

The background is a dark blue night cityscape with several skyscrapers. In the foreground, there are dark silhouettes of buildings with glowing yellow windows. A large, vibrant red flower with thick black outlines is positioned in the upper half of the image. Black power lines crisscross the scene. The title 'BLOOD DRINK' is written in a red, dripping, and splattered font across the middle.

# BLOOD DRINK

A KRYLONHERETIC GAME



This game is Illuminated by LUMEN, based on the LUMEN RPG system designed by Spencer Campbell, Gila RPGs. This game is in no way affiliated with Spencer Campbell or Gila RPGs

Touchstones: Hotline Miamai, Dorohedoro, Cyberpunk, Bullet Train



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## INTRO

The mega city of Abraxas is the largest hardlight barrier city in the world housing millions of souls among its skyscrapers. Known as the "City of Rebirth" born out of the collapse of the United Powers of Vespucia following the end of the Net Outage, No place in the world embodies the depravity, poverty and violence of the new world quite like it.

Gangs vie for power, whether they be drug dealing street gangs or suit and tie wearing syndicates; violence rules the streets of the lower sectors. Hired killers and security forces exchange fire fueled by their clients' money.

This death, decay, and violence permeates the entire world, but the heart of this chaos is Abraxas. Making it the perfect place for a Blood Geist to live

## What is a Blood Geist?

Blood geists are other worldly creatures that subsist entirely on blood using both as food and as fuel for their eldritch powers. After the Alpha-Net Outage and during the Horizon war these creatures began to emerge from clouds of red fog.

Their lifestyles require them to drink large amounts of blood, as they cannot properly digest solid food and do not gain sustenance from other liquids, and

as such a place where violence and death are around every corner is the perfect home for these horrible things. Many blood geists take up the mantle of assassins to feed themselves and make a little money on the side.

You are a Blood Geist

## The Daily Grind

You will be in a group, most likely of other blood geists, receiving missions from an outside source; usually a handler who organizes jobs and pay. You'll be paid for your work of course, but that money usually goes into buying more weapons to use on your jobs. Work can come from anywhere, corps needing something done fast, gangs needing extra muscle, or regular people who want someone dead.

The streets are cut throat, you can't be sure who you can trust. Keeping yourself alive is your number one priority and to do that you'll need lots and lots of BLOOD.

## SUMMONING YOUR GEIST

Blood geists are made from their attributes and classes.

### Assign Attributes

Reactions, Equilibrium, and Dominance. Each representing a different approach to problems

### Pick a Class

Brawler, Gunner, and Caster. Your class determines your Max Health, Max Blood, available powers, and starting weapons and items.

Health: How much harm you can take before dying

Blood: Fuels your powers, spent when abilities are used. Tasty. Unless otherwise stated all powers cost 1 Blood. If a power contains X then the amount of blood spent affects the power

Powers: Abilities allowing you to bend the fabric of space and time, control the elements, or alter yourself in some way. You can only ever have 4 powers equipped at once. Powers are not rolled for, when a power is used it succeeds instantly unless otherwise stated

### Character Details

Give your geist a name, regular or weird, a personality and a veil.

Blood Geists have an irrational phobia of showing their faces, despite the fact that their faces are incomprehensible to most people, and all wear some form of veil over their heads. Pick or roll from the list or come up with your own.

#### 1-2

1. Rubber Halloween Mask
2. Hockey Mask
3. Cut Open Basketball
4. Trash Bag
5. Mascot Head
6. Paper Bag

#### 3-4

1. Cardboard Box
2. Balaclava
3. Bandages
4. Knight's Helmet
5. Gas Mask
6. Biker Helmet

#### 5-6

1. Traffic Cone
2. Backpack
3. Astronauts Helmet
4. Burlap Sack
5. Flower Pot
6. Pillow Case

## ATTRIBUTES

Geists are powerful beings and capable killers. Each Geist has 3 Attributes representing what sort of approach they take to dealing with a problem.

Each Attribute starts at 1. You have 3 points to distribute between all three. No starting attribute may go over 3

**Reaction:** Reflexes, speed, and moving quickly

**Combat**

- Quick drawing a pistol
- Swiftly slicing an enemy with a knife
- Weaving out of the way of an attack

**Non-Combat**

- Catching something before it hits the ground
- Twirling a knife around your fingers without cutting yourself
- Performing an acrobatics trick

**Equilibrium:** Methodical thinking, patience, and keeping your cool

**Combat**

- Firing a carefully aimed shot with a firearm
- Targeting a foe's weak spot with an attack
- Predict an enemy's movements and intercepting them

**Non-Combat**

- Assessing a situation or location
- Staying cool under pressure
- Keeping still while trying to stay hidden

**Dominance:** Strength, brute force and powerful actions

**Combat**

- Wildly firing guns
- Smashing enemies with a heavy melee weapon
- Enduring a painful attack

**Non-Combat**

- Smashing through a door
- Lifting something heavy
- Tearing the lock off of a safe

## GAMEPLAY

Blood Drink is a combat focused game. The game master will present situations, threats, and challenges, and the players will respond. When there is threat dice will be rolled

When taking an action where the outcome is uncertain, describe your approach and pick which attribute fits it best. Next, roll 1d6 for each point in that attribute and take the highest result. If a stat is at 0, roll 2d6 and take the lower roll. If penalties take a stat below 0 then roll an extra d6 for every point below 0 still taking the lowest die.

1-2: Failure

3-4: Complication

5-6: Success

Sessions normally may consist of starting at a base or HQ, preparing for a mission, and then going on said mission to complete an objective and leave.

