

# Dark City

There are fiends in the dark streets of the city, monsters haunting the alleyways, and now you are among their ranks.

Early yesterday evening, just after dusk, you were attacked by someone... something. You awoke in an alley, after midnight, with a man standing over you. He looked at you, shook his head, and muttered something about sloppy feeding.

He then said, "Listen kid, I clean up messes around here to keep Normals from finding out the Others exist." He tossed you a small book, "You were accidentally turned by an Other. Read that, you can figure out what turned and what else is going on in the city. Good luck, kid."

You've been reading the book since then and you think you've figured out what turned you. It seems like it was a...



Vampire

A standard bloodsucker. Vampires can be paralyzed by a wooden stake through the heart, and can only truly be killed by sunlight, fire, and decapitation.



Werewolf

Werewolves can change form at will, but during the full moon are forced into a change. Only silver can leave any real damage on a werewolf.



Seelie Fae

Noble and haughty, the Seelie are the kinder, gentler half of the fairy folk. They try not to bring too much suffering to the Normals when they feed.



Unseelie Fae

The arrogant and sadistic Unseelie are the fairy that have fallen to the dark. Like all fae they can be warded away and injured by uncast iron.



C'thulhid

The warped and twisted servants of dark elder gods. The C'thulhid tend to be shunned by most of the Others. They require heavy disguises to go unnoticed by Normals.



Fallen

The descendants of the angels that fell with Lucifer. Fallen feed from the soul energy contained in Normals, as it is the closest thing on Earth to the spark of the divine.



Demon

Not pure demons, the Demons are named for those whose blood they carry. Though holy symbols are anathema to the Demons, little else can leave a lasting mark.



Zombie

While Zombies aren't shambling, mindless animals, they certainly aren't as bright as they were in life. Zombies have a deathly visage, but they do not decompose.



Troll

What Trolls lack in looks and nimbleness of wit they make up for in raw strength and durability. While mostly good natured, a wise man doesn't anger a Troll.



Yokai

The Yokai feed off the fear of Normals. While they rarely harm Normals physically, they are known to create psychological wounds so deep that some of their victims never venture into the night again.



Dragon

Scions of the great Wyrms, the Dragons believe themselves to be the rightful inheritors of the Earth. Dragons can only be harmed by a specially formulated alloy.

After learning what attacked and turned you, the next most obvious step is to find others of your kind and learn more about yourself.

It winds up taking surprisingly little effort on your part to find another of your kind. One of the nicer seeming members of your new people pulls you aside to explain everything about your situation and abilities.

# Dark City

## Vampire

The helpful Vampire that pulled you aside explains all Vampire share certain traits,

- All Vampires require blood and cannot process normal food,
- They heal very rapidly taking no more than 48 hours to heal even the most grievous of injuries,
- Sunlight, fire, and decapitation are the only things that can kill a Vampire,
- A wooden stake through the heart will paralyze a Vampire,
- All Vampires have sharper senses than Normals.

He goes on to explain that there are four breeds of Vampire and that each breed has it's own abilities. The four breeds are,

**Nobles:** The Nobles are accepted as the ruling breed of the Vampire race. The Nobles are all marked by their ice blue luminous eyes and comparably smaller fangs.

**Knights:** The guardians and police of the Vampire world. Knights generally guard the Nobles or enforce their rules. Knights are identified by their red irises and large retractable canines.

**Peasants:** The most common breed of Vampire, the Peasants have black irises and a set of 12 retractable fangs.

**Beasts:** Notable for their wolf or bat like characteristics. Beasts are inhuman in appearance and struggle to go unnoticed by Normals.

Choose which breed of Vampire you are.

Choose 4 powers from that breed's column.

Nobles	Knights	Peasants	Beasts
<b>Dominion</b> Take control of the will of others by making eye contact. Instant success against Normals, Others may resist the effect.	<b>Vigor</b> Potent physical strength. You can lift 7.5x your own body weight.	<b>Autohemokinesis</b> Control your own blood. Create sharp edges, projectiles, ect. Overuse can make you hungry enough to lose control.	<b>Vigor</b> Potent physical strength. You can lift 7.5x your own body weight.
<b>Manipulation</b> Subtly influence and alter the emotions of those around you. Others can only resist this if they manage to realize it is occurring.	<b>Grit</b> Absorb 3x as much damage as an average Vampire before you disabled. It is impossible to stake you without tools.	<b>Shadow Stalker</b> When standing still or moving slowly you are invisible in shadows. Sounds and scents you produce are partially dampened.	<b>Shadow Stalker</b> When standing still or moving slowly you are invisible in shadows. Sounds and scents you produce are partially dampened.
<b>Haste</b> Move fast enough to run on water. Your manual dexterity is increased enough to make use of this speed in a fight.	<b>Haste</b> Move fast enough to run on water. Your manual dexterity is increased enough to make use of this speed in a fight.	<b>Mesmerize</b> Edit and delete the memories of Normals. Touch is all that is required to create the hypnotic state.	<b>Mesmerize</b> Edit and delete the memories of Normals. Touch is all that is required to create the hypnotic state.
<b>Blood Rituals</b> Cast various magical effects through the use of complex rituals and the spilling of your own blood.	<b>Poisonous</b> Your blood is toxic to Others and Normals alike. A blade coated in your blood will hurt everything but Dragons. You cannot sire other Vampires.	<b>Poisonous</b> Your blood is toxic to Others and Normals alike. A blade coated in your blood will hurt everything but Dragons. You cannot sire other Vampires.	<b>Haste</b> Move fast enough to run on water. Your manual dexterity is increased enough to make use of this speed in a fight.
<b>Grand Design</b> Plot grandiose long-term plans without ever forgetting a detail. Never confuse the lies you've told. Plans so complex no one can unravel them to guess at your goals.	<b>Incendiary</b> Create small bursts of extremely hot fire anywhere in sight by pointing at your target. Bursts go out immediately if nothing catches.	<b>Telepathy</b> Read the surface thoughts of any non-psychic that you can see. With touch and concentration you can read deeper.	<b>Beast Form</b> Shapeshift into either a bat or wolf. Both forms will be an unnaturally large version of the animal. You are resistant to mind altering effects in these forms.
<b>Secrets</b> Intuit the secrets of others. The deeper they try to bury something, the easier you draw the knowledge from them.	<b>Restrain</b> Draw a rune on a surface with your blood. The first person to touch the rune will be magnetized to the surface the rune is on. The rune will release on your command or next sunrise.	<b>Death Kiss</b> Your fangs can cause an intense illness and weakness in anyone you bite. Inflicted Normals will die within an hour. Inflicted Others will be ill until the next sunrise.	<b>Beastial Mind</b> Communicate with and command animals. Animals cannot understand complex commands or ideas.
<b>Incombustible</b> You can survive fires in excess of 1000 degrees F. Your fear reflex in response to fire is greatly reduced.	<b>Perception</b> Senses enhanced well beyond average Vampires abilities. See infrared, track scent at 1 part per several trillion air dilution, ect.	<b>Medium</b> See, speak to, and control ghosts. Working with the same spirit repeatedly will strengthen it until it becomes a poltergeist.	<b>Tenebrous</b> Manifest inky black tentacles from nearby shadows. Your control of the tentacles is as good as your control of your own limbs.
<b>Telekinesis</b> You can move things remotely with the same strength and dexterity that you can manually at the range of your line of sight.	<b>Detective</b> Survey a room, area, or person and receive a burst of deductive inspiration that adds up all the details and presents conclusions.	<b>Dement</b> Cause a form madness of your choice in a target through eye contact. Others may be able to resist. This power is only given to a Vampire corrupted by a C'thulhid.	<b>Dement</b> Cause a form madness of your choice in a target through eye contact. Others may be able to resist. This power is only given to a Vampire corrupted by a C'thulhid.

