

The Chosen – A 24 hour RPG based on *Blood 2*

Background

The Chosen storyline starts off in the year 2028 AD, in a dark city seemingly trapped in time. Deteriorating Brownstones reach to the sky, crumbling from the weight of time. Wires and pipes crisscross the sky, the only evidence of a futuristic setting, they hold up the city like the strings of a marionette. The Chosen, undead servants of a dark god, have walked the Earth for nearly a hundred years. United they can retake the Cabal that serves that god by force and regain their former position of power as the Cabal's supreme leaders.

Blood 2 was a 1998 game for the PC. It enjoyed moderate success, but the world and concepts it left behind were powerful, dark and FUN. This 24 hour RPG is based on the game, and specifically on the groups of "Chosen" the dark god Tchernobog left on the Earth. The original game Chosen are listed in an appendix, but rules are given for creating your own undead miscreant heroes to save/damn the Earth.

The Cabal, the cult dedicated to the worship of the Dark God Tchernobog, has changed drastically over the years. No longer content to remain a disjointed army of fanatics, they have organized a corporation to front their activities. Cabalco, as it is called, has grown to hold global interests in every major economic market. The Cabal's operations extend throughout this entire corporation, even to the point of recruiting its members from Cabalco employees. Some join willingly, some not so willingly. They are everywhere, and they consider the Chosen to be the 'Great Betrayers', those that destroyed the 16th incarnation of Tchernobog. The Cabal has dedicated itself to stopping the Chosen. Gideon, the current leader of the Cabal, has been raised from childhood to lead, and views the conflict between himself and the Chosen as being very personal.

The Cabal

The Cabal is an ancient organization dedicated to furthering the wishes of Tchernobog, *The One That Binds, The Sleeping God*. Its beginnings date back beyond recorded history, yet it has managed to stay relatively hidden in time. The Cabal has gone through radical changes throughout its history, these changes dependent on the state of Tchernobog. During the 5th incarnation of Tchernobog the Cabal receded to a state where only the pure were allowed to remain as its members, holed up in temples where they would practice docile rituals of patience and control. During the 16th and most recent incarnation the Cabal bent itself towards evil, and swelled in size to the point that it was to act as Tchernobog's army on Earth. The Cabal has recently been all about power, political and social power for the most part. It is not necessarily an evil organization so much as it is a morally ambiguous one, although most people would define its members' actions as evil.

Members are aggressively recruited, and once you are in you stay in under the fear of torture or death. The few people who have revealed the Cult's existence over time have been swiftly and painfully executed along with those that received the information. Its members have always tended to lean towards darker paths, and this is directly coloured by Tchernobog's incarnation at the time. In the present the Cabal has morphed into a world economic power in the form of a mega-corporation. Their goal is no more than to stop the Chosen and bring about the 17th incarnation of Tchernobog by providing the leader of the Cabal as the physical incarnation, and then using the power received as an instrument for world domination. The trick has been finding a way to bring Tchernobog into this reality at the same time that they provide the 17th incarnation.

Throughout the history of the Cabal its leadership has been hereditary, unless there is no heir alive, at which time the new leader is chosen from the top ranks of the Cabal. Leadership of the Cabal has no gender requirement, and the leader is referred to by Cabal followers as “The Word”, representing the power they hold, that they can order any Cabal follower to any action without question. The purpose of the Cabal leader depends on Tchernobog. Often the Cabal leader is the conduit through which Tchernobog speaks to the Cabal, but more often they have used the power to dominate those around them. A few of the leaders have been called upon to become the physical incarnation of Tchernobog, and whenever Tchernobog has no body, the Cabal leader prepares him/herself for this sacred duty.

Being Chosen

The Chosen were and are Tchernobog’s favoured on the earth. Selected to be born in all eras of man, the Chosen reach maturity, and die. During their brief death, they see Tchernobog, and are instructed as to the true state of play beyond man’s grasp. They are instructed to the powers they have received, and are given back to life. Often, they have been buried in this time, and many have clawed their way out of graves over the centuries.

The Chosen are undead, in popular culture terms. They need no food, no warmth to survive, and age cannot make them frail. They need air (though not as much as a living person) and other... bloodier things to endure.

The Chosen are sustained by life essence, flowing in all living things. They wake from death with a knife, appropriate to their era, which they are bonded to. Those they kill with this blade give them essence, healing and sustaining them. This knife is of fine workmanship, near unbreakable, and seems never to fall far from its Chosen. Chosen have fallen from planes, been washed down raging rivers, or been buried under landslides to find their knife is only meters from where they came to rest and in clear view. Thieves who filch these knives tend to find their owners come for them, unerringly, regardless of how traceless a getaway was made.