## COMBAT

There is no initiative, Players will normally go first. Enemies react to the actions and rolls made by Players, usually on failures and complications, and one for every geist will act at the end of the round.

## Combat Options

On their turn Geists take 2 Actions, Move 2 times, and can use 2 Powers.

### Actions

1. Attack
2. Move (1 Space)
3. Use Item
4. Drink Blood
5. D.Y.O.B
6. 2 More Powers

## Powers

Spend blood to use a power. Unless otherwise stated powers cost 1 Blood

## Attack

Choose a weapon you have equipped and attack with it. Roll an appropriate attribute vs an enemy within weapon range.

1-2: Failure (Missed attack + Enemy reacts)

3-4 Complication (Attack hits + Enemy reacts)

5-6 Success (Attack hits)

## Using Items

Use an item from your inventory on yourself or on an ally within Close range.

## Move

Move yourself to another zone. Geists get 2 moves

## Drink Blood

Take a quick snack break in combat to replenish some Blood. When drinking blood roll 1d6 to determine what kind of blood you're drinking. Blood can either be Tasty or Healthy.

1-3: Tasty: Regain 1 Blood

4-6: Healthy: Heal 1 Health

As an action, players can search more bodies and make more rolls. When a body is searched the blood is either used immediately, shared, or kept on the body. The searcher may use the blood found on any ally close to them. Use your action to search more bodies

## Drink Your Own Blood (D.Y.O.B)

You may spend two of either your Health or your Blood to regain one of the other.

## CLASSES





SLASHER

9 HEALTH 3 BLOOD





## Loadout

- 1 Chosen Melee weapon
- 1 Random Melee OR Ranged weapon
- 1 Chosen Drug
- 3 Chosen Powers

## Passive: Survivor

If you have more than 1 HP, anything that would reduce you to 0 HP instead reduces you to 1 HP.

### 1. *Eviscerate*

Grow bladed tentacles and shred all Close enemies doing 3 Harm

### 2. *Blood Curdle*

Let off an aura of pure fear. Move all enemies Close to you out to Far and inflict them with Fear

### 3. *Adrenaline Rush*

Deal +1 Harm with weapons and +1D to rolls. Costs double the BLOOD each time it's used

### 4. *Hemo-Barrier*

Hemo-Barrier  
Raise a shimmering blood red barrier in a zone out to Mid range. The barrier has 4 + X Health. Enemies cannot fire through or enter the zone this barrier is in. The barrier, the barrier can be targeted by attacks. Can only have 1 barrier active at a time.

### 5. *Kinesis*

Suddenly and violently push or pull a target. Move an object or enemy out to Mid towards or away from you one range in any direction dealing 3 Harm if the target collides with an obstacle

### 6. *Barbs*

Bloody spikes float around you. Any damage you take is dealt to enemies within Close range until the end of the round.

### 7. *Devour*

Deal 2 Harm to an adjacent enemy. If they die Heal 1 Harm. Any enemy killed this way is instantly searched.

### 8. *Void Jump*

Teleport somewhere you can see in Mid range doing 2 Harm to everyone in the area you're entering or Teleport out to Far and do no damage.

### 9. *Frenzy*

Make a melee attack with +X Harm. If the attack kills with a Full Success then spend no Blood. Can only be cast once per round.

### 10. *Skull Shaker*

A devastating close quarters move, enhanced with blood. Deal 2 Harm and inflict target with Frail

GUNNER

7 HEALTH 5 BLOOD



## Loadout

- 1 Chosen Ranged Weapon
- 1 Random Melee OR Ranged Weapon
- 1 Chosen Ordinance
- 3 Powers

### Passive: Ricochet

Extend the range of ranged weapons you're firing by one, you do not need line of sight to hit a target. Does not affect powers

#### 1. *Tendril*

A tendril of blood extends from your arm. Pull yourself to a point out to Far or pull someone or something from Far distance to you.

#### 2. *Ammo Veins*

Spend BLOOD to reload an empty gun.

#### 3. *Bomber Man*

Turn a touched object into a bomb that explodes under certain conditions (After X rounds, on touch, if broken, etc.) dealing 3 Harm to all Adjacent

#### 4. *Crimson Mist*

Explode in a mist of blood, Dazing Adjacent enemies and cloaking yourself in invisibility until the beginning of your next turn.

#### 5. *Rally*

You and all allies in Close range gain +1D to rolls for the rest of the round. Does not stack

#### 6. *Starting Pistol*

Make a finger gun and fire a loud shot. All allies within Close range of you may immediately move once

#### 7. *Bio-Scan*

Learn a weakness, resistance, or how much HP a creature has. You and allies have +1D and deal +1 Harm against the target for one round

#### 8. *Gore Cannon*

Create a bloody hand cannon and fire. Shoot out to Distant, dealing 3 Harm. You can split the harm between targets within range.

#### 9. *Bullet Time*

Time slows to a crawl. Gain an extra move. Your next action, if it requires a roll, counts as a 6 rolled

#### 10. *Scarlet Flare*

Toss a bright spark of blood at a target within Mid range. Target and all Adjacent enemies are Blinded until the end of the round.

CASTER

5 HEALTH

9 BLOOD



## Loadout

- 1 Chosen Melee OR Ranged Weapon
- 1 Random Ordnance and Drug
- 3 Chosen Powers

## Passive: Transmutation

Reality can be whatever you want it to be. Once per round when you drink blood, choose the kind of blood you find. You can share blood to allies within Far distance

### 1. *Burning Blood*

Spray fire from your veins. Do 1 Harm to X Close enemies and set them Ablaze for 3 turns.

