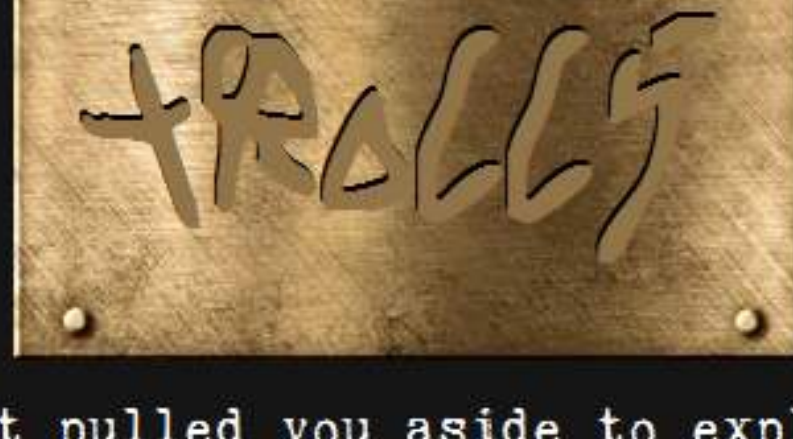


Dark City



The person that pulled you aside to explain everything wasn't a Troll, but rather a Fae. They said, ok let me try to explain this in terms you'll understand. Trolls all share a lot in common, for instance...

Trolls are tanks among the Others. Only fire and sunlight can kill them permanently, and it takes a lot of either.

Trolls aren't indestructable. Enormous damage can drop them, but if the remains aren't burnt or left in the sun they'll come back in 8 hours.

Trolls aren't stupid, but complex ideas take a while to process.

Reproduction can only occur once every three months. On that day it only requires a non-lethal bite to a Normal.

Troll survive by consuming fresh bones, these bones need not be human. 25-30 pounds of bone are required every other day.

Trolls are generally good-natured and friendly, but an angered Troll enters a frenzy state from which no one is safe.

A Troll's anger, before frenzy, is easily quelled by copious amounts of alcohol.

There are three breeds of Troll that differ somewhat from each other. Those three breeds are...

Jotnar: The Jotnar are 9-10 foot tall and have gray stone-like skin. Jotnar have a slower temper than other Trolls, but find it harder to hide.

Dovregubben: The Dovregubben are smaller, at 7-7.5 foot tall. They are covered in scraggly brown hair. The Dovregubben love alcohol more than any other trolls.

Ringlefinch: The smallest breed of Trolls, Ringlefinch stand at only about 6 feet. Their skin is a jaundiced yellow in appearance. Ringlefinch, by far, have the shortest tempers.

Choose your breed.

Choose 4 powers from your breed's column.

Jotnar

Dovregubben

Ringlefinch

Muscle Mass
Lift 28x your own body weight. In frenzy this limit doubles.

Muscle Mass
Lift 26x your own body weight. In frenzy this limit doubles.

Muscle Mass
Lift 25x your own body weight. In frenzy this limit triples.

Stone Hide
No slicing or penetrating weapons can hurt you. Only blunt force and explosives can inflict any damage.

Revivify
Regenerate near instantly from any damage not caused by fire or sunlight.

Revivify
Regenerate near instantly from any damage not caused by fire or sunlight.

Bridge Network
Create doorways under any bridge or overpass that open into an extra-dimensional plane. Access any bridge from inside. Able to build structures inside.

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Create doorways under any bridge or overpass that open into an extra-dimensional plane. Access any bridge from inside. Able to build structures inside.

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Create doorways under any bridge or overpass that open into an extra-dimensional plane. Access any bridge from inside. Able to build structures inside.

Alcoholistry
Magically craft the most delicious and intoxicating alcohols from any ingredients on hand. Create alcohols with hypnotic effects for any chosen race. Hypnosis will leave a target suggestible for an hour.

Verdure Control
Animate and control any plants within short range. Even trees can uproot themselves at your command.