After explaining the basics of Vampire physiology and helping you to learn what abilities you have, he tells you a little about the Lord of the region that your house is in.

When you meet the Lord he seems interested in you and who your sloppy, accidental sire could be. He invites you to come back in two weeks if you're interested in a job.

Over the course of two weeks you start to get the hang of your new life and decide to go and, at least, see what this job is about.

What job did the Lord present you with?



**Disposal Team**

Join a disposal team in neutralizing a C'thulhid nest. You are not sure if the Lord meant this a job or a test.



**Demon Contract**

Accompany a delegation to settle a treaty dispute with the Demons. Failure could lead to an escalating war pitting the Vampires against the Demons and the Trolls.



**Competition**

Assist a senior assassin in eliminating a Vampire Lord that continually opposes your Lord in his political goals. Success may lead to an apprenticeship to the senior assassin.



**Hunter**

Join a multispecies force of Others in cornering and eliminating a recently successful hunter before he can kill anyone else.

The Lord tells you that, if you succeed in completing your job, he will reward you by giving you your pick of objects from his gallery.

You inform him of your decision about the job and he hands you a manila folder with the details. On your way out one of his knights warns you that the Lord either really likes you or he sees you as a threat and is trying to get rid of you, he wouldn't pay you such attention otherwise.

# Dark City

## Werewolf

The Werewolf that pulled you aside greets you and welcomes you to the pack. He explains there are different breeds of Werewolf, but all Werewolves have somethings in common, such as...

All Werewolves can change form, at will, between human, hybrid, and wolf forms.

During full moons, all Werewolves experience a manic state and are forced into wolf form.

Werewolves require fresh raw meat, but only sadists and the desperate hunt Normals.

Silver leaves wounds that heal at the speed Normals do, all other non-magically inflicted wounds heal instantly.

Even in human form Werewolves have senses as sharp as a wolf's.

He goes on to explain that there are three breeds of Werewolf. He tells you that one breed is common and populous and the other two are extremely rare. The three breeds are...

**Manen Ulven:** The most common breed of Werewolf, Manen Ulven are the rank and file of Werewolf world. It is said the first Werewolf was a Manen Ulven created by the bite of a possessed wolf.

**Skygge Ulven:** The Skygge Ulven, also (derogatorily) known as black dogs, are viewed with suspicion by other Werewolves. They are those wolves that are turned during the median of a new moon, and are known to be stronger and more volatile than other Werewolves.

**Maneskinn Ulven:** Those rare Normals that survive the change from being bitten on a full moon are called the Maneskinn. Pure white furred as wolves, they often become the Alpha of their pack.

Choose which breed of wolf you are.

Choose 4 powers from that breeds column.


