/Free Vampire): You have a portable hardened leather flask that contains a seemingly infinite amount of blood. Unlike... another's attempt at making a sustainable blood supply, your's actually has a good taste to it. The blood inside will match whatever beverage is on your mind and it's quite nutritious too!

Bio-Armor (-200cp/Discount Vampire): This Living bio suit is yours. Aside from protecting you from physical harm and coming with built in melee weapons, this armor can also perfectly protect you from the sun's harmful rays and burning touch of water.

Castle Gaustadt (-400cp/Discount Vampire): A recreation of the ruined castle located outside the German village of Falkenberg. While it is a fixer upper, there is an impressive amount of structures hidden beneath the main grounds, as well as a species of monstrous vampires that reside within them. These vampires can be fought for further battle experience, blood, or various other uses. Don't worry, they only come out at night and generally make themselves known before encountering them.

Vesper Sword (-600cp/Discount Vampire): This large sword comes with an unbreakable blade and supernatural sharpness. However, that's not what makes this weapon so interesting. At the pommel of the blade, is a large scarlet crystal. The piece is a fragment of the legendary vesper shard and channels any energy into pure sunlight that flows along the blade edge. The light the

blade producers won't hurt you or other vampires until you cut them with it. Not only will you cause grievous physical harm, but the light will kill everything but the strongest vampires and dhampirs in a single strike.

GegenGeist Gruppe Items

Hans and Friends (-100cp/Free GGG): An officer needs subordinates yes? Well, you now have your very own small squad of german soldiers numbering between 10-20. Every month, you'll receive a new detachment. These men and women are completely loyal to you and have partaken in the basic training the Wehrmach provides. If you take ten soldiers, then they're skills are more advanced than the rank and file. If you take twenty, then they're skills will lessen. Overtime, individual soldiers will gain more skills and begin figuratively rank up, having access to more advanced and well made german weaponry.

Tracked Pulpit (-200cp/Discount GGG): You're an officer now, you'll need something to make speeches with. You now have a rather large pulpit from which you can make speeches or briefings from with additional effectiveness. If you feel threatened, then the wood panelling on the sides can drop away to reveal a smaller motorized pulpit with a built in MG08 machine gun.

Unholy Mecha (-400cp/Discount GGG): There's nothing really blasphemous about this, I think it was just a name the developers thought up of considering it was built in Castle Gaustadt... and no it's not a Metal Gear. This bipedal tank can take one hell of a beating and comes with a 20mm machine gun, grenade launcher, and rocket pods for anti-personal and anti-armor engagements.

Research Base (-600cp/Discount GGG): Built into the side of a mountain, this is a location that is very hard to get into and even harder to get out of. However, that's no concern of yours though. You can freely enter and leave the base as you are the base commander. It comes fully staffed with soldiers, scientists, engineers and occultists with everything necessary for them to complete their given orders.

Strange Being Items

Lederhosen (-100cp/Free Strange Being): A simple pair of self repairing and cleaning lederhosen. Perfectly normal beyond that, even comes with a little cap too! The outfit adapts itself to your appearance, so it will never not fit you.

Lycanthropy Vial (-200cp/Discount Strange Being): A strange green vial. If treated in certain ways, it can either create the cure for lycanthropy or enhance the disease to create more monstrous werewolves.

Crystal Skull (-400cp/Discount Strange Being): A skull made out of pure crystal. It's not extraterrestrial in origins though. With this, you can place an item of supreme importance to you within and nobody will think to look for it. Instead they will focus only on the skull and discard the true item hidden inside without a second thought which can later be recovered by you.

Book of the Five Suns (-600cp/Discount Strange Being): This is something that many would prefer remain out of your hands. Strictly speaking, It is a grimoire, but it is a grimoire that can either bring into our world or banish from our world magical entities that don't belong. Given the

right amount of time, rituals, and resources, you can banish anything from minor spirits to even full on gods.

Companions

Trusted Allies (-50 to -400cp): You can take up to eight of your companions with you for this jump. Each companion gets 600cp to spend on perks and items.

Canon Characters (-400cp) You can import most of the characters of this jump through this option. Some, due to the nature of their existence (Beliar) are unavailable to be bought through this option. They get an additional 600cp to spend on perks and items.