Berserker
Enter a frenzy state at will. Retain enough control to not attack allies when in a frenzy.

Veil
So long as you remain still any Normal that sees you will mistake you for a boulder.

Veil
So long as you remain still any Normal that sees you will mistake you for shrubbery.

Shadowstep
Travel instantly by stepping into a shadow and out any other shadow you can see.

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

Herbology
With the right herbs you can cure any illness or poison. Create poultices that triple the speed at which wounds heal.

Tenebrate
Become a 3 dimensional shadow. You are entirely intangible in this state. Sunlight does triple the normal damage to you in this state.

Troll Forge
Forge weapons by hammering metal with your fists. Troll forged weapons infuse the wielder with Troll strength. A Troll forged sword made from Bane metal is devastating against any foe.

Beastial Mind
Communicate with and command animals. Animals cannot understand complex commands or ideas.

Keen
The durability and effectiveness of any weapon you hold is doubled.

Drunken Aura
Create an aura around you that leaves everyone as intoxicated as you currently are. Effects last for 2 hours.

Truce
All beings are disinclined to harm you, so long as you mean them no harm. Any violent thought breaks this protection.

Nightmares
On touch, curse a target with nightmares for a month. The nightmares prevent getting restful sleep and cause paranoia while awake. The intensity of the dreams continues to increase until the month ends.

After explaining everything to you the friendly Fae directs you to the nearest overpass and tells you how to get a Troll's attention.

An archway appears under the overpass when you complete the instructions and another Troll comes out and greets you. You're led inside the bridge network and shown around the Troll village inside. There's a natural dim glow and the landscape is perfectly flat and featureless aside from the buildings. The Troll giving you the tour then leads you to the largest building to meet the king.

The king greets you and tells you that anyone who wants to set up residence inside this city's bridge network must swear fealty to him. He tells you he will give you a gift if you swear your loyalty.

Dark City



The Yokai you find was actually out searching for you. It would seem your sire is dead, mortally wounded by a hunter while protecting you as you lay mid-change, but he managed to tell someone of your existence before he expired. The man leads you back to an estate to explain things to you. He tells you there are very few Yokai in this area and that your kind are not well trusted by the rest of the Others. He goes on to explain that there are many kind of Yokai, but that all of you have some common characteristics.

All Yokai feed on human fear. Terrorizing Normals, without leaving proof of your existence, is the only efficient way we have to feed.

Yokai can only be killed by onmyo magic and shinto blessed weapons. Anything else that does sufficient damage can banish a Yokai (forced into an invisible, incorporeal state for one year, bound to the location they were banished).

Normals can be turned into Yokai by killing them, then binding their spirit with your blood before it can leave the body.

Yokai powers are reduced by half during the daytime.

Drinking, properly blessed, sacred sake can marginally increase a Yokai's power for so long as they are intoxicated.

As for the differences between the Yokai. There are only four types of Yokai in this area, though there are many others in other parts of the world. The types in this area are...

Kitsune: The Kitsune are marked by their fox ears and tails. Kitsune grow stronger over time. Every century they grow an additional tail, at nine tails their strength levels out and they become among the most powerful of the Yokai.

Nekomata: A pair of cat tails reveal the Yokai nature of the Nekomata. Nekomata are capricious tricksters and this reputation keeps most other Yokai from fully trusting them.

Yurei: The Yurei are visible, but incorporeal beings. They look human, but can't interact physically with the world. The Yurei tend to be bad natured due to their jealousy over the pleasures of the flesh that they've lost.

Kage Hito: Kage Hito, the shadow people, are living corporeal shadows. Kage Hito can be a little vicious in their pursuit of feeding.

Choose your Yokai race.