Manen Ulven	Skygge Ulven	Maneskinn Ulven
<b>Beastial Strength</b> Lift 10x your own body weight. Scales with the weight of your current form.	<b>Furious Power</b> Lift 11.5x your own body weight. Scales with the weight of your current form.	<b>Beastial Strength</b> Lift 10x your own body weight. Scales with the weight of your current form.
<b>Pursuit</b> Run at 3.5x average human running speed. Speed scales for average speed of current form.	<b>Pursuit</b> Run at 3.5x average human running speed. Speed scales for average speed of current form.	<b>Pursuit</b> Run at 3.5x average human running speed. Speed scales for average speed of current form.
<b>Manifest Claws</b> In human form you can grow out your claws and fangs without changing forms.	<b>Shadow Pack</b> Summon a pack of 8 nebulous shadowy wolves. The wolves will hunt as directed and either kill or report back the location of the target. Doesn't work in sunlight.	<b>Alpha's Howl</b> When you howl it will have a rallying effect on every Werewolf in hearing range drawing them in to your aid. This is often seen as a mark of a fated pack alpha.
<b>Animal's Mind</b> Your thought patterns are too animalistic for a psychic to understand. No mind altering effects will work on you.	<b>Venomous</b> Your bite contains a venom toxic enough to pose a threat everything except Dragons. You cannot turn new Werewolves.	<b>Druidry Rites</b> Perform magic drawn from nature through complex rites. The magic is good for controlling animals and plants, and practicing the healing arts.
<b>Deny the Beast King</b> Resist the call to arms of the Dragons. When the Dragons call for aid from the wolves you can ignore them and shield two others from them as well.	<b>Deep Rend</b> Wounds created by your claws will not close without purifying magic being used on them first.	<b>Natural Combatant</b> You have a natural gift for martial skills. Training can improve these skills further. Only those both highly trained and experienced can overcome your innate skill.
<b>Iron Talon</b> Turn your claws to iron. They become much harder and sharper, able to pierce stone and tear metal. Fae are dealt damage as though they were Normals by Iron Talons.	<b>Bane Claws</b> Turn your claws into Bane metal. They become much sharper, able to tear metal. Dragons can be dealt fatal damage by your claws.	<b>Epic Form</b> Your hybrid form is massive. In hybrid form you stand 2 feet taller than an average Werewolf, your physical abilities are increased equivalently.
<b>Predator's Roar</b> Let out a ringing roar that drives fear into all but Dragons. Some people may be able to control their fear but many will immediately flee.	<b>Thorn Coat</b> At will, turn your fur rigid and sharp like quills. The quills easily detach from you remaining stuck in those they've pierced.	<b>Silver Coat</b> For 3 minutes at a time, with a 20 minute cooldown, you can turn your fur silver. In this state you are immune to silver, rendering you nearly indestructable.
<b>Tenacious Thorn</b> Intentionally break a claw off when wounding someone and it will start persistently working it's way to the victim's heart. It is almost impossible to cut in, find, and catch the claw.	<b>Hell Hound</b> In hybrid or wolf form you can manifest fire from your eyes, in your mouth, and around your paws. Wounds from tooth and claw will be as though they were made by red hot metal.	<b>Spirit Wolf</b> Once per week you can ask the great wolf spirit for enlightenment. You will receive information relevant to whatever problems you currently have.

After running you through the basics, he says you should really see the Alpha that he'll want to meet you.

He takes you around to meet the Alpha, and as soon as everything is explained to him, you feel an odd instinctive reflex that you resist. The Alpha raises an eyebrow and says, "Refuse to show your throat? You're pretty strong for fresh meat. Come see me in few weeks when you have the hang of things, and I'll give ya the chance to prove you're an equal member of the pack."

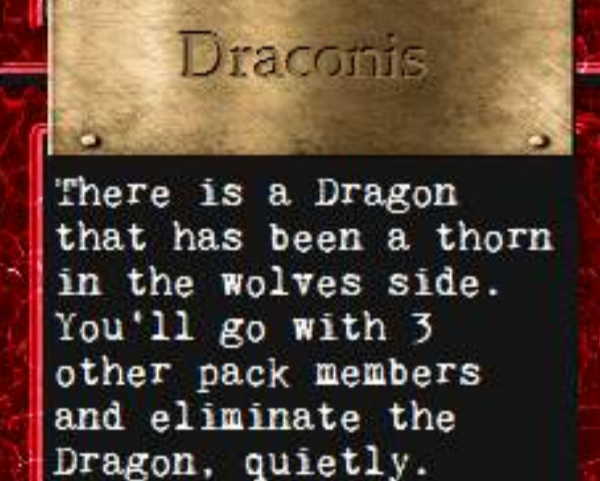
A month passes, including your first full moon, and you decide you're ready to see the Alpha again. He says he's been waiting and he has choices lined up for you.

Pick a task to prove your worth.




**Cage Match**

Be the next contender in the Troll vs Werewolf cage match. Win and prove your worth. It's a friendly competition, but that won't stop the Troll from beating you half to death.




**Draconis**

There is a Dragon that has been a thorn in the wolves side. You'll go with 3 other pack members and eliminate the Dragon, quietly.



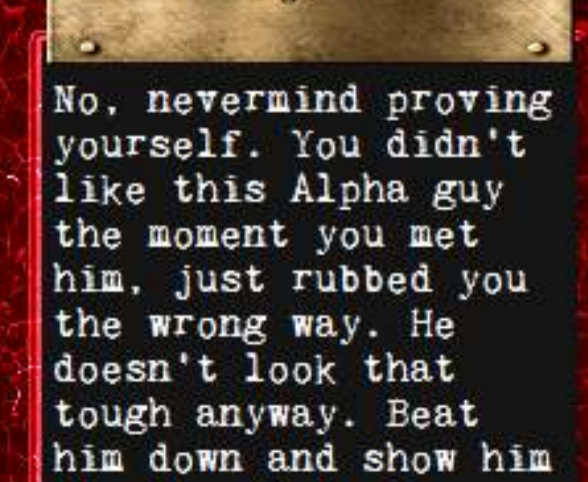
**Zombie Defence**

A group of Demons has threatened to kill off a Zombie horde. They contracted our pack to defend them. You'll join the defence pack and stop the Demons.



**Rogue Tracking**

A Doppelganger has broken confidence and allowed a Normal to find out about him. There is a open hit out for him. Track him down, kill him, and earn some renown for the pack.



**Alpha**

No, nevermind proving yourself. You didn't like this Alpha guy the moment you met him, just rubbed you the wrong way. He doesn't look that tough anyway. Beat him down and show him who the Alpha is.

The Alpha tells you that after you prove your worth you can pick an item from pack trophy room. You agree and tell him which task you'll perform. He tells you who to report to and you nod and leave. On your way out you hear a guy laugh and say, "Hey, Frank the Alpha make you take a test when you joined the pack? Heh, yeah me neither."

# Dark City



The woman that pulled you aside explains that the Fae are actually all very similar. Even the Seelie and Unseelie are really only separated by temperament and ideology. There is a wide variety of Fae races, but only a few that live in this area. All Fae races share some things in common...

All Fae can be warded off and injured by raw and wrought iron, while cast iron has no effect.

Fae have a natural dislike of the Dragons, as they are the primary contender for the leader of the unified Others.

The Fae have a slight allergy to unnatural materials that can cause rashes from extended exposure.

Any technology more advanced than what they had in the 1950s will be disrupted by the touch of a Fae.

Fae feed off of the life essence of Normals. Done in small amounts it is harmless, but it can be done in large amounts causing the Normal to near instantly wither to death.