Lastly, the Chosen can funnel varying degrees of mana, mystical energy that leaks from Tchernobog’s realm into our dimension and countless others. This mystical energy can be focused into what is commonly called magic.

Basic Mechanics

This game relies on the use of 10-sided dice (d10). At a bare minimum you will need 2d10 of different colours, but the more the merrier.

Tchernobog

Tchernobog is often depicted as an evil God.

This is not entirely accurate. In actuality, he is a necessary force in the universe. He is as old as time, and serves as the force that separates the dimensions from one another. Without him all the dimensions would intermingle, and ultimately destroy one another. This force cannot be destroyed. However, in order to perform its duties it must inhabit a physical form that is vulnerable to destruction. The original form was destroyed several millennia ago, and since then it has been possessing physical bodies it has come across in order to continue to perform its functions.

This need for physical creatures was one of the sources for the creation of the Cabal. The force that is Tchernobog is not an evil one, and actually is amoral in the truest sense. Usually its will supersedes that of the physical creature it inhabits, but there have been exceptions. The 5th incarnation was a Buddhist high priest that altered Tchernobog’s personality to include his religious regimen. The 16th incarnation was a bitter and evil man whose hatred coloured Tchernobog as well. Currently, the Tchernobog force has no physical incarnation, and so cannot perform its duties. This fact has devastating effects on this reality. *The One That Binds* refers to the Bindings Tchernobog creates to separate various dimensions. *The Sleeping God* refers to Tchernobog when he has no physical incarnation, and is nothing more than a roaming power source.

Most of the actions in the game are accomplished by rolling percentile dice (d%). This is done by rolling 2d10 (two ten sided dice), counting one as the tens column, and the other as the ones column. If both dice come up zero, then the result is 100%.

Character creation

Attributes

Intelligence: Your general brainpower and wit

Strength: Your ability to exert force

Speed: How quickly you move and react

Charisma: Your 'people skills'

The characters in this game are defined by four attributes, and 10 skills. Each statistic is rated from 10% to 50%, and each skill is rated from 10% to 50% as well.

The skills are listed below, and you may choose ten of them.

You have 140% to distribute amongst the four attributes, and 240% to distribute amongst the 10 skills you have chosen for your character. While the points may be distributed any way you chose, it is probably easiest to met them out in groups of ten, and then fine tune the scores if you want less than a full 10%. As a further hint, 30% is average for attributes, and 20% is the starting range for being good in a skill. You have more freedom than that, but keep in mind, your working out of a 100% total.

If magic is allowed in your game, see the magic section for details on how your character is different.

Drive Skills	
Automobile	Operating a Car
Boat	Operating a Boat
Heavy	Operating heavy/military vehicles
Helicopter	Operating a Helicopter
Motorcycle	Operating a Motorcycle
Plane	Operating a Plane
Firearms Skills	
Handgun	Using handguns, and similar weapons
Rifle	Using rifles, and similar weapons
Autofire	Using fully automatic weapons
Special	Using non-standard ranged weapons
Other Skills	
Acrobat	Aerial agility, jumping, etc
Awareness	Your senses, ability to detect things
Breaking and Entering	Lock-picking, trap foiling, etc
Climbing	Moving over vertical surfaces
Close Combat Weapons	Knives, staves, swords, chainsaws
Disguise	Pretending to be someone you're not
Electronics	Modifying or messing with electrical devices
Explosives	Set demolitions
First aid	Medical skill in general
Gunsmith	Modifying and repairing guns
Hacking	Computer crime, cryptology, etc
Hand to Hand	Fighting with your fists and feet
Intimidate	Scaring people
Repair	Fixing mechanical items
Sneaking	Using stealth, camouflage, etc
Streetwise	Knowing who's who on the mean streets
Swim	Waterborne movement

Once the stats and skills have been allocated, its time to make note of a few derived stats. If you need to round, round up.

- Hit points, which measure how much damage a character can take before being killed, are equal to Speed + Strength.

- Carry: You can easily carry around a weight equal to twice your Strength stat in kilograms.

- Haul: Four times your strength stat in kilograms is how much you can carry, if you don't mind being slowed to a walk, and heavily burdened.

- Hand to hand damage: $\text{strength} \div 10 = \text{d10s}$ of punch damage, kicks do +5 damage in addition to this.

The speed attribute indicates the number of meters they can run in 12 seconds sprinting, though they can only move

half as fast normally, and one tenth as fast if they are trying to move carefully.

As an exercise in role-playing, before you begin playing ask yourself a few of the following questions in character to help figure out what type of person you're going to role-play.