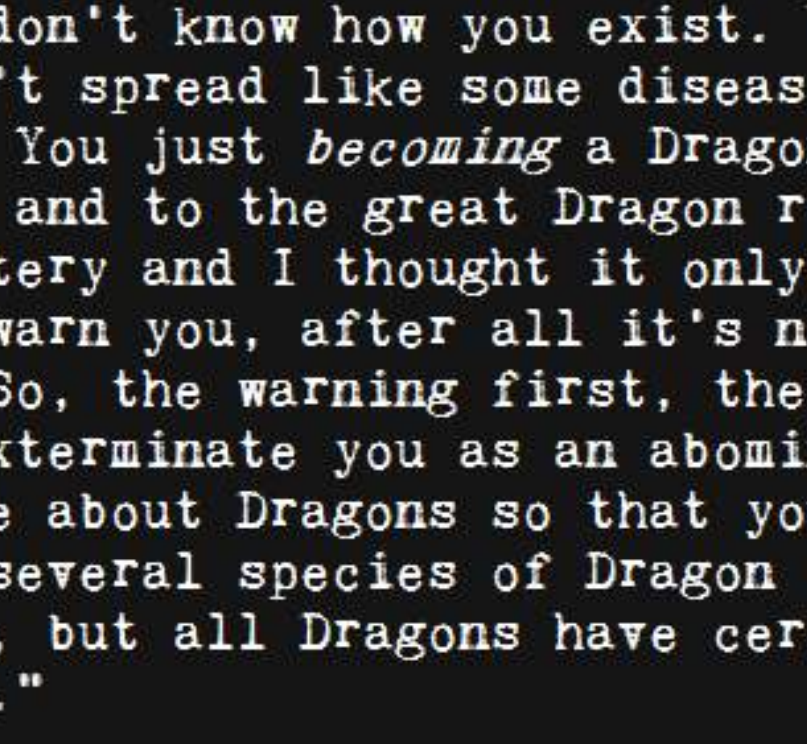
Choose 4 powers from your race's column.

Kitsune	Nekomata	Yurei	Kage Hito
Mirage Project illusions that can fool all the senses except tactile. The illusions cannot inflict harm.	Conspicuous Consumption Eat any object in your path that can't struggle. Anything eaten this way goes into an extra-dimensional space from which it cannot return.	Invisibility Turn invisible at will. In this state you can only be detected as a cold spot.	Shadow Travel Enter a shadow and exit through any other shadow. Movement between shadows reduces the distance by two-thirds, i.e., travel three miles as though it was one while moving between shadows.
Fox Fire Create balls and goutts of blue fire. The fire's temperature can be adjusted down to room temp. The fire can be levitated and controlled.	Necromancy Animate and command human corpses. The animate dead are mindless, and can only follow very specific, very simple commands.	Poltergeist Gain telekinesis. Manipulate objects with fine motor control. Generate enough force to throw a Troll several feet.	2-D Become a normal 2 dimensional shadow. You are immune to physical damage in this form. Slip through the smallest of cracks.
Fox Form Take on the form of a normal fox. Also allows you to grow claws and fangs in your normal form.	Cat Form Take the form of an oversized house cat with twin tails. Also allows you to grow fangs and claws in your natural form.	Possession Inhabit the body of a Normal. All physical sensations from the body are dulled. Gain access to hosts memories. The host can struggle against you forcing you to concentrate to maintain control.	Shadow Illusions Create and manipulate shadows. Change the shape of shadows and move them however you wish.
Tail Sacrifice If you should ever be killed you can sacrifice one of your tails and be instantly resurrected at a safe location. Tails sacrificed can be regrown at the same rate as usual.	Gloom With a touch, curse a person with intense despair. For one week they will experience an ever increasing sense of hopelessness and depression.	Night Parade Summon and visibly manifest the spirits of the recently deceased. Call to your location as many as you like. They will manifest their cause of death. They are incapable of interacting physically.	Tenebrous Tentacles Create up to eight tentacles composed of corporeal shadow that project from any shadow source. Tentacles possess twice your strength, but have limited fine motor control.
Isolate Create a pocket dimension and overlay 2 city block with it taking the individuals you choose into it with you. You can enter and exit at will. Pocket dimension fuses back with reality within 24 hours.	Jinx By touching a target you can give them 24 hours of ridiculously bad luck. None of it will be directly lethal. Murphy's Law will assert itself in nearly impossible ways.	Flicker Teleport instantly to any location you have been before. Mark an object and teleport to wherever it is even if you've never been there. Marked objects cause people to feel ill at ease when holding them.	Enshadowed Convert any inanimate object into corporeal shadow. Converted objects maintain all their properties. Conversion wears off when touched by sunlight.
Electrokinesis Generate and control electricity in your immediate vicinity.	Levitation Gain the ability to fly at twice your running speed. Flying at max speed is just as exhausting as running at max speed. Hovering is effortless.	Seal Seal all exits to a building you are in. Windows won't break, doors won't open. Takes excessive force to create an opening on a sealed building.	Vigor Lift 8x your own body weight.
Banish Cast a banishment spell on Fallen, Demons, Fae, and other Yokai. The banishing teleports the target to a random place within 50 miles.	Haunted Upon touching a target they will begin hallucinating phantoms that persecute them for every infraction they have ever felt guilty over. The effect lasts for three days.	Horror Forms Twist and warp your physical appearance into horrific visages. The only limit to your imagination is that you must maintain a humanoid appearance.	Haste Move fast enough to leave an afterimage. Your manual dexterity is increased enough to make use of your speed in a fight.
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.	Return If you are damaged enough to be banished, you can remanifest by possessing a cat that passes through the area you are bound to. It will take one week to reform the cat's body into your own.	Levitation Gain the ability to fly at twice your running speed. Flying at max speed is just as exhausting as running at max speed. Hovering is effortless.	Martial Instinct Innate martial skill. You know how to perform complex combat techniques instinctively. Practice can still increase your skill.