There are only 4 races of Fae that live in the area. There are members of all the races in both the Seelie and Unseelie. The races that live in the area are...

**Tuatha de Danann:** A royal Fae race, the Tuatha de Danann look entirely human. They are on the short side of average, and have delicate somewhat feminine features.

**Devas:** A race of golden skinned Fae. The Devas are extremely elemental beings bearing physical and psychological traits of their individual elements.

**Ly Erg:** A race of volatile duelists. The only difference between them and humans is their red right hand. Any Normal they duel will die within a week regardless of winner.

**Saleerandeas:** Covered in symmetrical patches of scales, the Saleerandeas are otherwise human in appearance. Beings of elemental fire they get cold easily.

Choose your Fae race.

Choose 2 powers from your races column.

Choose 2 magical disciplines.



**Hypnotic Beauty**  
Even the slightest attraction to you is all the opening you need to draw someone into a trance. Even Others have difficulty resisting your allure.

**Elemental Control**  
Choose earth, fire, wind, or water as your aligned element. You gain limited range control of that element similar to bending.

**Weapon Mastery**  
Any weapons you touch confer you with 3 years worth of experience in their use while you are touching them.

**Pyrokinesis**  
Generate and control fire. Range of 1 city block. Fire immunity.

**Grace**  
Dexterous and limber to an inhuman degree. Your balance is also improved ridiculously.

**Elemental Immunity**  
Nothing that is part of your aligned element can harm you even briefly. Earth aligned have some resistance to iron.

**Combat Mimicry**  
Duplicate any move you have seen anyone perform in battle. With practice you can learn to combine mimicked moves into a flowing martial style of your own invention.

**Purifying Flame**  
Create a fire that that doesn't burn. The purifying flame neutralizes acid, poisons, and curses.

**Royal Prerogative**  
While in your presence, you can prevent everyone from questioning your right to do whatever it is you're doing, short of murder.

**Elemental Form**  
Transform into a completely elemental state made up of your aligned element. Wind and fire are almost entirely incorporeal. Water can also take the form of ice. Earth can be any natural ore.

**Inhibit**  
Deactivate all the supernatural abilities of a target so long as you are looking at them, unblinkingly. Once you blink the effect ends and can't be reactivated for several minutes.

**Invisibility**  
Become invisible at will for as long as you like. Touching or being touched by someone cancels the effect.

**Magical Potency**  
Increased reserves of mystical energy and a third magical discipline.

**Haste**  
Move fast enough to run on water. Your manual dexterity is increased enough to make use of this speed in a fight.

**PvP**  
By signaling a target with your right hand you can issue a challenge for a duel that is extremely hard to resist. Only the very peaceful or cowardly can manage to refuse the challenge.

**Haste**  
Move fast enough to run on water. Your manual dexterity is increased enough to make use of this speed in a fight.



Magical disciplines are primarily ritual magic with a limited set of quick cast spells good for on the spot effects like attacks. While the essence of magic is bending reality, no discipline is capable near god-like effects.

All magical disciplines are able to be chosen by any race of Fae.

**Druidry**  
Control over plants and animals. Some healing arts. Minor divination arts.

**Witchcraft**  
Hexes and curses. Not capable of directly inflicting death. Magical poison crafting.

**Alchemy**  
Potion crafting for various effects. All effects are time limited. Power granting potions always fall short of the power they mimic.

**Voodoo**  
Manipulation of people through hair or blood samples. Cannot directly kill. Control is more effective over Zombies.

**Demonology**  
Contact true demons. Manipulation and trapping of Demon Others. Through complicated, blatant, month-long rituals, the summoning of true demons is possible.

**Necromancy**  
Communication with and control of the spirits of the dead. Raising corpses with spirits is possible, but difficult to maintain.

**Elementalism**  
Control of fire, water, wind, and earth. Fine control and small effects, or rough control and large effects.

**Eldritch**  
Communicate with dark elder gods. Direct small portions of the same power that birthed the C'thulhid. Mind altering effects.

**Glamour**  
Craft illusions to fool all the senses. Mind altering effects that increase the seeming reality of illusions.

**Enchantment**  
Create magical objects instilled with the effects of other magical disciplines you know. With the recipe, craft Bane metal (The only substance that can hurt Dragons).

**Lucem Sanctam**  
Healing arts. Purifying arts. Curse breaking.

**Arcanistry**  
Not very powerful or useful on it's own, Arcanistry is the manipulation of raw magic. Increases the power of other magical disciplines. (Small mistakes in Arcanistry can lead to devastating backfires)

After teaching you the basics of your new life, she tells you that our Queen has already heard about you from the Cleaner and thinks it may be diverting to meet you.

Upon meeting the Queen, she seems rather gracious. She welcomes you to the court and explains, "In this city the Seelie and Unseelie have a tenuous peace, so it is imperative that you not start any fights with the opposing faction. Other than that we are a hedonic people, so do as you like. Also, to welcome you I would like to present you a gift. You may choose from the stores."

You leave feeling that fitting in here might be easy. Though some of the stares and whispers in the court make you think that there may be uneasy intrigues that you'll soon be sucked into.

# Dark City



Ever since you woke up with these tentacles growing from your mouth, the noise in your head has been maddening. As you've wandered the streets trying to hide your face, a voice suddenly rises from the noise in your head.

"Focus. You already know where the rest of your hive is. Go to them, they will help." You realize you do know where to find them. The voice continues speaking as you go there, telling you the traits of your people...

C'thulhid feed on the sanity of Normals and Others alike. Feeding on a person once may make them a little paranoid, but the more you feed from them the more the madness grows.

Creating a C'thulhid is done by feeding on a person until there is no sanity left.

C'thulhid cannot speak, they communicate telepathically.

While all C'thulhid are insane, they are still capable of rationality and planning. Each individual has their own unique psychosis.

The C'thulhid's goal is to raise their sleeping master from the void, and share the freedom and joy of insanity with the world.

When you arrive at the hive, all of your brethren call out a greeting that further scrambles the cacophony in your head. One of them comes to you and tells you how to find the gifts your Great Lord has blessed you with.