Scenarios

You can do extra work in this jump for rewards! Hurrah! Below will be a series of scenarios that you can do during your time in the Jump. You don't have to complete them but you may enjoy the challenge and all of them can be taken if you so choose.

Scenario A: Atlantis is Calling, S.O.S. for Terror

It's funny, everyone thinks that Atlantis exists and is located somewhere around Greece. This is wrong on both counts. However, in this scenario, it's half true. Atlantis does exist, just nowhere near Greece. Instead it's a little more West... In Bermuda, you know where this is going.

Part way through your jump, a medium fishing vessel called the S.S. Minnows Johnson will be lost at sea. Radio transmissions from the ship will detail bringing up some sort of strange creature from the depths. Several more transmissions detail other finds such as jewelry and pottery. Apparently, someone did something and the area's sea current patterns have changed drastically. It has been discovered that a massive superstructure has risen from below, close enough to the surface that a submersible can be taken down into it.

This is where you come in. Depending on your origin, you have differing reasons for travelling to this lost city. If Nocturne or Brimstone Society, you have been ordered to investigate the mysterious city for sake of national/international security. If GGG, a high ranking member of the Thule society has gone missing within the area and you've been assigned with getting them back. If Vampire, you go to the city in order to either aid Kagan's plans or stack the deck in your favor against your rivals and maybe Kagan himself. If Strange Being, something about the area calls to you in a way that you can't describe. Regardless of your reasoning, a submersible has been specially placed for your use only.

As for the city itself? You must also investigate the cause for its sudden rise. The city itself seems to be structurally stable and there are areas that allow you to breathe fresh clean air. However, the Thule Society got their understanding of the people all wrong. The Atlanteans weren't some perfect race of man, there were and still are something else. Battle against the descendants of this once mythical nation and solve the city's mysteries. As a reward for completing the scenario, you will receive:

- **Reward:** For braving the horrors of Lost Atlantis, you have gained a special perk, **Memoirs of a Lost Age**, which allows you to understand all manners of dead languages and to follow clues and remains to find the lost civilizations they are tied to. These lost civilizations usually have blended magic and technology to be ahead of their time regardless of the technological advancement of the world during their fall. Furthermore, you can use **Memoirs of a Lost Age** to develop a basic understanding of the blending of these two disparate systems, Technology and Magic.

Scenario B: The Dark Year of 1873

Time travel is not a thing in this verse and while that will be acknowledged, for the purposes of this scenario, it can be ignored. Through some manner or means, you have found yourself travelling back in time and place to the site that Morton, Louisiana will eventually stand. There is a mysterious illness that has begun to affect the french settlers and monsters are seen roaming the night. Seems familiar right? Here's the thing, you're currently at ground zero for the original maraisreq infestation, so things are a little bit more dangerous. The maraisreqs are bigger and stronger than their 1933 counterparts, the queen is incredibly mobile, and the townsfolk are nowhere near as cooperative as their descendents.

Your job here is simple, battle against the maraisreq infestation, both against the actual creatures and the infected settlers, kill the queen, and help build the Wall of Fortification. The Wall of Fortification is the thirty foot high wall that surrounds the town. Building it will prevent other maraisreq outbreaks from manifesting in the town until 1933.

- **Reward:** You receive the perk **Fortification Mass**, which allows you to rally the people in a given area and have them aid you in building a defense against a supernatural threat. Their belief in this fortification will empower it, allowing it to keep out or in the force that it was built against.

Scenario C: They Found Him

In 1942, an event shocked the various offices of the United States Government. The Spookhouse, their hidden arm against the supernatural, had been attacked, with many of its high ranking officers killed. In the aftermath, a message was written on the wall of the main briefing room. Reading "We Have Found You," it was believed that this message was directed at The Stranger, the top agent of the Spookhouse, who had been away for a mission at the time. Regardless, due to the ever increasing conflicts of WW2, the US government could only focus so much of their time and efforts into investigating the massacre, not you though.

Before you is a series of clues, and evidence that may lead you to both The Stranger and the beings after him. Depending on your start date, the Stranger may be dead or alive, but his fate really isn't all that important in the grand scheme of things. What is, are the identities of who was tracking the Stranger and why. Following the rabbit hole all the way will as per usual, will lead to a climactic battle.