He continues saying that it's best if the Yokai stay away from the rest of the Others when possible due to their distrust of us. He also informs you that while the Yokai do have a leader, he really only holds authority in issues of the security of the Yokai.

The man then explains to you that your sire left you an artifact he found a few years ago to help you get along without a sire.

Dark City



It took a week before you found another Dragon, and even then they didn't seem exactly friendly when they gruffly pulled you to the side to talk to you. Once in relative privacy they tell you that they don't feel quite as aggressive towards you as the rest of the Dragons.

"You see, we don't know how you exist. We Dragons mate to procreate, we don't spread like some disease the way the rest of the Others do. You just *becoming* a Dragon is an affront to the natural order and to the great Dragon race. How this happened is a mystery and I thought it only fair to teach you a few things and warn you, after all it's not your fault this happened to you. So, the warning first, the rest of the Dragons want to exterminate you as an abomination. Now, to teach you a little about Dragons so that you can survive a while. There are several species of Dragon that all have their differences, but all Dragons have certain traits in common, such as..."

All Dragons can take a fully human form and human/dragon hybrid form. Our full Dragon form was lost to us centuries ago. The hybrid form increases all physical attributes 2x and height by 3 feet.

Dragons can detect the scent of Others and their specific race.

Dragons can innately assert their dominance over all animals as the highest order of beast.

Dragons can only be killed by a weapon crafted from Bane metal.

Dragons in human form have just above peak human physical attributes.

No mundane weapon can even mar the skin of a Dragon.

Dragons must consume two pounds of live virgin human human flesh twice a year.

Dragons have the lowest population of all the Others.

Now as for the specifics of the different species of Dragon. There are seven species of Dragon, they are...

Crimson: Crimson can breathe fire. In hybrid they are thin and muscular with oversized looking wings. They tend to be aggressive and temperamental.

Cobalt: Cobalts can expel a high pressure stream of scalding steam. In hybrid they are sleek and smooth-scaled with four fin-like wings. They tend to be empathetic and emotional.

Obsidian: Obsidians can spit a spray of viscous acid. In hybrid they are bulky, muscular, and heavily scaled with powerful, rigid wings. They tend to be stoic and cold.

Jade: Jades can breathe a poisonous mist. In hybrid they are quadrupedal and feline in build with sleek, swift wings. They tend to be caring and patient.