### 2. *Puppet Master*

Bend the blood in a creature's body. Gain control of a Close non boss enemy and make them act and move until the end of the round. Can only control 1 target at a time.

### 3. *Infection*

Infect an enemy with bloodborne pathogens. Deal 2 harm to an enemy within Mid range. If this kills them they explode showering all Close in blood either restoring 1 Blood to all allies in the cloud or doing 2 Harm to all enemies close and spreading the infection to them, repeating the effect.

### 4. *Space Shuffle*

Shuffle around two targets position in space. Swap the position of two people or things you can see within Far Range of you

### 5. *Singularity*

Create a gravity well at a point within Far range, all enemies within Mid range from it are moved Adjacent to the singularity

### 6. *Obfuscation*

Turn a touched target invisible until the end of next round, spend extra blood to keep it invisible for x more rounds.

### 7. *Blood Pump*

Allow an ally within mid range to use one of their powers, they may allow you to use the power as if you were casting it if they please. Can only be used on an ally once per round.

### 8. *Cold Blooded*

Grasp an adjacent target and Freeze them

### 9. *Blood Bond*

link two targets by blood. The next negative effect or source of harm that afflicts one linked target afflicts them all. Link an extra target for every extra blood spent.

### 10. *Homunculus*

Create a clone of yourself made out of blood within Mid range. Any power you use is mirrored by the clone once. Costs double the BLOOD each time it's used in the same round

## ADVANCEMENT

As geists complete missions, gain experience in the wet working field, and drink more and more blood they'll become stronger. After a mission geists can pick one of the following options from the list below. Each one can only be taken once.

- +1 Reaction
- +1 Equilibrium
- +1 Dominance
- +1 Health
- +1 Health
- +1 Blood
- +1 Blood
- +1 Weapon on Missions

In addition to the advancement, geists can take a new power from their class list to equip. Geists can only ever have a maximum of 4 powers equipped at once, but may swap out powers they know in between missions

## RANGE AND DISTANCE

Distances are not measured accurately in the field, simply split into zones. These zones are usually denoted by a defining characteristic or the zone's use. When a geist moves they may exit the zone they're in and enter an adjacent area they can access.

## Weapon Ranges

Weapons and abilities will have ranges applied to them to show how far they're effective. If a ranged weapon is fired outside of it's effective ranges it cannot make successes, rolls of 5-6 will count as complication

## Range Bands

Adjacent: Right next to

Close: In the same zone

Mid: In the next zone over

Far: Two zones away

Distant: Three zones away

Extreme: Four zones away

## Difficult Terrain

Some zones may count as difficult terrain, and require 2 moves to exit. These can be zones that have uneven hard to navigate terrain, or zones that are just bigger than others.

Having visual aids like tokens to keep track of allies and enemies is useful. Either using some form of miniature or other small item to denote a zone along with entrances into the zone is useful. Cards or sticky notes are a good way to designate zones, usually with the name of the area on it to help keep them in order.

## WEAPONS AND ITEMS

Geists can, by default, hold two weapons and 3 items.

## Ranged Weapons

1-3

1. Pistol: 1 Harm; Cls/Mid; Small; Reliable; Reload 1
2. Revolver: 2 Harm; Cls/Mid; Dexterous/Powerful; Brutal; Reload 3
3. Shotgun: 2 Harm; Adj/Cls; Scatter; Critical; Knockback; Reload 3
4. SMG: 2 Harm; Cls/Mid; Spray; Reload 4
5. Assault Rifle: 3 Harm; Mid/Dis; Burst; Reload 2
6. LMG: 3 Harm; Mid/Far; Bulky; Heavy; Powerful; Spray; Long Reload 1

4-6

1. Sniper Rifle: 4 Harm; Far/Dis; Bulky; Artillery; Reload 4
2. Carbine; 2 Harm; Mid/Far; Accurate; Double Tap; Reload 3
3. Crossbow; 2 Harm; Mid/Far; Light; Reload 3
4. Beam Rifle; 1 Harm; Extreme Complex; Ramp-Up; Reload 2
5. Grenade Launcher; 3 Harm; Mid/Far; AOE; Reload 6
6. Bow; 1 Harm; Mid/Dis; Nimble ; Reload 0

## Reload

If the highest roll on an attack with a weapon is equal to or below the Reload number a weapon has, it runs out of ammo, and must be reloaded with an action.

## Akimbo

When wielding two small weapons you may attack two targets within range with each weapon. or attack one target within the range of both weapons and deal +1 Harm





## Melee Weapons

1-3

1. Knife: 1 Harm. Can be thrown mid range. Small
2. Sledge Hammer: Deal 1 Harm to ALL adjacent enemies. Deal 2 if you move a zone first
3. Power Drill: Deal 1 Harm to an adjacent enemy. Heal 1 Harm if the target dies. Small
4. Katana: 1 Harm, on kill you can move and make another attack with the katana
5. Blowtorch: 1 Harm, sets enemies hit Ablaze on a 6.
6. Stun Baton: 1 Harm, when a 6 is rolled Stun target.

4-6

1. Axe: 1 Harm, On a Success target is inflicted with BLEED
2. Spear: 1 Harm Close Range, When an enemy enters Close Range, deal 1 harm to them.
3. Baseball Bat: 1 Harm, Move targets a zone over on hit. Deal +1 Harm if they cannot move into a zone
4. Chain: 1 Harm, Close range and can pull hit targets Adjacent
5. Riot Shield: 1 Harm, Take -1 Harm (Minimum 1) from attacks
6. Chainsaw: 2 Harm, Does +1 Harm every time you hit the same target in a row, missing resets the bonus. Bulk



## Weapon Perks

Positive tags that describe extra effects a weapon has.