1. What era were you Chosen in? The chaos of WW2? The Wild West? The urban war of 2012, even?

2. Put these in order of preference: Fame, Honour, Friendship, Power, Safety.
3. Are there any taboos you will never violate (i.e. rape, torture, cannibalism) in your line of work?
4. What do you look like?
5. Preferred weapons? Methods?
6. If you were given the chance to go to the “other side”, would you?
7. Do you think what you’re doing is justifiable? Are you redeemable?
8. If you were given a \$10,000 cash gift, how would you spend the money?

Game-mastering

Being the Game Master (GM) is hard work, so this section is designed to make life easier.

Taking Actions

It's pretty simple to accomplish most tasks, so don't force the players to roll dice unless there is an element of risk if they fail.

If they do need to perform an action, it is as simple as rolling d% and comparing their result to their attribute. If they have an applicable skill, they may add that to the attribute they are using. If the roll is equal to or less than the attribute (or attribute and skill total) then the task is successful, while if the result is greater than the target percentile, the task is a failure.

Health and Healing

Bullet wounds are serious, and chest wounds suck.

However, role-playing is about being able to pull off feats we can't accomplish in real life. To that end, the healing rate of wounded Chosen is amazingly fast. A medical kit will restore 20 hit points with a successful First Aid + Intelligence roll, applicable once a day. Hospital treatment doubles this. Also, a Chosen attacking a living target with his/her knife regains a hit point for every 3 inflicted.

Character Advancement

Most people learn from their experiences, and those who don't still get lucky every now and then. It is easy to give out experience points (XP) in this game – each XP correlates directly to 1% for a skill. If you want to raise a skill from 10% to 20%, you just need to spend 10 XP.

GMs are encouraged to award XP for what they want to see more of, as well as completing parts of the plot. If the game is all about combat, 1 XP per kill seems fitting. If it's about anarchy, bonuses for subversive acts are appropriate.

Combat

This is a game about quick moving and quick shooting. Combat is bloody, brutal, and off-the-wall. Often the weapons used range from the sublime to the ridiculous. The terrain is harsh, the enemies are numerous, and the tactics are hugely varied.

Initiative

Combat is divided into 12-second rounds, where each individual involved gets one action, along with the possibility of running, though movement may interfere with other activities.

To determine who goes first, an intuitive roll is made for each participant in the fight. Sometimes, it is advantageous (at least from a bookkeeping standpoint) to have certain groups act as one, all going on the same initiative, such as all the innocent bystanders will run at the same time. If several dozen cultists are involved, they are going to act in small teams, not individually.

Regardless of if the roll is for a gestalt or a single person, the roll procedure is the same. d% subtracted from the character's speed, with the highest number going first, and counting down from there.

There is one addition to this otherwise simple procedure – sometimes skill will play a part in when you’re going to act.

Shikari trying to attack quietly may add their sneaking skill to their speed, while the Chosen searching for them will add their awareness skill to their speed to see if they spot the enemy before they attack.

Acting, attacking, and so on

Once an order for action has been decided, each person gets to take an action, normally something offensives, such as shooting or a close range attack, though they are free to try other actions, like entering and starting a car, or breaking a door. Generally, when you make a hand-to-hand attack, you will use your strength attribute. When you’re in ranged combat, you’ll use the speed attribute, since that covers reaction and aim. With a Chosen’s knife, they can use the better of strength or speed.

Difficulties

While combat is meant to be simple as far as game mechanics are concerned, life is nothing without a few complications, and there’s an obvious difference between shooting the broad side of a barn at 10 feet, and tagging a head shot at 200 yards. Here is a short list of those possible complications:

Range

Point blank range – less than ten feet gives +10%

Long Range – greater than 2x the weapon’s listen range is -10%

Extreme Range – greater than 4x the weapon’s listed range is -20%

Movement

Target movement: -10% if they are running

Firer Movement: -10% if they are running

Multiple Targets

-20% per additional target if using a semi-automatic weapon

-10% per additional target if using a fully automatic weapon

These penalties are applied a number of times equal to the target’s place in the order of hits, minus one. Thus, with a fully automatic weapon, the first attack is at no penalty, the second is at -10%, the third at -20%, etc. A single target may be attacked multiple times.

Multiple weapons

Two handgun-sized weapons can be wielded, one in each hand. This subtracts 10% from the skill of each attack made by either weapon, and allows attacks with both weapons in the normal fashion in all other ways.

Cover

Cover and armour adds to the hit points of a target, except for the following differences: Cover points are deducted first, they provide no essence in return for damage, and they disappear as soon as the creature leaves cover/removes the armour. Examples are provided in the table to the right.