Quicksilver: Quicksilvers can spew streams of lightning. In hybrid they are sinuous and serpentine with long, thin wings. They tend to be impatient and impulsive.

Auric: Aurics can breathe gale-like gusts of wind. In hybrid they're long-bodied and short-limbed with large and billowy. They tend to be calm and laid-back.

Granite: Granites can expel a spray of high velocity sand. In hybrid they are broad and stocky with vestigial wings. They tend to be even-tempered and unexcitable.

Choose your species.

Choose 4 powers from your species.

Crimson	Cobalt	Obsidian	Jade
Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.	Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.	Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.	Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.
Pyrokinesis Gain complete control of fire in your immediate vicinity. Must be able to see the point you want to ignite.	Hydrokinesis Gain complete control of water in your immediate vicinity. Cannot manipulate blood.	Grand Necromancy Raise mindless undead. Control spirits. Control the actions of <i>any</i> undead you can see. Bind spirits to mindless undead.	Gaia's Voice Animate plants. Command all flora and fauna within range of your voice. Animals will ignore survival instincts to follow your commands.
Elemental Form Take on the form of a van-sized dragon composed entirely of fire. Water is damaging to you in this form.	Elemental Form Take on the form of a van-sized dragon composed entirely of water. Electricity is damaging to you in this form.	Elemental Form Take on the form of a van-sized dragon composed of semi-corporeal shadow. Sunlight is damaging to you in this form.	Elemental Form Take on the form of a van-sized dragon covered in various plant life. You are corporeal flesh and blood in this form.
Elemental Immunity No form of fire can harm you. Complete protection from magical fire, hellfire, and even lava.	Telepathy Read and communicate with the mind of anyone in sight. Only other telepaths can resist.	Consume Spirits Gain the ability to consume ghosts. Anytime you have consumed a spirit you are immune to all spells and rituals for 24 hours.	Leashed Wolf Command Werewolves. Only those with Deny the Beast King can resist your commands.
Hoard Empowerment For each pound of pure gold you own your hybrid form increases in size and power. Gain a foot in height and 200 lbs of lift strength for each pound.	Hoard Empowerment For each pound of pure gold you own your hybrid form increases in size and power. Gain a foot in height and 200 lbs of lift strength for each pound.	Hoard Empowerment For each pound of pure gold you own your hybrid form increases in size and power. Gain a foot in height and 200 lbs of lift strength for each pound.	Hoard Empowerment For each pound of pure gold you own your hybrid form increases in size and power. Gain a foot in height and 200 lbs of lift strength for each pound.
Roar Let out a booming roar that induces blind panic in Normals and all lesser creatures. Shakes the courage of Others.	Cleanse Nullify poisons, acids, diseases, and curses by submerging effected target in water.	Armored In hybrid form your scales are so thick and tough that even with a Bane sword someone would need some seriously enhanced strength to hurt you.	Grand Restore Heal all but lethal wounds instantly. Lethal wounds can be mitigated to be survivable. Cannot heal yourself.
Blood Boil On touch boil the blood of a target. Others have a 50% chance to resist the effect. Vampires that fail to resist instantly explode.	Clear Sight See magic, enchantments, spirits, invisible Others, and see through illusions.	Enhanced Triples your strength, applied after all other enhancements to your strength.	Lifeforce Send out a pulse of pure life energy that is anathema to undead. Mindless undead are destroyed. Vampires and Zombies are severely physically wounded.
Burnish Metal Infuse a metal object with power from your breath. Burnished metal can nullify supernatural forces and magical energies.	Omnimancy Through complex rituals accomplishing <i>nearly</i> any goal short of infliction of instant death or the altering of the basic laws of reality. Does not grant god-like power.	Nether Claws Wounds made by your claws negate all enhanced healing abilities and heal twice as slow as a normal wound would.	Regenerative Heal at 3x the already impressive speed of a Dragon. Lost limbs can be regrown over a few days.