- **Reward:** For completing this scenario and bringing the Spookhouse murderers to justice, you will gain the perk, **Finding The Thread** which will allow you to ignore any type of supernatural barriers or safeguards when tracking down a target.

Scenario D: The List

Upon arriving at your location, you will be notified through messages that only you can see, that an item is waiting for you. It can be found within your warehouse or the nearest safety deposit box. The item is a large manilla envelope, and contained within are a series of photographs, names, and locations that they are currently operating out of. These belong to the people who are either a threat to you or your origin.

Your mission in this scenario is to eliminate these persons of interest, so that they may no longer be a threat. However, this is still a supernatural setting and it is more than likely that not only do they have a strong military presence backing them, but also have supernatural aid to defend themselves against threats such as you. Eliminate these targets before your ten years are up and you will be rewarded with an item this time.

- **Reward - The List:** is a self updating dossier on the names and locations of persons that are a threat to you or a faction you choose to align yourself with in future jumps. This list doesn't tell you everything about them, but it keeps their identities and general locations up to date until their elimination, through either assassination or other means.

Special Scenario: The Reign of Blood Ends (Level 1)

You begin your jump on a power boat deep within the bayou of Louisiana. There are two women in the boat with you and one of them is giving a briefing on a mysterious plague. Taking this scenario places you at the beginning of Bloodrayne and your origin will be excused for the Morton incident under the umbrella of being an independent observer. Your goal in this scenario is to be involved with the plot as much as possible and as long as you ensure the destruction of Beliar at the end of Bloodrayne, you may continue this scenario.

For you see, the true goal of this jump is to kill Kagan, the elder vampire that many of the woes in this universe can be attributed to. Defeating Kagan will be no small feat as he is much stronger than most vampires and has several centuries of experience in the field of battle, both ancient and modern behind him. Your jump stay is extended to the point in which you kill him. Your reward for completing this level of the scenario is as follows.

- **Reward - City of Blood:** Kagan wanted a vampiric paradise for himself to rule over like a god-king. It's too bad that you ended his ambition early. As a reward for eliminating the tyrant, you have received a copy of the unnamed city from Bloodrayne 2, now forever locked within the shrouded state. The vampires within will declare unquestionable loyalty towards you and the typical inclinations of betrayal, characteristic of his cult will be ignored. For every nation you conquer with the vampires of this city, a new city in that nation's design will be added on, with new vampires and new means of production to aid in your future conquests.

Special Scenario: The Reign of Blood Ends (Level 2)

You begin your jump on a power boat deep within the bayou of Louisiana. There is only one woman on the boat this time and she is speaking directly. While your perks, powers, and body mods have remained, your appearance has not. You have become Rayne herself and have inherited her memories, both the good and the horrific. You must complete the events of the first game, the comics that take place between the games, and still kill Kagan. The difference from before, is that Kagan is protected from you until 2004, the same year he plans on initiating his shroud project. If you have not bought the **Left Eye of Beliar** or the **Carpathian Dragons** you will find them through the actions of this scenario. Regardless of whether or not the shroud is successfully unleashed, Kagan must die to complete your jump.

- **Reward - DarkRayne:** For dealing with 71 years of misspent emotional trauma and repressed rage at Kagan's actions and existence, you receive a new base form (Rayne) and a free companion alongside the City of Blood. This doppelganger appears to be a perfect, albeit darker, tattooed, and evil looking twin of Rayne. She is Rayne in just about every way. She's slightly more eloquent, taunts more, and is much more violent. However, she will never betray you. The best part of this deal is that because she was a part of you for 71 years, this new companion is tied to you conceptually and scales to your strength.

Special Scenario: The Reign of Blood Ends (Level 3)

Same as the level 2 scenario, with one important caveat. All Out of Jump Abilities, Perks, Items, and Powers have been locked away for the next 71 years. The win conditions remain the same however. As a starting bonus, you are instantly given **+300cp**, to aid you during this jump.