Choose 4 powers,  
or  
Choose 2 powers here and 2 from one other race.

## Dement

Cause a form of madness of your choice in a target through eye contact. Others may be able to resist.

## Corrupt

Through extended physical contact you can open someone's mind to the elder gods. They will become a devotee of your god.

## Abduction

Open a crack in reality through which an elder god can send tentacles to snatch a target away. Tentacles are flesh and blood and can potentially be fought off.

## Warp Life

Alter animals into nightmare creatures programmed with the single-minded determination to complete a single goal you've given to them when you made them. They die when their goal is complete.

## Warp Space

Create an area in a contained space where space warps into an Escherian nightmare. Only C'thulhid can navigate a warped space. Space reverts to normal after 30 minutes.

## Insanity Trap

Draw a glyph in your blood on a wall, floor, ect. The first person to touch that surface is affected by a Dement effect.

## Void Doorway

Demarc a doorway as a portal into an annex of the void. Inside the void anyone can hear the voice of the elder. Create matter of your design inside the void, it can't be removed from the void.

## Void Nightmares

Warp human corpses into nightmare forms and bind lesser void spirits into them. You have no control of their actions.

## Fear Toxin

Exhale a cloud of noxious gas that triggers hallucinations of your victims deepest fears. Provided victims minds don't snap, effect wears off after an hour.

## Eldritch Energy

Project eldritch energy as force beams, energy balls, and force fields.

Now that you're in the hive you know all of your Lord's plans and what your part in them is. You know the order in which you're meant to subvert the races of the Others. You know the requirements that must be met to raise your Lord. You know that there is a supplies warehouse that you can take a relic from to assist you in forwarding the hive's goals. Now to begin your grand works.

# Dark City

## Fallen

When you went out looking for others of your kind you started to feel an odd tickle just behind your eyes, a kind of pull. You changed the direction you were walking, and that's how you found her. She introduced herself and told you she would explain what you need to know.

She explained, after the Watchers fell and the great flood had passed, the Watchers were imprisoned for eternity. Four Watchers (Arakiel, Chazaqiel, Kokabiel, and Shamsiel) attempted to escape, but were destroyed on their way out. They shattered, and shards of their essence entered 16 humans and they became the first Fallen. All Fallen share several traits...

The Fallen have most of the traits of Angels, only to a reduced degree. One specific trait is that they are fed by the divine presence, since that can't be found on Earth the closest substitute is the human soul.

Generally Fallen consume just a small portion of a soul, but a soul may be consumed whole. Taking a small amount will leave a Normal with a loss of passion, while consuming an entire soul will create a sociopath.

As a Fallen grows older, their shard becomes more powerful until finally it can be split to create a new Fallen.

Fallen cannot be harmed by any weapon of man, meaning only magic and supernatural forces can wound them.

Fallen are all in, at least, peak human condition.

The Fallen are all driven by the same lust that saw the Watchers imprisoned.

She then told you that among the Fallen there are four bloodlines, one for each of the Watchers who were killed. They are...

**Arakiel:** The Arakiel are descended from the "angel of the land". They are hardy and strongly attuned to the earth.

**Chazaqiel:** The Chazaqiel are descended from the "cloud of God". They are fickle and strongly attuned to the weather.

**Kokabiel:** The Kokabiel are descended from the "angel of the stars". They are wise and strongly attuned to astrology.

**Shamsiel:** The Shamsiel are descended from the "sun of God". They are noble and strongly attuned to the sun.

Choose a bloodline.

Choose 4 powers from that bloodline's column.

### Arakiel

### Chazaqiel

### Kokabiel

### Shamsiel

**Divine Strength**  
Lift 15x your own body weight. This power is doubled for 15 minutes after a feed.

**Divine Speed**  
Move at twice the speed of whole gale winds. Exhausting over long distances.

**Divine Rebuke**  
Enhanced resistance to malicious magic. Has no effect against enchanted objects.

**Divine Aura**  
Inspire awe in those around you. Causes difficulty in showing violence toward you.

**Manifest Wings**  
Manifest a pair of dust clouds shaped like wings. Glide for short distances. Can be used as a shield or extra limbs in combat.

**Manifest Wings**  
Manifest a pair of feathery white wings strong enough to fly. Very fragile in comparison to the rest of your body.

**Manifest Wings**  
Manifest a pair of invisible wings that can only be seen by the shadow they cast. Glide long distances. Can be used to entangle and trap spirits.

**Manifest Wings**  
Manifest a pair of wings composed of golden light. Glide long distances. Sight of the wings evokes holy terror in Demons, Vampires, Zombies, and Normals.

**Quake**  
Cause up to a 5.6 magnitude earthquake across a 4 city block area.

**Weather Control**  
Control meteorological conditions across an area the size of a city. This is a broad control, not directed like aiming lightning, or directing tornadoes.

**Read the Stars**  
See signs of upcoming danger, foretell the success of an endeavor, or expose someone's destiny. Your results are 100% accurate, even if incredibly vague.

**Michael's Sword**  
Summon a flaming Bane sword capable of damaging all Others. Can only be maintained for 10 minutes.

**Earth Control**  
Limited range control of stone, sand, and soil. Similar to earthbending.

**Wind Control**  
Limited range control of air currents. Similar to airbending.

**Advisors**  
Call on the Gemini for advice about any action. The twins will each give you good advice that conflicts one another morally. Taking the middle road can lead to failure.

**Praise the Sun**  
Summon sunlight indoors and at night. Damages Vampires, Demons, Trolls, and Zombies. Force Werewolves back into human form.

**Seismic Sense**  
"See" everything happening on the ground within half a mile of you through seismic vibrations.

**Generate Lightning**  
Throw bolts of lightning. While this may not damage many of the Other races, it will still temporarily seize their muscles if it can penetrate their skin, and will forcibly knock them back.

**Purify**  
Cleanse a person or object of all curses, poisons, and diseases. Clean tainted water and reconstitute spoiled food.