Quicksilver	Auric	Granite
Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.	Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.	Partial Transformation Manifest your fangs, claws, and/or wings at will. They will be sized down to fit your human form.
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Electrokinesis Gain complete control of electricity in your immediate vicinity. Control of bioelectricity is unreliable.	Meteorokinesis Control meteorological conditions across an area the size of a city. Direct control the finer details of the weather e.g., directed lightning, miniature tornadoes, ect.	Geokinesis Gain complete control of earth in your immediate vicinity. Metal is beyond your scope of control.
Elemental Form Take on the form of a van-sized dragon composed entirely of electricity. Water can short out your form forcing you into corporeal form.	Elemental Form Take on the form of a van-sized dragon composed entirely of cyclonic wind. Collection of too much debris can cause you to break up and return to corporeal form.	Elemental Form Take on the form of a van-sized dragon composed entirely of stone. Your speed is significantly decreased. You are susceptible to explosive damage in this form.
Velocity Move at barely supersonic speeds. Reflexes are enhanced enough to safely use this speed.	Aerial Grace In hybrid form, fly faster and with finer control than any other dragon. Aerial combat comes naturally to you.	Silver Affinity 5 pounds of pure silver is worth one pound of gold as it applies to your hoard.
Mitigate Impact Reduce the effects of any kinetic force that impacts you. All impacts effect you at a quarter of the force they should.	Cold Magnet Find lost gold trinkets on the street, happen into good deals at the jewelry store, obtaining gold is just easier for you than it is for others.	Unbreakable Become entirely immune to any form of damage not inflicted by Bane metal. Walk away unscathed from a nuclear explosion.
Mercurial Shapeshift into any realistic human form you can imagine. Maintain any form as long as you like.	Ventilate Double the volume of air in a contained area. Use of this on a Normal's lungs is instantly lethal... and messy.	Titan's Might Lift 50x times your weight. Scales based on the weight of your form. Is applied before all other strength gains.
Magnetize Touch a metal object to activate it as a powerful magnet that will pull with a few hundred pounds of force at all ferrous materials nearby.	Vibrations Muffle or amplify sounds. Increase or decrease the frequency of sounds.	Petrify Via eye contact turn a target to stone. Petrification can be reversed by you at will. Curse removal powers will negate petrification.

That's all you really need to know about Dragons. Fair warning all the Other races hold some animosity toward us, so, in addition to the Dragons, every other race would love to put down an isolated Dragon. I've got to be honest, I'm glad I'm not you, every race on the planet is going to be after your head. One last thing I brought you this item to give you a little edge in survival. Good luck, you sure need it.

Dark City

Relics

Your leader or benefactor offered you an item. These are the items you were offered.

Choose one item.



Siegeblade

A burnished Troll forged Bane sword. This sword has seen many battles, and can destroy any foe you can out fight.



Gold Bars

6 pounds of pure gold bars worth \$96,500.



Dragonscale

The Dragonscale ring bestows the wearer with the durability of an Obsidian Dragon.



Monocle

The Monocle allows you to see through illusions, as well as seeing magic, enchantment, spirits, and invisible others.



Crucifix

The Crucifix of St. George crafted from silver and Bane metal. This crucifix will ward away all Others it is brandished at.



Crystal Rod

Used to channel power for centuries, the Crystal Rod will amplify all spells and rituals cast with it.



Runestones

A sack of 30 runestones that can store the results of a ritual for instant use later. Runestones are destroyed as the magic is released.



Warp Mirror

While looking in the Warp Mirror you can alter your shape to any realistic human form you can imagine. Must look in the mirror to revert to your natural appearance.



Bridge Key

By tapping the Bridge Key against a surface under a bridge you can open a passage into the Troll's Bridge Network.



Wood Coins

A sack of 30 Wood Coins. By breaking a Wood Coin in half you become perfectly invisible and silent for 5 minutes.



Deep Pack

The Deep Pack is an old leather satchel that has an internal volume 20x what it's exterior would suggest. Further, an enchantment ensures that what you reach for in the bag comes to your hand.



