

Introduction

Disclaimer

"I have concluded that a world that needs instructions on a packet of toothpicks is too insane for me to venture into and remain sane. Thus I have called my house 'Outside the Asylum.'"

- Wonko the Sane- The Hitchhiker's Guide to the Galaxy

The world of *Bloodsucker: The Angst* is a fictional other world created for the purposes of satire and a damn good RPG. If you go round beating up Chavs, drinking blood and pretentiously smoking cloves in public that is your problem not ours.

Any resemblance to real world companies or individuals is for the purposes of satire. If you can't take the joke then by all means try to sue us but it will not stick!

Like the original this supplement contains harsh language and insulting commentary. It's what you asked for suckers.

Postmortem Studios

Postmortem Studios is the 'independent label' imprint of OriginAward Winning RPG author James 'Grim Desborough, author of *The Munchkin's Guide to Powergaming* and numerous other titles for various gaming companies. Postmortem Studios has existed for some time but was formed into an official company in 2004 and has produced several successful PDF works in that time from the much imitated 100 Adventure Seeds books to the controversial card game *Hentacle*. Postmortem Studios goes from strength to strength in providing quality roleplaying products for players everywhere.

Piracy Plea

It is likely that this book will turn up on file sharing networks. If it does and you like what you read please go out and buy a real copy. This company is a relatively small player in a crowded market. Without your money we cannot go on producing more wonderfully silly works like this one.

Thank you

Why give us a supplement?

"No creative work is ever finished, only abandoned."

-George Lucas

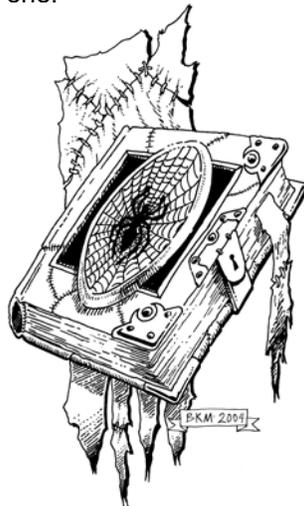
Back in 2005 *Bloodsucker: The Angst* was unleashed upon an unsuspecting RPG world. It succeeded in not only parodying a *Certain Roleplaying game* but also the distinctive subculture that it was so much a part of. Okay very funny, the joke is over you may think.

WRONG! *Bloodsucker* was not written just to be a joke it was written to be a fully playable game. Since its release many gaming groups across the world have taken a session or two away from more serious pursuits to give this wonderful parody of modern horror roleplaying a go. Even members of *the Certain LARP Organisation* the core book is dedicated to (including the author of this supplement) have taken the jabs with good humour and accepted this wonderful game into their hearts.

It's this surprising affection that gamers have for this huge joke at the expense of a significant proportion of them that has inspired a continued effort to bring the entire *Shadow World* to life. *The Juice* is the first of hopefully many books that will enhance the series and complete an entire parody horror world complete with *Bloodsuckers*, *Dogboys*, *Wiz Kids*, *Dead Kids*, *Chavs* and whatever else we decide to throw at the unsuspecting gamer.

For now enjoy this supplement and the additional goodies it adds to your *Bloodsucker* campaigns.

Remember the more of these books you buy the more bothered we are to write new ones. So if you want to add *Bloodsucker: The Batshit*, *Dogboy the Grrrrr*, *Dead: The Oblivious*, *Wiz Kid: The Cheapening*, *Construct: The Drudgery* or *Chav: The Knifing* to your collection in the near future get buying our books!



So what's new?

"They've done *WHAT* with that book??"

-Anonymous member of a certain LARP organisation

This book is divided into 6 chapters.

1. **New Cliques:** Yep that's right more hilarious *Bloodsucker* Archetypes to use and abuse in your game.
2. **New Life Templates:** More employment or unemployment prospects for your *Bloodsuckers*.
3. **New Powers:** From *Angstify* to *Tangletelli* they are all here!
4. **New Bells and Whistles:** Optional rules to make your games more entertaining.
5. **New Fluff and Advice:** A deeper insight into the *Life of Angst*. Also includes More advice on running your very own *Bloodsucker* campaign.
6. **New Opposition:** Some more sample antagonists for your games.

What more could you ask for? Yeah okay a new game for the *Dog Boys*, *Wiz Kids*, *Dead Kids* or *Chavs*. They are in the pipeline but we thought, just like the *Certain RPG Company* from which we get so much fun at their expense, that *Bloodsucker* will always be our most popular line so we'll spend more time on it and make more money. Cool with you guys?

A Note on Chavs

Yep you have been reading right. *Chavs* get their name in italics because they're now just as much weird and wonderful creatures of the *Shadow World* as *Bloodsuckers*, *Dead Kids*, *Dogboys* and *Wiz Kids*. More information will be coming in *Chav: The Knifing*.