1. Double Tap: Unload your weapon to make another attack
  2. Critical: Deal +1 Harm for every 6 rolled on the attack
  3. Reliable: Unload your weapon to guarantee the next attack hits, and deals +1 Harm.
  4. Scatter: enemies Adjacent to the target take half of the Harm on a success
  5. AOE: harms all enemies in the area on a success
  6. Knockback: target is moved back one distance range on a success
- 
1. Intimidating : +1D when using Dominance
  2. Balanced: +1D when using Equilibrium
  3. Dexterous: +1D when using Reaction
  4. Powerful: +1 Harm when using Dominance
  5. Smart: +1 Harm when using Equilibrium
  6. Light: +1 Harm when using Reaction

1. Nimble: You may move after making a successful attack.
2. Spray: You may split your harm among multiple targets on any attack
3. Ramp Up: Deal +1 Harm every time you hit the same target
4. Messy: Gain 1 Blood when killing an enemy
5. Hungry: Gain 1 Health when killing an enemy
6. Small: Can be held akimbo and fits into inventory slots

## Weapon Faults

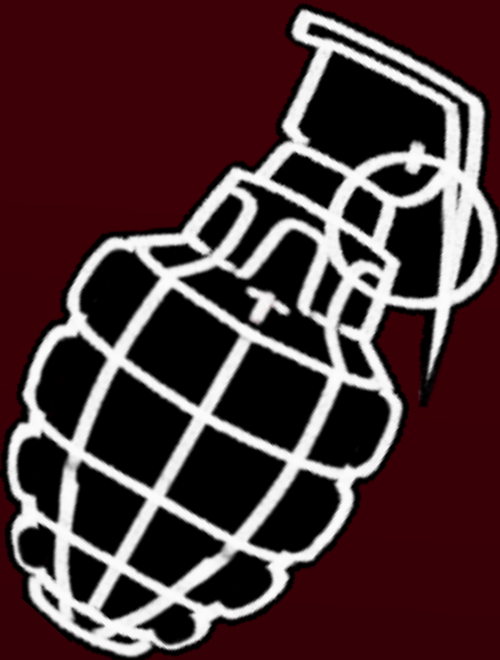
1. Heavy: -1D and -1 Harm when used with anything other than Dominance
2. Complex: -1D and -1 Harm when used with anything other than Equilibrium
3. Flimsy: -1D and -1 Harm when used with anything other than Reaction
4. Bulky: You cannot carry two Bulky weapons at once.
5. Artillery: attacking with this weapon costs 2 Moves
6. Long Reload: Reloading this weapon means not using an action, moving, or using powers

## FUNDS

Physical money has lost its value and been replaced with a sort of crypto-currency called Virtual Interspace Currency, or Vics, fractions of valuable data from the old world network, non-replicable and scarce. Funds are represented abstractly. 1 Fund is around a few hundred Vics.

## ITEMS

Tools to be used in the field. Items are split into two types, ordnance and drugs. Both can be used without needing to roll.



## Ordnance (2 Funds)

1. Frag Grenade  
Deal 3 Harm to everyone in an area
2. Molotov  
Deal 2 Harm to everyone in an area and set it Ablaze
3. Trip Mine  
When enemy enters area explodes dealing 3 Harm to everyone in the area and the one who tripped the mine
4. Razor Mine  
When enemy enters area deals 2 Harm and inflicting Bleed to everyone in the area and the one who tripped the mine
5. Ammo Pack  
When a weapon runs out of ammo you may consume an ammo pack to refill it without using an action
6. Flashbang  
All enemies in an area become Blinded

## Drugs (2 Funds)

1. Overclock  
A combat drug boosts movement speed. Looks like an inhaler leaking yellowish sour fumes. Take 1 Harm and gain 2 more free moves this turn
2. Blur  
A combat drug that puts your reflexes into overdrive. Looks like clear liquid in a syringe. Take 2 Harm and gain an extra action and move on your turn.
3. Grind  
A stimulant that, in addition to the euphoria, increases your heart rate and makes your blood pump faster. Looks like triangle shaped green tablets. When you D.Y.O.B, make the trade 1 to 1 instead of 2 to 1
4. Glitter  
A party drug that numbs you to pain. Looks like glowing rainbow dust. Ignore the next time you'd take harm
5. Painkillers  
Standard over the counter painkillers. Morphine, Ibuprofen, etc. Heal 3 Harm.
6. Blood-bag  
A full hospital blood bag. Tasty. Restore 2 Blood



## AFFLICTIONS

Afflictions interfere with the way someone operates either subtly or not so subtly. Afflictions may affect Players and NPCs differently. Afflictions end depending on the source

### Bleed

PC's: Powers cost +1 Blood

NPC's: Choose what kind of Blood they drop when they die

### Ablaze

PC's: Take 1 Harm whenever you take an action, move, or use a power. Skip your turn to remove Ablaze

NPC's: Take 1 Harm at the end of each round and whenever they act. Must act to remove Ablaze

### Blind

PC's: Can only target adjacent beings with attacks or powers. Make rolls with -3D

NPC's: Can only target adjacent beings with attacks or moves. Rolls made against them hit instantly

### Clot

PC's: Cannot use powers

### Dazed

PC's: Lose your movement, free powers, and one action

NPC's: Cannot act

### Weakend

ALL: Cannot deal more than 1 Harm with weapons, powers, or moves

### Frozen

PC's: Spend 3 HP or lose your turn, cannot roll to defend against attacks while frozen

NPC's: Cannot move or act until end of next turn, next attack hits and deals double Harm and removes Frozen

### Knocked Down

ALL: Spend 2 Moves to stand up. Move at 2 zones per move. Melee attacks deal +1 Harm and have +1D

### Fear

PC's: Cannot move towards source of Fear. Make rolls with -3D.