**Dancing Light**  
Create a swarm floating specks of light. The light disorients and confuses those surrounded by them. Can be maintained for 20 seconds.

**Seduce**  
Draw targeted people in with an aura of power and mystery that they will find undeniably arousing. Normals succumb instantly, Others only succumb if there was a prior attraction.

**Seduce**  
Draw targeted people in with an aura of power and mystery that they will find undeniably arousing. Normals succumb instantly, Others only succumb if there was a prior attraction.

**Seduce**  
Draw targeted people in with an aura of power and mystery that they will find undeniably arousing. Normals succumb instantly, Others only succumb if there was a prior attraction.

**Seduce**  
Draw targeted people in with an aura of power and mystery that they will find undeniably arousing. Normals succumb instantly, Others only succumb if there was a prior attraction.

**Earth Meld**  
Sink into and become part of the earth. Travel at the speed of seismic waves through the crust of the Earth. You only have a vague sense of direction, unless you also have Seismic Sense.

**Wind Meld**  
Become a part of the wind and travel with it. You have limited control of your speed and direction, unless you have Wind or Weather Control.

**Summon the Sign**  
Call forth a fiery lion, a stone bull, a watery scorpion, or a wind spirit. Can be maintained for 24 hours, takes twice as long to recharge as it was summoned for.

**Fire & Brimstone**  
Direct a barrage of 30 hunks of flaming rock from the sky on a 3x3 area.

**Stability**  
For 1 minute, emit an aura that halts all entropic and enthalpic processes. Collapsing buildings stop falling, fire won't burn, etc.

**Explosive Decompression**  
In a feat unachievable by wind control, instantly remove all air from a large car-sized area creating a temporary vacuum. This will also result in a thunder clap as the vacuum collapses.

**Starlight**  
Heal wounds. Reverse damage from disease. Over time you can make anyone still alive whole again.

**Tongue of the Morningstar**  
Craft lies that anyone would believe. No one doubts your word. Some few Others may resist your charms.

After helping you figure out your bloodline she continued her explanations.

We Fallen have a militaristic social structure that is a hold over from the Angels. Every Fallen has a rank and each bloodline in an area has a general. The 4 generals in a city form a council that rules over the Fallen. You should meet your general, he's going to be very interested to find out someone turned you in secret then abandoned you.

The general seemed like a harsh, but fair, man when you met him. He explained that being a hadn't guarantee you to be the lowest rank. Rank is assigned by capability, so he offered you a few tasks to choose from and your performance would determine your rank.

Choose your task.



**Sire**

Investigate to learn who turned you. Report your findings back to your general.



**Intervene**

Reports state that a group of Demons mean to attack the Zombies. We may not be the most virtuous beings, but Demons are scum and getting in there way can only be a good thing. Join a squad to protect the Zombies.



**Disposal**

Join a squad in eliminating a C'thulhid nest that has been located. You can't ever get rid of all the cockroaches in a city, but at least you can control the numbers.



**Assistant**

Not everything is about combat. Join the general as an assistant at the upcoming Others summit. Politics among the Others can be more dangerous than it sounds.

After agreeing and choosing your task the general tells you that since you're at a disadvantage by not having a sire he will give you your rank. Rank is assigned by capability, so he offered you a few tasks to choose from and your performance would determine your rank.

You thank him and go to leave, he calls after you and tells you that you'll have one week to prepare for your task.

# Dark City

## Demon

In the nightclub where the Demon you found pulled you aside it was too loud to talk, so he led you to an office on the second floor to explain things to you. Don't worry we're not "real" Demons, he told you, we're half Demons our mortal heart's blood was replaced by demonic blood. It's a pretty painful process really, you're lucky you were unconscious. Most of us have some PTSD from the horrific memory of having our chest ripped open to be turned. Anyway, facts, even though there are different classes of Demon we share some common traits...

All Demons have a demonic feature on our bodies that marks us for what we are, though that trait is different by class.

We all sustain ourselves by consuming the lost virtue of Normals that we have corrupted.

We can be wounded and killed by religious paraphernalia and strong magics, but everything else we can recover from easily.

Sanctified ground can rob us of our power leaving us nearly mortal, so stay away from churches and graveyard and such.

Now the classifications of Demons, each class of Demon is derived from the blood of a different true demon. There are four classes of Demon, which are...

**Succubus/Incubus:** The cubuses corrupt Normals through sex to feed. Their demonic feature is small vestigial wings.

**Belphagus:** The Belphagus corrupt Normals through encouraging sloth to feed. Their demonic feature is a spaded tail.

**Lucifus:** The Lucifus corrupt Normals through encouraging pride to feed. Their demonic feature is small horns rising from the forehead.

**Satanus:** The Satanus corrupt Normals through anger and violence to feed. Their demonic feature is cloven hooves.

Choose your classification.

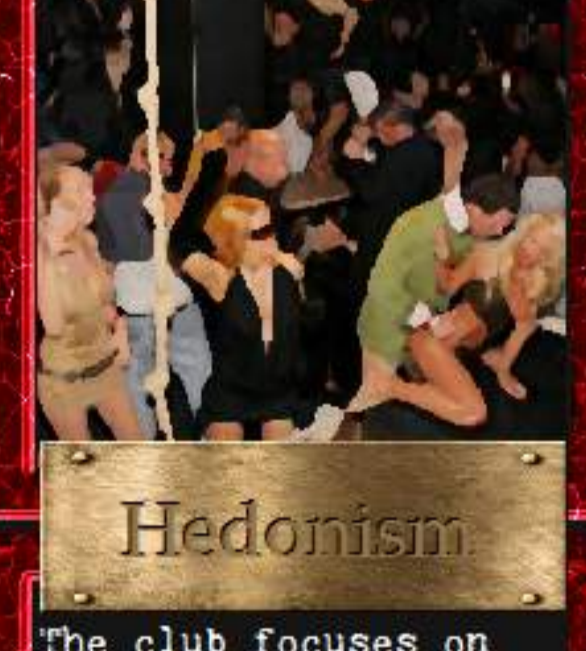
Choose 4 powers from your class's column.