- **Reward - The Black Heart:** Upon entering your warehouse with your new companion, and seeing your new city, you will notice an ornate chest and note waiting for you. The note is from Jumpchan herself, congratulating you for the effort you have put into surviving this world. The note further explains that inside of the chest is something to go with your eye. Inside the chest is the still beating **Black Heart of Beliar**. You won't feel pain this time as the heart replaces yours, and more importantly because of Jumpchan's machinations, the heart will not consume you to resurrect Beliar. In truth, this item grants you Beliar's title and status as the original devil. This new state gives you near unlimited demonic energy to work with, as well as giving you a new demonic alt form. You have replaced the original devil through this, now go and enjoy your rewards.

You cannot have Rayne as a companion if you take Special Scenario: The Reign of Blood Ends (Levels 2 and 3). Taking Rayne with this Scenario will have her appear inside your warehouse alongside DarkRayne after your jump ends.

Drawbacks

Hey Kiddo, Handsome Jack Here (+0cp): Wait... what!? Okay so here's the thing. Handsome Jack and Hedrox share the same VA, and they also share the same annoying habit of using body doubles or alternate selves to pursue their goals. This drawback just replaces Hedrox's voice and

mannerisms with Jack's, is mainly meant for fun, and really doesn't add anything to jump beyond that.

Jumper Can Certainly Stimulate My 'Economy' (+100cp): We're not talking about actual monetary values here Jumper. Take a good look at some characters in Bloodrayne, pretty fanservicey right? For the next ten years, you will be walking fanservice and while everyone won't necessarily comment on your choice of attire, you better believe that they'll be looking.

Stupid Secret Ancient Language (+100cp): Don't you just hate it when your enemies speak in a language you don't understand. Now normally, this wouldn't be too bad as you could learn a language to understand it. Not this time, as your enemies discuss things between themselves in a strange secretive language that despite being told is ancient, you are damn sure they made up on the spot.

Run and Gun (+100cp): Guns are a great way of evening out the playing field between you and the forces of the supernatural. Unfortunately, you have this strange obsession with guns, where at the moment your current gun goes empty, you will drop that weapon. You won't even consider reloading, you'll just drop the gun and continue on with your mission. You can pick up other weapons, but the same rules apply. If you have unlimited ammo guns, you drop them as well when you empty the actual magazine capacity for that gun. These guns will reappear in your warehouse. If you have the Carpathian Dragons, you will need to expunge the entire bank of blood for that gun type before draining someone's blood for new ammunition.

I Will Wear You Like Lederhosen (+100cp): So you can take this drawback in one of two ways. On one hand, all your boasts, and or threats are weird as hell and don't make sense, making your enemies wonder if you're actually serious about fighting them. This in turn pisses them off and causes them to attack you with greater intent. On the other, your enemies say the weirdest things to you, see the title of this drawback. This will momentarily stun you based on how absurd or stupid it sounds.

The Scream (+200cp): You're going to be fighting a lot during this jump, no two ways about it. Except now, your fights are never going to end quickly or quietly. Someone or something will usually scream or set off an alarm that will bring a larger force to investigate. This only lasts for that battle and afterwards you'll be in relative peace, until you get into another fight.

Dat Bitch Marassa (+200cp): Ancient gods weakened by events and actions beyond your control are slumbering beneath the Earth. Unfortunately, someone had to go and wake them up. Whether they be maraisreq, daemites, or something else entirely, expect to be assigned to missions and events like Morton, Louisiana on a semi-regular basis.

Nazi Zombies (+200cp): I know, I know. They are a dime a dozen in anything relating to a setting like this, but now, you have to deal with them alot. Throughout your jump, some hair brained idiot will think it's a good idea to create an undead legion to follow their beck and call. Whether they slip their leashes or something else occurs, it will always wind up being your problem. Oh and don't think that by picking the GGG origin, you'll get away from this. It'll be your subordinates who will pull this crap and you'll have to clean up after them to smooth things over with top brass.

Family Issues (+200cp): You now come from a large family, and you all hate each other to the point where murder is the only option. Throughout your jump, you will encounter people who share a parent with you. They are usually more difficult to battle than the average enemy. If taken with the perk “Dhampir” or the origin “Vampire” you can now count yourself a son or daughter of Kagan.