Name	Armour points
Bullet Proof Vest	30
BPV + Trauma Plate	50
Flack Vest	70
Cement Wall	45
Dumpster	60
Table	20
Filing cabinet	25

Weapons

There’s a multitude of weapons to choose from in 2028, this table gives a summary of the staples, descriptions follow tables.

Ranged Weapons

Accuracy is added or subtracted from the skill to hit. Damage is subtracted from the target’s hit points on a successful hit.

Name	Skill	Accuracy	Auto	Damage	Range (yards)	Ammo capacity and type
Throwing Knife	Close Combat	+5%	-	1d10+10	2	-
Berretta M92	Handgun	-	Semi	2d10+10	10	15 (9mm rounds)
Colt Python	Handgun	-	No	6d10+10	15	6 (.44 magnum)

Sawn-off shotgun	Handgun	+20%	Semi	5d10+30	5	2 (20ga buckshot)
Mac-10 SMG	Autofire	-10%	Full	2d10+10	15	30 (9mm rounds)
Car-15	Rifle/Autofire	+5%	Full	4d10+20	40	30 (5.56mm rounds)
Sniper Rifle	Rifle	+30%	No	6d10+60	100	5 (.50 BMG)
Tesla Cannon	Autofire	-	Full	5d10+30	40	10 (batteries)
Hellfire Staff	Magic + Speed	-	Semi	4d10+20	50	1 hit point per shot
Flame Thrower	Special	-	Full	4d10+fire	3	5 (fuel tank)
Crossbow	Rifle	+20%	No	5d10	60	1 (bolt)

Throwing Knife

A balanced throwing knife, often found to be useful in silent executions. Normal knives are impractical for throwing, and Chosen knives are too precious to be thrown.

Beretta M92FS Automatic Pistol

A standard, high-powered 9mm pistol, the Beretta is a solid standby weapon. It lacks the stopping power and accuracy of a rifle, and fires at a semi-auto rate as opposed to full auto, but it is light enough to be used by almost anyone, and can be easily used dual-handed (-5% to all attacks not -10%). It is still an extremely effective weapon against human targets.

Colt Python

Used by police to stop fleeing vehicles, the Colt Python is a mammoth revolver designed to deliver maximum hitting power. The recoil is such as prevents rapid firing, but a levelled, aimed Python is an accurate weapon for short-medium range carnage. (A hit that deals 40 or more damage forces the target to test strength to remain upright unless the target is a dumpster, etc).

Sawed-Off Shotgun

Not a true “sawed-off”, this weapon is actually more of a short-barrelled shotgun pistol. An uncommon weapon whose origins are in the old west of the 19th century, it is a brutal weapon. More effective at short ranges than long, it’s wide spread can easily shred a single target.

Mac-10 Sub-Machine Gun

The general idea is “point and spray”. Low-powered and extremely inaccurate, the sub-machine gun makes up for both of these drawbacks with a very high rate of fire, literally showering bullets in the direction it is fired. Like the pistol, it is a small, light weapon, and easily used by almost anyone.

Car-15 Assault Rifle

This versatile weapon couples accuracy, a high rate of fire, and good damage into a lethal combination. It is a medium-sized weapon, and requires some skill to use effectively. But as any person who’s known combat will say, you learn to respect the assault rifle when it’s in the right hands. (Use rifle for single attacks, autofire for multiple attacks)

.50 BMG Sniper Rifle

The .50 BMG was a round designed by John Browning for his .50 calibre heavy machine gun. The round proved to be so accurate that machine gunners started to use their weapons as makeshift sniper rifles. Eventually the round was used in the design of a portable sniper rifle, and the Barrett .50 BMG Sniper Rifle was the result. Not your typical sniper rifle, the BMG is primarily used as an anti-material weapon, but it is equally effective against personnel. Extremely accurate and very powerful, its severe recoil is its only weakness.

TW-X59 Tesla Cannon

The 4th generation Tesla Cannon designed by Cabalco industries, this weapon has been refined from its original version to fire a constant stream of electrical energy that reaches out to conductive targets (hint: most people are conductive). It is an extremely damaging weapon, effective at taking out multiple targets in a burst of charred limbs. (Must make three attacks for every firing)

Hellfire Staff

This skull-headed staff projects wide bursts of Eldritch Fire that can sear the flesh of your enemies and violently fling them away. The Life Leech is the ultimate in arcane “crowd control” but using it near high ledges or acid pools may prove unsafe (wink-wink) for your enemies. The Life Leech is fuelled by user focus, so characters with an aptitude for the dark arts will find that it serves them well. (A hit that deals 40 or more damage forces the target to test strength or be hurled backwards a short distance)

Flamethrower

Cabalco opens up the fires of hell (or at least the oil fields of the Middle East) with this gasoline beauty! Features include never-fail™ pilot light, anti-blockage feed tubes, and smoky barbecue flavour. Fire causes 2d10 damage every round for 2 minutes, (10 combat rounds) unless extinguished. (Halve autofire penalties, always uses special skill regardless of attacks per round)

Crossbow

Useful for those pesky times that silence must reign, the crossbow puts a medieval slant on the gunfight. Disadvantages include frequent reloading and ammo scarcity, but the crossbow remains a formidable weapon.