Cubus	Belphagus	Lucifus	Satanus
<b>Teleport</b> Travel instantly to anyplace you have personally seen. May take up to 2 people with you. Can create summoning glyphs that you can teleport to if you are called, even if you have never seen the location the glyph is in.	<b>Teleport</b> Travel instantly to anyplace you have personally seen. May take up to 2 people with you. Can create summoning glyphs that you can teleport to if you are called, even if you have never seen the location the glyph is in.	<b>Teleport</b> Travel instantly to anyplace you have personally seen. May take up to 2 people with you. Can create summoning glyphs that you can teleport to if you are called, even if you have never seen the location the glyph is in.	<b>Teleport</b> Travel instantly to anyplace you have personally seen. May take up to 2 people with you. Can create summoning glyphs that you can teleport to if you are called, even if you have never seen the location the glyph is in.
<b>Lust Aura</b> Cause undirected arousal in everyone within the same room as you. Anyone that has been drinking alcohol will suffer double the effect.	<b>Anti-speed</b> Generate an aura the slows people down, the faster they attempt to move the slower they will go.	<b>Crossroads</b> Form contracts with Normals in return for their soul. You can accomplish nearly anything when completing a contract. The contracts allow you to feed remotely from contractees. Contracts made on your behalf will fail.	<b>Rage Fuelled</b> The angrier you get the stronger and more durable you become. The power decreases as you calm down.
<b>Shapeshift</b> Take on the form of a target's ideal mate by focusing on them. This can change your gender. Maintain form indefinitely, change back at will.	<b>Comfy</b> Create an aura of comfort and relaxation. A bar stool becomes the most comfortable chair ever, the temperature is perfect, the food and drink are the best ever, all becomes perfect. The aura can effect you as well.	<b>Ego</b> Drive up the pride of a of an individual making them feel infallible. The person's risk taking behavior will skyrocket from this. Lasts for 12 hours.	<b>Mob Mentality</b> Create an aura of rage directed at an individual, organization, or social group. Doesn't effect Others.
<b>De-inhibit</b> Utterly remove all of a targets inhibitions for 12 hours. Others can become extremely dangerous in this state as they cannot control their hunger.	<b>Doze</b> Induce intense sleepiness in a target, a few minutes concentration and they will fall asleep entirely. You need only have sight of your target.	<b>Equalize</b> All your skills and physical attributes will rise to the level of your opponent in any competition. The moment the competition is over everything returns to normal.	<b>Full Demon</b> Grow 3 feet, double strength, skin turns red, grow horns & claws. You can maintain this form for 20 minutes.
<b>Bondage</b> With three kisses applied on three separate days you can turn someone into a willing slave for a year. It must be a kiss on the lips.	<b>Apathy</b> Temporarily sap a target's ability to care about anything more complex than their immediate survival and enjoyment. Lasts for 12 hours.	<b>Energy Ball</b> Every 10 seconds you can launch a ball of nether energy that can hurt all but dragons. The energy ball strikes inanimate like a miniature wrecking ball.	<b>Homicidal</b> Target an individual by touch, the target will fly into a murderous rage within 2 minutes. Others may be able to resist.
<b>Greater Cubus</b> At will you can expand your vestigial wings into full size, fully functional wings. You also grow out claws, horns, and a spaded tail with a venomous sting.	<b>Telekinesis</b> You can remotely move things with twice the strength and dexterity you can manually within half the range of your sight.	<b>Sense Sin</b> Sense the relative balance of good & evil on a person's soul. Learn the most damning sin a person has ever committed.	<b>Unholy Wave</b> Send out a wave of corrupting energy that desanctifies any holy objects within half a block. Cannot desecrate holy ground.
<b>Natural Talent</b> Sexual skills that can ruin someone for all other people. You could rewrite the Kama Sutra with your inventive prowess.	<b>Beauty Sleep</b> Sleep for twelve hours and recover from grievous wounds, poison, even magical disease. You will need to feed twice as badly as normal when you wake.	<b>Crush</b> Temporarily obliterate a target's self-confidence by issuing a single insult. Lasts 12 hours.	<b>Fury Elemental</b> Focus the anger of everyone within 4 blocks into the creation of elemental creatures of rage. Sustainable for 10 minutes. Fails if there isn't enough anger to tap nearby.
<b>Empowered</b> After sex, all of your physical attributes are doubled for half an hour.	<b>Dreamland</b> Manipulate the dreams of someone you have marked by touch. The dreams flow as you layout, but you do not enter the dream. They are guaranteed to remember the dream.	<b>Power-Up</b> Achieving any accomplishment that you're proud of will double all of your physical and mental attributes for one day.	<b>Primal Scream</b> Release a bellow of rage that causes sonic damage to everything in front of you. Power is equal to your current level of anger.

Compared to the rest of the Others, our political structure is pretty loose. Hell, it probably wouldn't even exist if it wasn't for the Lucifus's insistence. You'll probably never need to meet the Archduke of the city, but you might want to meet your class's representative to the Archduke.

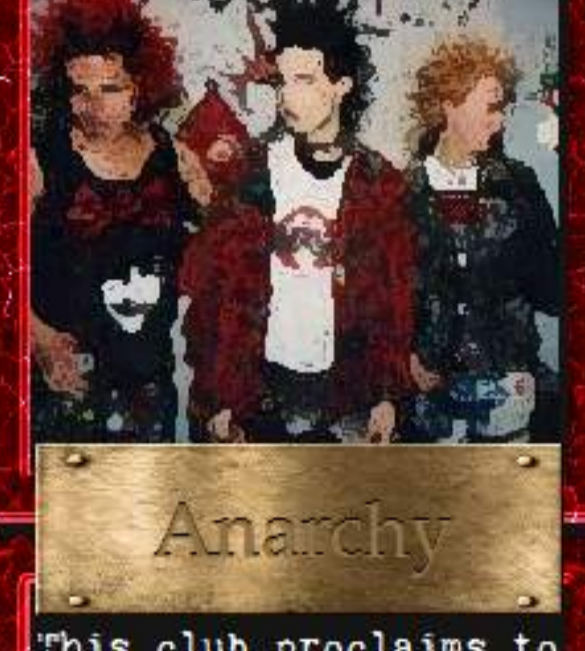
The rep agrees to meet you, and when you get there he tells you that if you want to integrate and meet other Demons you should join one of the clubs. The clubs normally give successful applicants a gift of some kind of magical item to help them out.