NPC's: Cannot act when source of Fear is in line of sight

### Frail

PC's: Reduce your attributes to 1D, take +1 Harm from attacks

NPC's: Complications against them count as Successes, take +1 Harm from attacks

### Poison

ALL: Take 1 Harm at the end of each round

### Wither

ALL: Take 1 Harm at the end of each round for every round afflicted

## HARM AND DEATH

When a geist takes as much harm as their Health they die. However being creatures from beyond the veil of existence they handle death differently from mortals. When a geist dies they will gain a neurosis at the end of the mission and one fate.

After the Death Roll the geist will get up in 1d6 Rounds. Other geists can use an action to lower this recovery time by 1. If all geists are dead by the end of the round, the job is failed.

## NEUROSIS

Death takes a toll on geists, usually mentally. If a geist gains a neurosis, roll and carry the neurosis into your next mission, afterwards the neurosis will be removed unless otherwise stated.

1-2

1. Hunger: Urge to gorge yourself on food you can't digest. half the Blood you start with rounded up next mission
2. Fixation: Gain a fixation you spend money on. -1 Funds at the end of the next 3 missions
3. Itch: You feel like bugs are crawling up your skin start the next mission with -2 maximum HP
4. Destruction: Destroy a weapon in your inventory
5. Hostile: You have a 3/6 chance to attack and kill civilians once per mission

6. Memory Loss: Forget who you are and lose access to your 2 free powers unless you use an action to use them

3-4

1. Reckless: AOE powers and attacks harm allies
2. Narcolepsy: 3/6 Chance to fall asleep and lose your movement 3 times per mission
3. Hallucinations: You see and hear things that aren't there
4. Sadistic: 3/6 Chance to not kill an enemy when attacking to prolong their suffering
5. Hemophilia: Powers cost +1 Blood
6. Selfish: No one else but you matters. Cannot share blood or items. Your powers cannot positively affect allies

5-6

1. Paranoid: Everyone's out to get you. Refuse blood or items from allies. Allies' powers cannot positively affect you
2. Aggressive: Always come across as hostile when speaking to people
3. Confused: 3/6 Chance to move in a random direction 3 times per mission
4. Addiction: Become addicted to a random drug. Take this drug or begin next mission with no BLOOD
5. Twitchy: Allies take 1 Harm when they enter the same area as you
6. Hopeless: -1D on all rolls next mission

## FATE

Fate represents things moving in opposition against you: The police are starting to tail you, organizations see you as a threat, you've gained a dangerous enemy, etc. Certain actions draw you further to your fate. This can be meeting a dangerous adversary, losing a contact, or complete obliteration

Fate is gained by the following

- Dying
- Killing noncombatants and bystanders
- Failing missions
- Enemy abilities

Once a geist gains four Fate the forces opposing them strike. This can be narrated in a scene that the geists can't see but the players will know about, or maybe the geist will be able to 'sense' the hostility coming towards them.

What happens when fate catches up to you?

1. A friendly contact is lost
2. Your enemy's scheme advances
3. A dangerous force is unleashed upon you
4. Something valuable is lost
5. A Neurosis becomes permanent
6. You lose a power and cannot regain it

How exactly these misfortunes happen is up to the GM, usually the way the final point of fate is gained can be used as a framework for how exactly it happens.





## PLAYING THE GAME

### Be Descriptive

In a game where your actions depend on your approach try to paint a picture of your actions. Try to avoid saying “I shoot with Reaction” in favor of something like “I quickly draw my revolver and fire”. This goes for the GM too, describe enemies actions, have them use parts of the environment against the players.

### Communicate

This game is played mainly through conversation along with rolling dice. Ask questions about what is happening, about the characters around you and the situation you find yourself in, some questions may not be answered right away and it will be up to you to figure it out.

Ask other players their thoughts, see what their characters are feeling. Plan together, and play as a team.

## SETTING

### The Beginning of Corporate Power

Corporate power is on the rise as they dodge taxes and amass private militaries to protect assets and wage war on other corporations. Soon corporations are able to legally run for government offices and soon after illegally keep their positions through threats and bribery.

With their power Corporations lust after profits and wage war on anyone who gets in their way, including other corporations.

### The Alpha-Net

Relaxed corporate regulations led to breakthroughs in technology at the cost of desperate people being exploited for experimentation. Just about everyone has some form of cybernetics or augmentations. Though the largest advancement was the Alpha-Net, the new internet that uses quantum technology to compress yottabytes of code into a single point until a hole in reality rips open into a place called the Data Void allowing the data to be sent at faster than light speeds. No lag, no waiting.