Explosives

Explosive weapons apply damage over an area. All explosive weapons use the ‘special’ weapon skill. Note that situations modify damage from blasts: an enclosed space will increase it considerably.

Name	Accuracy	Auto	Damage	Blast radius (yards)	Range (yards)	Ammo capacity and type
Singularity Generator	+10%	No	See Desc.	30	100	See Desc.
Grenade	-	No	8d10	5	Strength of thrower	-
Underbarrel grenade launcher	-	No	8d10	5	50	1 (40mm grenade)
Fire Bomb	-	No	Fire (2d10)	3	Strength-10	-
Satchel Charge	-10%	No	See Desc.		Strength-kg of charge	-
Dynamite	-	No	See Desc.		Strength	-

Singularity Generator

A highly experimental weapon currently under development by Cabalco Industries, the Singularity Generator is designed to create a small, localized singularity, or black hole. This black hole will suck in and destroy almost anything in its vicinity. This incredibly powerful weapon remains in the prototyping stages due to problems with maintaining the fabric of reality when it is used, but as they say, you must break a few eggs to make an omelette. (This weapon generates a 30-yard circular zone in which things are destroyed instantly, lasting 5 rounds. Each generator has a cumulative 10% chance each firing of simply seizing up and becoming a heavy piece of junk)

Fire Bomb

Fire causes 2d10 damage every round for 2 minutes, (10 combat rounds) unless extinguished. This kind of bomb is the archetypal “Molotov cocktail” of popular legend.

Satchel Charge

A satchel charge is a bag of C4 with a fuse lasting between 5 minutes and two hours. The damage is dependant on how much explosive is used: 4d10/kg to a radius 2 yards/kg.

Dynamite

Easily thrown, Dynamite does 1d10+10 damage/stick, in a radius 1 yard/stick.

Melee weapons

All melee weapons use the close combat skill. Some melee weapons allow multiple attacks, like a semi-auto weapon. These weapons have ‘multi-attack’. Fists also have multi-attack.

Name	Accuracy	Multi-Attack?	Damage
Fighting knife	+10%	Y	2d10+10
Small Knife	-	Y	1d10+5
Chosen Knife	+10%	Y	3d10+10
Baseball bat	-	N	Punch+1d10+5
Chainsaw	-	N	4d10+15
Axe/Crowbar	-10%	N	1d10+25
Samurai Sword	+20%	Y	1d10+20
Staff	-	Y (2 max)	Punch+2d10

Magic

Magic users can put starting points into the skill “Magic”. This skill is added to their Intelligence for rolls. Casting a spell costs essence, and thus hit points.

To find the cost on an Easy Spell, add the character's magic and intelligence together, and divide by ten rounding down. Then, take that number away from ten. Thus, a character with 30 magic and 20 intelligence adds for 50, divides by ten for 5, takes away from ten for 5, and thus an Easy spell costs him 5 hit points. Difficult spells cost twice as much as Easy ones.

Easy Spells

Easy Spells require a Magic + Int roll and take one round to cast (effective immediately)

Name	Effect
Leech Life	On a successful casting, caster and target roll d% + Int + Magic. The highest roller leeches an amount of hit points equal to the difference between rolls. The caster can lower his roll by his magic score to heal another.
Mage Hand	On a successful casting, the caster can slowly move a weight equal to the margin of success in kilos. This cannot be used to cause damage or move living items.
Eyes of Darkness	On a successful casting, the caster can see in pitch darkness for (margin of success) minutes.
Ghost Fire	On a successful casting, a blowtorch flame appears in the caster's hand (3d10 extra damage in unarmed combat).

Difficult Spells

Difficult Spells require a Magic + Int - 20% roll and take three rounds to cast

Name	Effect
Force field	On a successful casting, a force field up to three yards square appears where the caster directs, taking the margin of success (at least) in damage to disperse and losing 1 hit point per round. The caster can dispel the wall at will.
ESP	On a successful casting, the caster can 'throw' his/her senses (margin of success x 10) yards. This lasts 1 minute (5 rounds)
Flight	On a successful casting, the caster gains shadowy wings lasting (margin of success) minutes and granting flight at running pace.