Betrayal (+300cp): Your job is a very clandestine one, so knowing who to trust is very important. Too bad you really can't. Between your superiors casting you aside when they think you have served your purpose, to your bosses ordering an airstrike on your position to destroy a greater threat, and just about everything regarding Ephemera, you will have to deal with the notion of constant betrayal for the entirety of your jump.

Doppelganger Twin (+300cp) “Oh no Jumper! The strength of your powers have been cut in half!” Yes, you are half as powerful as you were before you came here. The other half of that power has gone to an identical twin. They will be your closest confidant for this jump, and your ability to coordinate with them in battle, borders on an instantaneous psychic connection. So what's the catch? Well, you share each other's sensations. This means that if one gets hurt, the other feels the pain. It also means that if one of you dies, the other follows.

Dhampirs Everywhere (+300cp): Dhampirs aren't exactly a rare instance in this world and unfortunately, something about you pisses them off. Whatever faction you are currently fighting against at any given time, will have a small number of unnamed dhampirs intermixed within their numbers. These dhampirs hit hard and can take a surprisingly large amount of effort to bring down. This perk does not affect named dhampirs in the series.

The Experiments (+300cp): The leaders of your enemies don't react well to your presence in their plans and decide to try to remove you with as much expediency as possible. To that end, they will alter some of the lesser soldiers into monstrous creatures that can tear buildings apart with ease. These can range from cyborgs like D. Mauler to inhuman vampires like the Turned and Foreman.

Hypersensitivity (+400cp): Any perks or status effects that defend against racial weaknesses have been voided for the remainder of this jump. The weaknesses they defended against have now been augmented to be doubly effective against you. Dhampirs for example, now share the same level of weakness as the pureblood kin, and don't think that if you roll human for this jump you will be exempt from this effect. You are much more susceptible to disease and parasitic infestation than before. While daemites can't take you over, their digestive juices will wreak havoc on you in ways you wouldn't believe.

The Curse of Uwe (+400cp): Yep, you knew this was going to be brought up when you saw this doc didn't you? Ignore your location rolls and be prepared to ignore any of the awesome events of the games. For the remainder of the jump, you'll be splitting your time among each of the Uwe Boll Bloodrayne movies. You will spend three years in Bloodrayne, three years in Bloodrayne: Deliverance, three years in Bloodrayne: Third Reich, and a year in a Blubberella. What's Blubberella? It's a horrible parody of Bloodrayne created by Uwe Boll because he wanted to reuse

a previous set. Don't think you can avoid the plot either, you have to be significantly involved in each film to make progress through each set of years.

The Shroud of Day (+400cp): Towards the beginning of your jump, Kagan's plan for creating a vampiric paradise becomes a reality. The world becomes shrouded in an alchemical fog that blots out the natural light of the sun. Vampires will run rampant, but worst of all, the ecosystem of the world will drastically change. Plants and animals will take on new nightmarish properties and will be extremely hostile to all things. There's no getting rid of the shroud either, and you'll have to survive the next ten years in the new world.

The Vesper's Ire (+400cp): It seems that your presence is a potential threat to the cult of Kagan and to the vampire lord himself. Now Kagan is not really in a position to hunt you down, but his cult is though. Between Kagan loyal dhampirs like the Kestrels, to pure blood vampires like Ephemera, you will have an entire cult gunning for you and yours. Get ready Jumper, for legions of the night wait for no one.

Hedrox Wants The Secret (+600cp): "Hedrox knows what you are Jumper. Hedrox wants to know how to jump! You will give Hedrox the secret!"

The ancient vampire known as Hedrox, has through his mania, discovered your nature as a jumper and wants your power for himself in the belief that it will give him true immortality. Throughout your jump, Hedrox will assault you with intent to kill you and if he does, he will take your place on the jump. Hedrox himself is a monstrosly powerful vampire whose regeneration is nearly instantaneous and any body parts once removed from him, will become a new instance of Hedrox. There are ways of permanently destroying him, but with this drawback, there is always at least one Hedrox instance seeking your life.