## The Alpha Net Outage

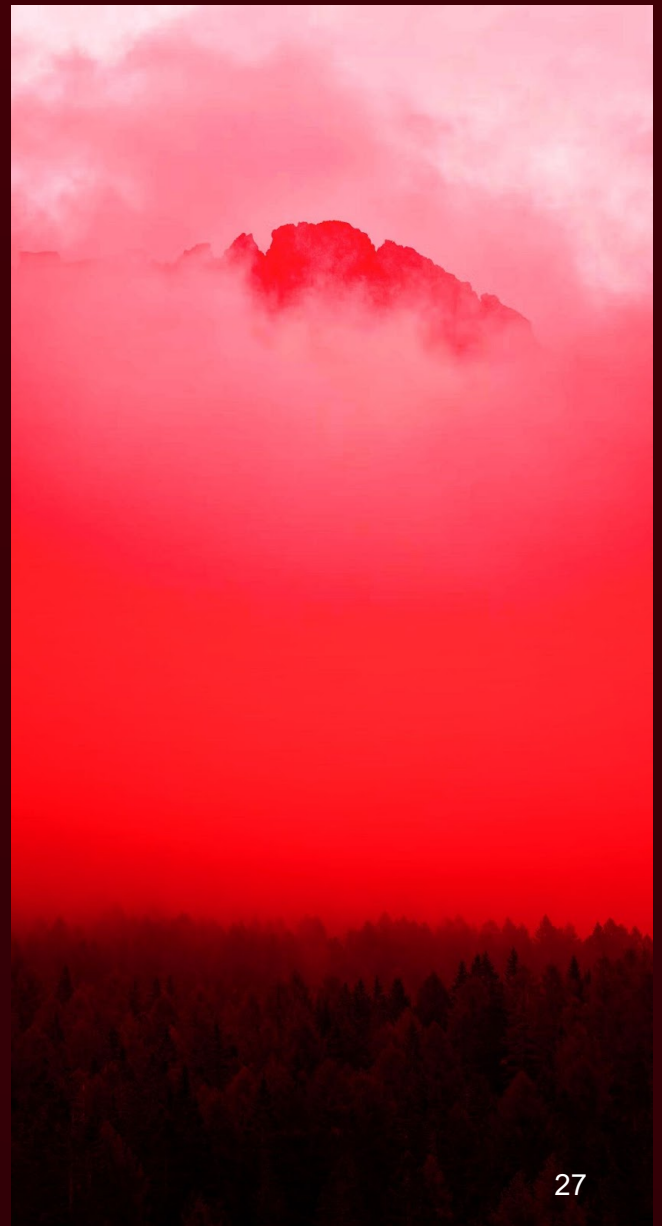
Experiments with the Data Void continued throughout the years as the Horizon Communications research team aimed to use it for teleportation; until a catastrophic failure would lead to a devastating 20 megaton explosion destroying the research facility, the island the facility was located on, and ruined some of the coastal regions around the island too. The Alpha-Net would go offline and all attempts to restore it would fail. Without the Alpha-Net millions of security systems, power-stations, and e-commerce stations would suffer, leading to further economic collapse and anarchy.

## The Horizon War and The Red Fog

Horizon Communications was attacked by other corps in an attempt to gain their technology and fix the Alpha-Outage. War broke out between corporations for control of Horizon's assets, and anarchy tore the world apart. Strange phenomena racked the world due to the tampering with the Data Void. Clouds of blood red mist would rise from the oceans and blow onto the land, sometimes gently, other times in violent blowouts.

## The Blood Geists

Figures with horns are seen emerging from the Red Fog. Draped in garbage to cover their faces they lap up blood from the dead stray dogs. Later seen on the battlefields of the Horizon war ripping through soldiers left and right with no allegiances and drinking the blood from their corpses. Using horrible powers to tear apart their victims these creatures come to be known as Blood Geists, and their presence in the world brings a new wave of fear.





## The End of the Horizon

Horizon Communications would eventually lose the war, their research and assets obtained by the Niles Corporation and Prometheus Inc who would both later form a partnership.

## After the End

Years Later the world would be changed irrevocably. The net would return as the Omega-Net, hosted reliably and one of the few things not owned by corporations, but still used heavily by them. Data Void tech has expanded, though dangers still seep from it into the Omega-Net and further into reality. Vast stretches of wastes scorched by the violent Red Fog blowouts are broken up by cities protected by hard-light barriers and below bunker cities hide away from the fog.

## Abraxas

Many of these cities still suffer from rampant poverty. The largest mega cities, Abraxas, was raised under the control of the Hylc mega conglomerate who focused on the city's development during the Horizon war. Gang fights break out in the lower residential areas leading to many dead civilians, these fights are usually the results of companies using the gangs as proxies for power struggles. Hired killers become more prominent as the need for violence and bloodshed grows; Anyone can call a hitman as long as they have the money. Security companies and bodyguards also find success in providing protection.

In Abraxas violence is business, and business is good.

## RUNNING THE GAME

The Game Master facilitates the game, describing the settings, characters, and other elements outside of the player's control.

The GM will normally pose a problem or situation and ask the players how they respond. The players will then choose how they react, roll one of their attributes if necessary, and the situation will be resolved. Sometimes no more is needed than to describe a scene and ask the players what their characters are doing in the scene.

In combat make the positions of enemies known, either by descriptions or with the help of tokens. Outline obstacles or interesting aspects of the environment.

Be flexible, sometimes players may ask if something is in the area and depending on the circumstance what they want may be readily available and not need any form of roll to find. You can find knives in a kitchen, an auto garage is probably going to have gasoline, etc.

## Preparing Jobs

Setting up the missions and combat encounters is a responsibility of the GM. Missions will usually come down to the player's via a Fixer, a character in game who the players are employed under. Blood Drink is combat focused, missions will usually involve fighting groups of enemies while attempting to complete an objective.

The most common type of job will be hits, in which a target must be killed for the job to be a success, though these are not the only types of jobs, and some may even have multiple objectives that need to be completed.

Jobs will have a client, with certain requests that need to be met for the job to be considered successful. If a job fails, all players gain 1 Fate.

## Job Goals

The below options are good starting goals for creating missions. Though the list is not extensive, if you need a quick goal you can roll on the table. A mission can have more than one goal.