Spells (Easy and Difficult) are subject to movement penalties

Rituals

More complex than difficult spells are rituals. Rituals take variable time to do, cost varying amounts of essence, and are much more powerful than spells. They also frequently require materials that are... uncommon.

Rituals have an essence cost as listed, which is reduced by an amount equal to the character's magic and intelligence added together, and divided by 2 (rounding down). Casters performing a ritual cannot do anything else strenuous during the casting time. He may sacrifice bound victims to gain essence if they are ready to hand.

Name	Effect	Casting Time	Essence Cost	Notable Materials
Forge Hellfire staff	Creates Hellfire staff	7 days	100	Human Skull
Craft Voodoo Doll	Cause up to 100-(magic of target) points of damage at will on specific target	12 hours	100+(magic of target)	Target's blood or hair, grave dirt
Summon Shikari	Summons servant Shikari who remains for 1 day and obeys all orders in a slavish fashion	12 hours	50	Human blood (1 person worth)
Forge Essence Jar	Create small magic jar that stores 100 essence for use in magic	24 hours	50	-
Sanctum	Creates 100 yard radius inside which unfriendly magic is impossible, lasts for six months	12 hours	100	Bile to mark boundary of area

Enemies

There are many enemies on the streets in 2028; the most prevalent are listed here.

As a note of reference, the average person has 20 in the four attributes and one or two skills at 20%. These are rarely useful skills. A street tough will have 20 in all four attributes, and hand to hand at 20%. Variations on these creatures are common, but too myriad in number to list. Cabal forces regularly carry different guns, otherworldly creatures mutate, and entirely new creatures form into existence.

The Cabal's Forces

The Cabal has a large security force (army) of well-equipped minions. These are the main types, but others probably exist.

Cultists

The lowest designation of Cabal soldier, the role of the Cultist has changed with time. Once the wheels of the Cabal army, in the modern world it has become necessary to adapt the role of Cultists so that they could move freely through society. They are followers of the Cabal, early initiates who are recruited, or brainwashed, into service from inside the Cabalco Corporation. They dress in official corporate attire so that their presence will not be obtrusive, allowing them to integrate into any aspect of normal society.

Strength	20%
Speed	20%
Intelligence	20%
Charisma	20%
Hit points	40
Attacks	Berretta 40% (2d20+10)
Skills	Handgun 20%, Intimidate 20%
Gear	Gun, suit, ID card, \$3d10

Their training consists of little more than a psyche profile and a possible brain wipe to assure that they will be adequately dedicated to the Cabal. For that reason they are not suited to heavy combat, but are adequately imposing to be used as security, for missions of lesser importance, or simply to intimidate the general populace. Cultists are generally of average to low intelligence, or they would have risen to a higher rank in the Cabal. They are only trained in a limited arsenal of weapons, mostly handguns, and in combat situations their lack of training prevents them from working effectively together.

Despite these weaknesses, they are still considered the backbone of the Cabal infrastructure, maintaining the Cabal's power by infiltrating normal society with their imposing presence, acting as an early warning system, and at times becoming human shields for the more advanced Cabal members, such as the Fanatics and Zealots.

Fanatics

These are the special forces of the Cabal, dressed in jumpsuits and equipped with respirators and heavy weapons. They're better trained and more experienced, and they possess a slightly faster reaction time. Culled from the "best and brightest" of military academies, they favour dynamic entry, rappelling, waterborne operations, and any other mode of tactics that means they get to spend more time planning with little models than actually fighting people.

Strength	20%
Speed	30%
Intelligence	20%
Charisma	20%
Hit points	50+30 armour
Attacks	Mac-10 50% (2d10+10)
Skills	Autofire 30%, Climb 10%, Swim 10%
Gear	Gun, jumpsuit, respirator, flashlight

Zealots

Only a choice few Cabal members get chosen to undergo the process that will transform them into a Zealot, and even fewer survive the ritual that follows with their sanity intact. Zealots are an invaluable resource in the Cabal army, as they are the only members of the Cabal with mastery of the Dark Arts. These abilities give them extremely effective offensive abilities, but they are generally too valuable to be used as grunts.

Strength	20%
Speed	30%
Intelligence	30%
Charisma	10%
Hit points	50+50 armour
Attacks	Magic Blast 60% (as HF Staff), Axe 40% (1d10+25)
Skills	Magic 30%, CC 30%
Gear	Axe, trenchcoat, mask

Zealots usually accompany a group of lesser Cabal members like Fanatics. They provide backup by using their magic to defend, heal, and generally strengthen the performance of an attack group.