Choose a club.




**Hedonism**

The club focuses on pleasure's sake and has the bonus side effect of drawing in Normals to corrupt.




**Anarchy**

This club proclaims to be about dismantling society and taking down the man. Functionally, however, it's about partying, fighting, and bitching about society and the man.



**Society**

Making contacts with politicians and socialites is the major focus of the club. This club is better at achieving the focus of Anarchy than they are.



**Occult**

The purpose of this club is to teach Normals enough about dark occult practices to corrupt them, while obscuring truths that would lead to the discovery of the Others.

# Dark City

## Zombie

The change took a full day to complete. By the time you finished the book your skin had turned a pale gray, your vision is clear though your eyes are clouded and sunken, and you've lost enough weight to look slightly anorexic. Because of all the physical changes, when you went looking for other Zombies you tried staying in low lighting areas and that's how a Zombie found you in the park. When you've finished explaining your situation he happily started explaining about being a Zombie. He tells you all Zombies have certain traits they share, like...

All Zombies look undeniably corpse-like. Huge quantities of make-up, along with contacts, can mostly hide this.

Zombies can only be killed by brain destruction. This doesn't mean that we're otherwise indestructable though.

Damage doesn't heal, though you can stitch the wounds closed to maintain physical integrity.

Worn out body parts can be replaced by parts from a fresh corpse. Anything can be replaced so long as the brain and brainstem remain intact. Within 24 hours replaced parts will fully integrate, leaving a seamless attachment where the part was stitched on.

All Zombies have peak physical human attributes, but our IQ's are reduced by 15 points.

Zombies require 2 pounds of human flesh once a week.

Starving Zombies decline in intelligence by 25 IQ points per day until they become ravenous beasts driven by instinct. Intelligence recovers 24 hours after eating.

Normals can be turned by a non-lethal bite provided they do not die before they finish turning which takes 24 hours.

Zombies do not feel pain, but do have an awareness of damage incurred. Our sense of touch remains intact.

As far as the different traits of Zombies go, there are two types of Zombies. The two different types are...

**Cardinal:** Cardinal Zombies are the most common and, by far, most populous type of Zombie.

**Infernalis:** The Infernalis are rare Zombies making up about 5% of the Zombie population. It is said the Infernalis were created when a normal Zombie got magically infused with demonic energy in a failed attempt to raise a powerful true demon. One in every 10,000 attempts an Infernalis makes to turn a Normal will succeed, all the rest die a rather gruesome death. Infernalis cannot be permanently killed unless they are burnt to ash after brain destruction, as they will regenerate from all other attempts and rise again.

Choose a type.

Choose 4 powers from your type's section.

## Cardinal

<p><b>Calcified</b> Increased bone density and durability. Small arms fire will bounce off your skull.</p>	<p><b>Multi-task</b> Attach extra limbs to your body, and have the mental versatility to control them.</p>	<p><b>Flesh Link</b> Detach and reattach your integrated body parts at will. Control attached body parts remotely. Parts relay any sensory data they could while attached.</p>	<p><b>Plague Breeder</b> Generate any known bacteria or virus from your body. Alter illnesses to make them able to infect any race of Other you choose.</p>
<p><b>Brawn</b> Double your already peak human strength. Density of muscle increases making you harder to damage.</p>	<p><b>Spitter</b> Spit caustic bile at long distances that acts as both an acid and a venom. Victims will suffer burns as well as pain, nausea, and fatigue.</p>	<p><b>Ichor</b> Transform yourself into a pool of ichorous ooze. Move at your normal walking speed. You are only vulnerable to fire in this form.</p>	<p><b>Drain Intellect</b> By maintained touch you can siphon intelligence from a target into your self. IQ is drained by 10 points per minute of contact. Lasts 1 hour. Target is aware of the attack.</p>

## Infernalis

<p><b>Detonate</b> When you are killed your body explodes with the force of a grenade. Increases the amount of time it takes to reanimate, but makes it harder to find and burn all of you.</p>	<p><b>Necrokinesis</b> Control any inanimate dead tissue in your immediate vicinity. Control functions at an instinctual, nearly autonomic, level. Does not initiate without conscious intent.</p>	<p><b>Skill Consumption</b> When you eat flesh you gain all the skills of the person consumed for 12 hours. Ingesting the flesh of an Other will give you access to their powers for 12 hours as well.</p>	<p><b>Plague Breeder</b> Generate any known bacteria or virus from your body. Alter illnesses to make them able to infect any race of Other you choose.</p>
<p><b>Brawn</b> Double your already peak human strength. Density of muscle increases making you harder to damage.</p>	<p><b>Infernal Blood</b> Your blood energy with demonic energy. Anything holy your blood comes into contact with is instantly deconsecrated, even holy ground is tainted by your blood.</p>	<p><b>Black Cloud</b> Breathe out a cloud of necrotic energy. Inside the cloud flesh begins to rot, wounds become infected, and undead are paralysed. Cloud hangs where it was expelled and disperses after 10 minutes.</p>	<p><b>Demonic Transformation</b> Call upon the infernal energy within you to take on the form of a true demon for 10 minutes. All physical abilities are doubled. Causes blind panic in any Normals that see you.</p>

Our society is pretty egalitarian, we don't have an established leader in the horde. We do have a sort of community council, but no elected officials. Everyone is equal in the horde. If you need something to do though, there are a few jobs we can set you up with that would be useful to everyone. We even pay contributing members with an item that the horde has found.

Choose a job.



**Morgue**

As a morgue attendant you'll have access to the freshest corpses, so you can bring doggy bags back to the horde.



**Funeral**

Working as a funeral director you'll have the last chance at good meat, as well as, a good place to find decent replacement parts.