1. Kill Target
  2. Retrieve Item
  3. Intimidate Victim
  4. Escape Pursuers
  5. Record Information
  6. Kidnap Victim
- 
1. Protect Target
  2. Hack Computer
  3. Save Victim
  4. Repossess Car
  5. Blackmail Victim
  6. Distract Target
- 
1. Trick Victim
  2. Destroy Building
  3. Frame Victim
  4. Defend Position
  5. Smuggle Contraband
  6. Repair Machine

## Job Locations

These are good starting points for areas jobs take place in. Mixing these areas together to make larger ones may be useful as well.

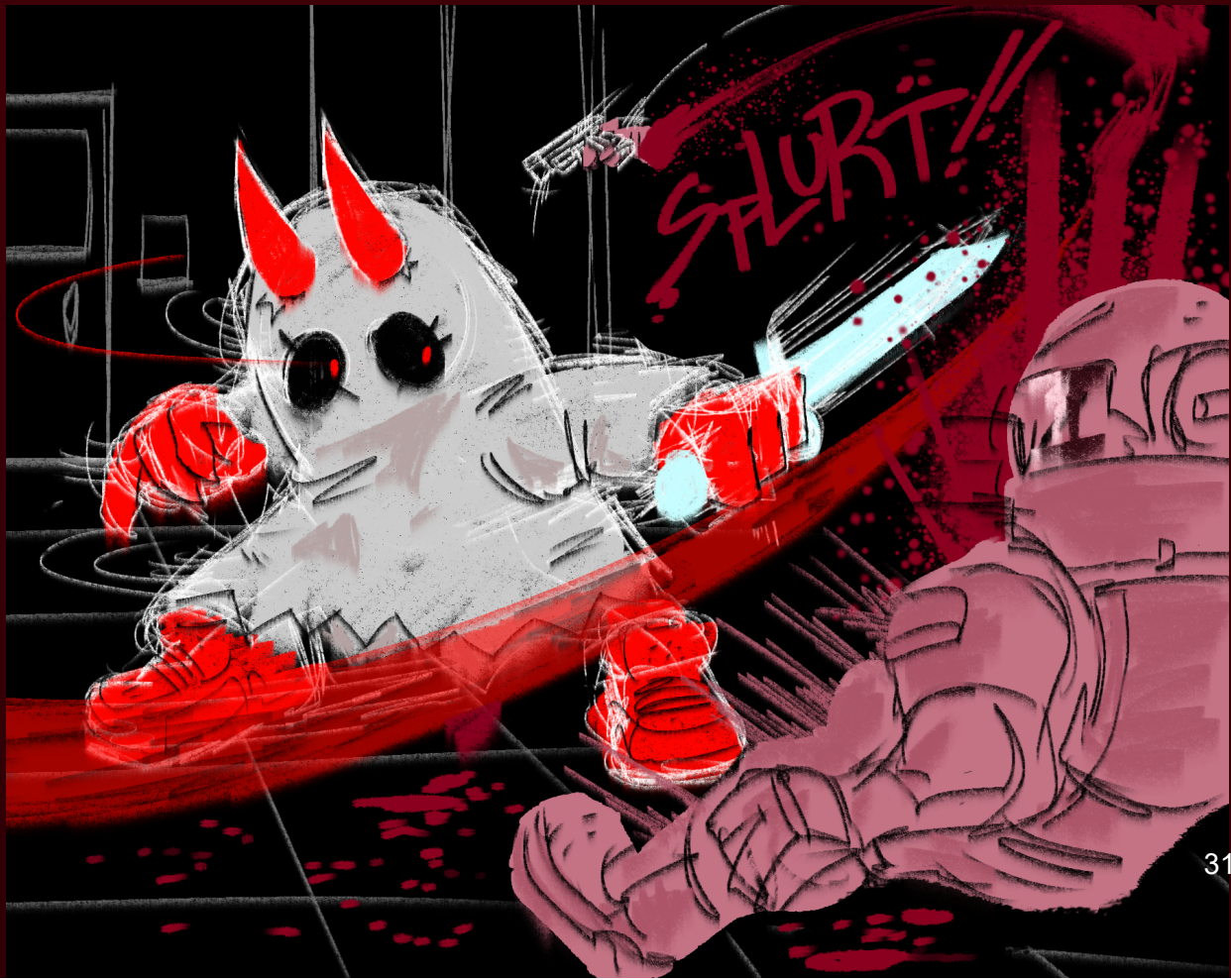
1. Bar
  2. Apartment Block
  3. Mall
  4. VRcade
  5. Gym
  6. Office Block
- 
1. Hospital
  2. Restaurant
  3. Hotel
  4. Bank
  5. Movie Theatre
  6. Police Precinct
- 
1. Religious Building
  2. Auto Body Shop
  3. Night Club
  4. Laboratory
  5. Sewer
  6. Casino



## Job Setbacks

Jobs usually never go as expected. Clients either leave out important information, other groups of interest interfere, or Murphy's law takes effect and things get a bit more difficult. The following are a few possible setbacks, but coming up with one that fits the job may be more appropriate

1. The police show up
2. The location the job is set in is about to explode
3. The job goal switches suddenly
4. A new job goal is added
5. An enemy from a previous job intervenes
6. A fire breaks out and engulfs the area





## RUNNING COMBAT

In combat the GM runs the enemy's behaviors.

## Enemies

The enemies of the players come in different forms but all share some important characteristics.

HP: How much Harm the enemy takes before dying

Attacks: How the enemy attacks, the range of the attack, and how much harm they deal.

Traits: Abilities, usually passive, that

Moves: a list of 3 abilities, behaviors, reactions, or tactics that describes how the enemy may react in battle

## GM Turn

Enemies will usually react to the complication and failure rolls of the players, but after every geist has had their turn the GM Turn begins. During the GM turn one enemy for every player moves and acts, either by attacking or using a move.