Zealots are generally intelligent and well trained. They do not panic or lose control easily, and will coordinate well with most other Cabal units to get a job done. Other members of the Cabal generally fear Zealots due to their cold-hearted, almost inhuman personalities. No one knows why they cover their faces. Many claim they no longer need normal senses. Others say that it is so they don't have to be forced to look upon the faces of other, lesser Cabal members, maybe it is simply an intimidation tactic. The most likely answer is that what they saw during their transformation ritual so taints them they fear looking upon the world with natural eyes.

Prophets

Prophets are highly intelligent, highly trained Zealots. Their purpose is to protect the Cabal's most precious commodities. They are heavily armoured and resistant to damage. Prophets represent the best the Cabal has to offer. While they have no aptitude to magic they are unusually resistant to it due to wards and charms tattooed into their skin (providing 30% or protection against all forms of magic).

Strength	30%
Speed	30%
Intelligence	30%
Charisma	30%
Hit points	60+70 armour
Attacks	Car-15 75% (4d10+20)
Skills	Autofire 40%, Rifle 40%
Gear	Gun, Book of The Sleeping God

Otherworldly Creatures

Bone Leeches

The Bone Leech is a small, worm-like parasite.

A fairly weak creature, its power comes from its ability to infest and take over other creatures, providing it with a means of protection, a more effective way to attack, nourishment as it grows, and most importantly, a breeding ground for more Bone Leeches.

Strength	-
Speed	20%
Intelligence	-
Charisma	-
Hit points	10
Attacks	Bite 30% – 30 per round until torn off (str)
Skills	-
Notes	Tiny -20% to hit

Thieves

Small, stealthy, spider-like creature that attack from behind attaching to the base of the skull, injecting a poison that slowly destroys the victim's nervous system until death occurs. If the poison does not immediately cause death it will cause extreme disorientation.

Strength	-
Speed	20%
Intelligence	-
Charisma	-
Hit points	10
Attacks	Bite 30% – 30 damage and – 20% speed per round until torn off (str)
Skills	-
Notes	Tiny -20% to hit

Soul Drudge

The Soul Drudge is a human who has been infested by the Bone Leech. It burrows into the chest of a normal human, and comes to rest on the upper spinal column of the infected person.

From there it takes over the nervous system, circumventing the victim's brain for voluntary functions, but leaving the brain intact so that it will continue to handle involuntary functions. This allows the Bone Leech to control all movement of the victim, although it's control is difficult in the beginning, making the Soul Drudge a slow and clumsy creature. It makes up for this by being able to withstand a lot more damage than a normal human ever could, since as long as the Bone Leech is intact it can continue to manipulate the body. The Soul Drudge can lose limbs and still keep coming. It is believed that the victim is still completely aware, and can feel everything that happens to them, they just can't control their body. They can, however, control their speech. As a result, Soul Drudges often emit the wailing and torment of the infected victim. To minimize this the Soul Drudge sows its mouth shut and gouges out its eyes to make the victim more docile. The Soul Drudge will generally attack anything that gets too close to it, most likely out of self-defence, although packs of Soul Drudges have been seen hunting prey, presumably looking for hosts for more Bone Leeches.

Strength	40%
Speed	15%
Intelligence	-
Charisma	-
Hit points	60
Attacks	Crowbar 60% (1d10+25)
Skills	CC 30%
Notes	Blind, but can hear very well

Drudge Lord

The Drudge Lord is basically a more developed version of the Soul Drudge.

The Bone Leech has grown, and now pierces the arms of the victim with large, hooked limbs to allow it better control. The victim is either dead or too mentally damaged to react at this point. The Drudge Lord is larger, tougher and deadlier than the Soul Drudge, and has metal plates that it has bolted to its chest to protect the bone leech embryos inside. The Drudge Lord will attack almost any living creature,

Strength	40%
Speed	20%
Intelligence	-
Charisma	-
Hit points	60 + 50 armour
Attacks	Claw 60% (6d10)
Skills	CC 30%
Notes	Can command drudges, not blind

and do so spitefully. They have an extremely hostile and ill-tempered disposition, and little or no fear. Drudge Lords are not often seen working together, presumably due to their poor temperament, but they often have Soul Drudges acting as their servants.

Drudge Priest

The Drudge Priest is a larger creature with fully developed magic abilities and the most advanced version of the Bone Leech parasite that has been encountered.