Fortress Stone

The Fortress Stone is a 2x2x2 carved stone block that, when placed inside a building, renders that building nearly indestructible.

You know what you've become and what you've been gifted with. Now, good luck fledgling, the city's dangerous but if you can survive your potential for power is enormous. Watch your back out there.

Dark City

Experiment #13

Trial Diary

Sept. 18

On behalf of the Lord, 6 Vampire Nobles (myself included) have been asked to create a subserviant hybrid Other race that would be loyally bound to the Vampire race. Our experiments thus far have ended in failure. The hybridization processes we've tried have all resulted in the death of the subjects. We are beginning to believe that the anima of the different races is too different and will always result in rejection.

Sept. 29

We have found a new subject. He was recently turned and abandoned. We captured him while he was out seeking Others for more information on what he is. Hopefully our 13th subject will prove luckier than the previous 12.

Oct. 9

Thus far subject 13 seems to be faring better than all the others. He has survived 4 days with no ill effects. We may have found a functioning hybridization procedure.

His blood conditioning seems to be holding well. He responds to orders without question, but is still capable of using his own judgement in completing orders.

At this stage I would tentatively say that subject 13 is a success.

Oct. 14

Our findings so far suggest the hybridization has led to an entirely new race rather than a blending of races. Subject 13 doesn't seem to have the same traits as any of the component races. We believe subject 13 is a new Origin.

Oct. 22

We began replicating the hybridization procedure on three new subjects. All three subjects died, of different causes, within 24 hours. It would seem there is something unique about subject 13 that we can't replicate. We have, however, gotten a second sample of 13th's new race, as it seems his bite triggers a change in Normals.

Here is what we know about 13th's race.

A non-lethal bite to a Normal will trigger a change that occurs within 4 hours. (Faster than any Other races' change.)

When showing signs of hunger, 13 needs to consume the thyroid gland of a Normal. It would seem it needn't be fresh. He requires to feed once a week.

13's race *instantly* heals from any damage. The race seems to be immune to fire, iron, silver, and even Bane metal. The only material that leaves lasting damage is depleted uranium, which heals at a Normal rate.

The race bears identifying physical characteristics such as, a double set of non-retractable fangs, retractable claws, black iris and sclera, and subdermal ridging above the eyebrows.

13's race has senses on par with Werewolves, and seems to be able to detect the scent differences between races.

There seems to be a vulnerability to magic present, but we haven't determined the parameters yet.

Lastly, 13's race has a natural shapeshifting ability. He seems to be able to mimic any humanoid appearance, even to the point of changing genders. He only seems capable of holding a mimicked form for an hour before reverting.

Oct. 28

The second generation sample that 13 turned died during trials today. 13 was visibly upset by this. Later, 13 somehow managed to deny an order, he was upset at the time and doesn't seem to realize what he did. We may have to liquidate the experiment before we lose control of it.

Oct. 29

The Lord has denied my recommendation to liquidate the experiment. We have reinforced 13's cell.

Oct. 31

13 has escaped. Only myself, one guard, and one other Noble survived his rampage through the lab. I see little hope of reclaiming 13.

Choose a combination of any 4 powers from any races except Dragon.

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."

It's been three days since the attack. You know what attacked you, it's all right here in the book. The thing is though, is that it didn't turn you. Whoever that guy was he made a mistake. The question now is what *did* the attack do to you?



Hunter

You now know monsters are real. You know most victims probably don't survive like you did. You can't stand by and let this continue. It's time to take the fight to them.



Awakened

Due to seeing a real monster or the trauma of the attack something inside you shook loose. You've started seeing things you've always missed. You're able to do things that seem unreal.

Dark City



You've made up your mind. You are going to hunt down everything that goes bump in the night and kill it. It's not vengeance or justice, it's pest control.