GM turns are also the time to shake up the temp of battle if things get stale. The environment may change suddenly, an enemy might switch their tactics, or reinforcements get called in. These

changes don't need to happen every GM turn but if things have been too easy or are getting boring it may be a good time to change the way battle is going.

## Player Defense

Enemies do not roll to attack, players roll to defend, describing how they attempt to avoid the attacks and rolling the appropriate attribute.

A success will mean no harm is taken, Failure will mean harm is taken, and a complication may mean the geist takes harm but is reduced, or is disarmed or put in an otherwise disadvantageous position.



## BETWEEN JOBS

When not on a job geists will return to their home base. Here there'll be opportunities to purchase weapons and items, or possibly set their own plans in motion should they have any.

## Arms Dealers

Places to purchase weapons. Could be a reputable firearms distributor, or the liquor store that happens to sell guns out the back. Arms dealers stock a variety of weapons in varying quality and price.

### Basic Quality Weapons (3 Funds)

These are ranged weapons with no new or varied perks. Roll on the ranged weapon tables twice

### High Quality Weapons (6 Funds)

These are ranged weapons with random bonus perks. Roll on the ranged weapon tables twice, then give both results a random perk.

### Melee Weapons (2 Funds)

Basic melee weapons, these cannot have extra perks.

The stock of these dealers changes after each session.

## Drug Dealers

Everyone wants a hit. Drug dealers stock three random drugs each costing 2 Funds. These drugs restock after each session.



## ENEMIES

Danger lies in waiting down every alley, in every building, and sometimes walking towards you on the sidewalk. Geists will be tasked with facing off against street gangs to professional killers.

Enemies will react to rolls made by players and launch their own attacks during the Enemy Turn at the end of the round. When a Geist rolls a failure or a complication the GM may use a move or attack to retaliate. Some enemies possess passive abilities that have differing effects.

Enemies come in three tiers

## Cops

The Abraxas City Police Department.  
Over Budgeted and easily bribed.

Beat Cop

HP: 3

Pistol: 2 Harm Mid

Squad: Deals +1 Harm for every cop in the same area

Moves

- Slap handcuffs on a suspect
- Report suspicious behavior
- Fire taser at enemy

Riot Cop

HP: 6

SMG: 3 Harm Far

Squad: Deals +1 Harm for every cop in the same area

Bulwark: Attacks made from beyond Close deal no damage

Moves

- Shield bash enemies and knock them down
- Fire tear gas cannon
- Protect nearby cops

K9 Drone

HP: 4

Metal Teeth: 3 Harm Close

Moves

- Bite and latch onto an enemy
- Sniff out a hidden creature
- Launch a flashbang close by

## Gangs

Drug dealers, booster gangs, biker gangs, etc.

Sweeper

HP: 3

SMG: 2 Harm Mid/ 3 Harm Close

Moves

- Fire wildly into an area
- Run and gun
- Go for a cheap shot

Slugger

HP: 5

Baseball Bat: 3 Harm Close

Moves

- Beat someone over the head
- Daze with a quick hit
- Knock back grenades and slow projectiles

Bomber

HP: 5

2 Harm Mid AOE

Moves

- Lay an IED trap
- Throw a flashbang
- Explode on death

Brute

HP: 8

4 Harm Close

Powerful: Dominance rolls suffer -2D against the Brute

Moves

- Burst through walls
- Throw debris and furniture
- Launch enemies into walls

## Syndicates

Businessmen and corporate workers. Professional psychopaths

Associate

HP: 3

SMG: 1 Harm Close/ 2 Harm Mid

High Caliber: On hit, take +1 Harm or become Frail

Moves

- Shoot for a weak spot
- Lay down covering fire
- Make a distraction for superiors

Samurai

HP: 6

Katana: 3 Harm All Close

Assassin: +1 Harm to targets not close to allies and -2D penalty to targets not close to allies

Moves

- Deflect shots
- Disarm an attacker
- Reposition quickly and far

Liquidator

HP: 5

Rifle: 3 Harm Far/Distant or 2 Harm Mid/Close

Mark: As an action, Mark an enemy.

Moves

- Fire at a marked target that moves
- Shoot at a marked target that uses a power
- Ricochet a sniper shot

## Cultist

Religious fanatics and black magic practitioners.

Pyromancer

HP: 4

Flame Burst: 1 Harm All Close. Sets enemies Ablaze

Moves

- Heal from fire, ignore burning
- Start a fire with a snap of the fingers
- Teleport with a burst of flames

Bloodletter

HP: 6

Sickle: 1 Harm Adjacent or 2 Harm Close. Inflicts Bleed

Counter: Powers cost double the blood when the Bloodletter see's it's victims.

All powers that TARGET the Bloodletter cost triple the blood

Moves

- Disable a Geist's powers
- Teleport themselves and one Close ally
- Use telekinesis to move someone or something

Evoker

HP: 7

Mana Strike: 2 Harm Adjacent OR 3 Harm Close

Unstable: At the end of each round, deals 1 Harm to ALL Close enemies

Moves

- Fire a massive ray across 2 zones dealing 3 Harm
- Designate 3 areas, at the end of the round deal 8 Harm to all inside
- Teleport Far and knock down nearby enemies

Void Spawn

HP: 12

Claws: 3 Harm All Close and inflict FEAR

Moves

- Blend into the shadows and become invisible
- Pull an enemy out to far adjacent to the void spawn
- Rush through 3 zones and deal 2 Harm to EVERYONE