The body that was once its host is nothing more than a bag that hangs from the Drudge Priest, acting as a breeding ground for new Bone Leech parasites. The

Strength	40%
Speed	20%
Intelligence	30%
Charisma	-
Hit points	60+50 armour
Attacks	Leech Life 60%
Skills	Magic 30%
Notes	Can command drudges, not blind, release 1d10 bone leeches on death

Drudge Lord no longer walks, but rather hovers silently. Little is known about this creature. Only a handful of Cabal operatives have survived an encounter with it. The Drudge Priest seems to hunt only to infest new victims, and will often have a host of other Drudge creatures doing its bidding. Attacks on this creature will often cause the breeding sack that is its stomach to burst forth, spilling Bone Leeches down on the unsuspecting attacker.

Shikari

The Shikari is a pure predator.

It hunts in packs or alone, and has excellent tracking and sensing abilities. Very mobile, it jumps and runs. When it reaches its prey, it rips and devours in a ferocious frenzy. If something gets too close, it will attack viciously to protect its kill until the meal is complete.

Strength	20%
Speed	40%
Intelligence	-
Charisma	-
Hit points	50
Attacks	Claw 50% (2d10)
Skills	Climb 40%, CC 30%, Swim 40%, sneaking 30%
Notes	Often attacks from hiding

The Original Chosen

These four are the Chosen from the Games *Blood* and *Blood 2*. They are included as instant PCs or a reference. Their existence is not integral to a Chosen game.

Caleb

“Too stubborn to quit, too stupid to die.” This was how a Lieutenant of the Cabal once described Caleb, and he wasn’t too far off. Driven by his quick wits and the sheer force of his vicious nature, Caleb has become an unstoppable force of malice and spraying bullets. Using his good mix of speed and toughness along with his familiarity with a wide variety of weapons, Caleb is the brawler, the kind of person who runs into a room guns blazing, getting chewed up by everything the enemy can throw at him. But his utterly ruthless style guarantees that when he enters a fight, no one gets out alive. These traits have made him the recognized leader of the Chosen.

Filled with hate and vengeance, Caleb strives to regain what he believes was stolen from him: Leadership of the Cabal, and his love, Ophelia. A man ruled by his emotions, he’d bring the Chosen, the Cabal, and the world to the brink of destruction to get what he wants.

Can he hold the Chosen together long enough to retake the Cabal? Or will his actions destroy them all? But the most important question is what he will do when he discovers that the love he has kept alive for nearly a century is nothing but an illusion.

Ophelia

A cold and cunning woman, Ophelia is the hand at work behind every situation. Those that join her find themselves curiously doing what she wants whether they planned to or not, and those that oppose her have a tendency to disappear. In a fight she is fast, quiet, and versatile. Unable to take large amounts of punishment or carry the more powerful weapons, she offsets this by using conventional firearms in conjunction with dark magic to maximize her offensive and defensive capabilities. No need to face dead-on what you can take out at 300 yards with a sniper rifle.

Resurrected into a world with no future and full of disgust over the undead creature that she has become, Ophelia is desperately searching for a way out. She'll do whatever it takes to escape from a world gone mad, a body she no longer knows, and the love of a man she's grown to despise.

Gabriella

Gabriella is the warrior in the truest sense of the word. Born out of vengeance with a past steeped in war, ritual, and tradition, Gabriella has been groomed for battle since she was a child. She is the ultimate walking weapon. She lives for death, and thirsts for power. Easily the strongest of the Chosen, she towers above even Caleb in size. She has forsaken her practice in the dark arts due to the defensive nature that magic sometimes takes. She relies on her incredible strength, endurance, and heavy weaponry to get the job done. Her thick battle armour and heavy weapons slow her down significantly, but she is invaluable to the Chosen as the anchor in any heavy firefight.

Will the Chosen offer her the opportunity for power that she craves, and are they enough to contain this raging warrior? Or will Gabriella's hunger for death engulf the other Chosen?

Ishmael

A man of few words and violent, decisive action, Ishmael's keen mind and emotionless personality make him a dangerous man to cross. His command of the dark arts is greater than any of the other Chosen, and he uses that power and knowledge to decimate anyone who opposes him. His enemies die suddenly, and horrifically, usually having little or no chance to fight back. Those that do find that Ishmael has the distinct ability to counter almost any attack. If he has a weakness it is on his dependence on his magic, which has caused many of his other skills to atrophy.

Gifted with extreme intelligence and in tune with the very fabric of reality, Ishmael is in the unique position of understanding the implications of everything that the Chosen do, and have done. But would they listen to his silent warnings?

What forbidden knowledge gleams in the back of Ishmael's evil stare? And what is he holding back? How long will a man of such power and intelligence follow the desires of others?