The House at the Edge of Hell (+600cp): Before your jump starts, you will awake to find yourself within the home of a former Spookhouse agent gone mad. The home, a once stately manor, has been converted into a maze of death by the owner. The purpose? He despises all things supernatural and considers you no better than what he once fought against. In order to start your jump, you will need to navigate the house, kill the former agent, and escape with your life. It won't be easy though. Between the other supernatural entities trapped alongside you and the various traps set throughout it, it will be one hell of a battle.

Beliar's Due (+800cp requires one purchase of a Relic): Beliar's body parts give power, no two ways about it, and they do not affect the bearer in any negative way. It doesn't mean that there aren't some consequences beyond your control. Early in the jump, Beliar's Black Heart will consume an unwitting host and resurrect the original devil. He will be aware of where his missing body parts are and seek them out. Throughout the next ten years, Beliar will track down and restore himself, growing in power. How does this apply to you? You do have a piece of Beliar inside you after all which means Beliar will at some point attempt to tear the part out of your body. This will, of course, be your end and you don't want that now do you?

Decisions Decisions

What you plan on doing after the jump ends.

Banking Your Blood: You're staying here Jumper. Something about this universe appeals to you too much to just up and leave.

Withdrawing Your Blood: Your done Jumper, your home is calling and you're answering.

Finding a New Bank: Your heading to your next jump, Jumper, may the blood flow well for you.

Notes and Explanations

- The Spookhouse is a reference to Nocturne (1999). It was Bloodrayne's predecessor as evidenced by Hedrox's murder of Count Voicu, the father of Nocturne's first major antagonist.
- The idea behind the Free Perk "Majesco Look" is that no one in the games comment negatively about Rayne's choice of clothing, regardless of the reason for it. If anything she gets compliments for it. So I figured I'd incorporate that boon of being to wear whatever you want, no matter how much it does or does not cover, into the jump.
- All Spookhouse perks from 200cp on up, are based on various members and events that occur within Nocturne. 'Ingenuity and Respect' for example, references The Stranger's survival from the Killian manor in chapter 4 and the genuine friendship he develops with the demon Moloch.
- The ship in Scenario A, "S.S. Minnows Johnson" is a reference to Rush Hour 2. It was on while I was writing that scenario section and I couldn't think of a fake ship name to save my life.
- Yes, Handsome Jack and Hedrox the Infinite really are both voiced by Dameon Clarke.
- All Brimstone Society Perks outside 'Knowledge is Survival' are based on the characters Rayne and Severin.
- The perks 'The Ferril Mark' and '???? Control' are inspired by the vampires Ferril, Ephemera and Delinda.
 - Ferril is a freak of nature by vampire standards, being able to wound her lord father, Kagan in a severely weakened state, before being impaled through the chest and thrown off a skyscraper. She still survives this and is only destroyed by a concentrated blast of sunlight.
 - Ephemera suffers none of the weaknesses of 'In the Shadows' and performs some truly insane feats with her shadows, such as using them to heal herself or transforming them into blades strong enough to pierce Ferril's skin.
 - Delinda never really had screen time but she could apparently control snakes in strange ways.
- Yes, there is a Jojo reference in the GGG perk descriptions.

- Regarding the relics, if the implications are correct, Beliar's physical makeup is very similar to a human body. Meaning, that there are 206 individual bones that make up his body. Even if one were to take into account that relics like 'The Left Hand' and 'Teeth' combine bones together, you'd still need to account for the remaining bones, plus organs. Hence why I stuck with the Beliar parts mentioned in Bloodrayne 1. It is much simpler this way.
 - For the purposes of this jump, Beliar's relics will maintain their supernatural effects after his destruction.
- You cannot have Rayne as a companion if you take Special Scenario: The Reign of Blood Ends (Levels 2 and 3). Taking Rayne with this Scenario will have her appear inside your warehouse alongside DarkRayne after your jump ends.
 - DarkRayne began as a simple alternate costume in BloodRayne 2. In the comics which take place between Bloodrayne and BloodRayne 2, DarkRayne was a sort of tulpa that would only come out when Rayne was in a circumstance that was either near true death or a borderline mental breakdown.
- What you encounter in Scenarios A and C is up to you. The series pays lip service to Atlantis and the identity of the group that massacred the original Spookhouse was never revealed, so you can fanwank whatever supernatural force you feel would best suit the scenario's setting.