Weapons, you'll need weapons. When you go out to start procuring weapons you run across an old guy running a shop. The old guy is so grizzled and scarred it looks like survived laying on a grenade. He watches you as you go about picking different weapons you think might help with different creatures. When you get to the counter, he looks at your bandages, looks at your weapons, and says, "Gonna go hunt the thing down, huh?"

Taken aback by his accurate observation you stammer something incoherent about not knowing what he means. He snorts and says, "Sure ya don't kid. Listen I know the things you're after, I used to hunt 'em too. Tell ya what, I'm too old t' hunt and you're to inexperienced to survive, so why don't I teach ya a few things before ya go commit suicide by monster, huh?"

Choose a path.



You agree to his offer. He spends the next several weeks training you in hand to hand combat, armed combat, firearms, lore, and hedge magic. While you did learn some of all these disciplines you really took to a few.



You agree and he says he's got another thing to tell you. You show all the signs of a Dampyr, a human who made it part way through the change and stopped. The Dampyr are 1 in a billion. You're not all human, but as a hunter you're gonna have an edge.



The next day when you start your training he notices a mark on your shoulder. He tells you that it's the mark of a Slayer. Once every couple of centuries an attack survivor is marked by the Powers and is given special abilities to hunt evil.

Choose 4 skills.

Yshvt Krav Maga
An altered form of Krav Maga designed to strike at the weak points of Monsters. You may not be able to kill a monster in hand to hand combat, but you might inflict enough pain to disable them temporarily.

Kenjutsu
Focusing mostly on swordsmanship kenjutsu also teaches the use of most melee weapons.

Universal Sharpshooter
You have incredible accuracy with every form of firearm. You are even able to accurately handle dual pistols.

Encyclopedic
You absorbed the lore on the monsters like a sponge. You don't just know the races, you know every breed and variety. You know all 230 breeds of Fae, all 400 Yokai, ect.

Onmyodo
An ancient variety of spirit magic from Japan. It is most useful for combating Yokai, but can also be effective in dealing with the Fae.

The Wounding Prayer
A latin exorcism that when spoken aloud and in full opens minor, but painful wounds on any monster that is in hearing range.

Centered
Through the practice of Zen meditation you have learned to lock away your fear. You will never be scared enough to make stupid mistakes under pressure.

Blank Mind
Through Mantra meditation you have learned to empty and focus your mind to hide from or throw off mind altering attacks.

Choose 4 powers.

Superior Force
Double the strength of peak human capacity. Increased structural integrity to handle the strain. Consume 1 pint of human blood to activate for 24 hours.

Superior Resilience
Double peak human capacity to resist harm. Consume 1 pint of human blood to activate for 24 hours.

Superior Speed
Double the speed and reflexes of peak human capacity. Consume 1 pint of human blood to activate for 24 hours.

Animal Instinct
Fight with the instincts of a cornered animal. Brutal and pitiless natural fighting style.

Unnatural Senses
All your senses are heightened to a supernatural level. Differentiate the scents of different monsters.

Interim Change
Drink the blood of a slain monster to gain all of their strengths and abilities for 48 hours.

Sensitivity
Become mostly invisible at night, appearing as no more than a heat mirage. Cannot be deactivated. Sunlight causes blistering within minutes and you are nearly blind in bright light.

Longevity
Quadrupled lifespan, you don't resume aging until your last 40 years.

Choose 4 powers.

Physique
All your physical abilities are at peak human potential. All physical defects are repaired.

Hexproof
Magic has no effect on you. Spells and rituals that target you fizzle out before reaching you.

Mental Fortress
Mind altering effects and mind reading cannot effect you. Your mind cannot be opened to the elder gods.

Paranormal Radar
You can sense the presence of monsters within 4 city blocks of you, as well as numbers, direction, and distance.

Natural Combatant
By having a martial maneuver demonstrated for you once, you are able to perfectly execute that move thereafter.

Weapon Instinct
Just holding and looking over any form of weaponry is enough for you to know how to use it with moderate skill.

Overdrive
For one hour you can triple all your physical abilities. After use you will need twice the food and sleep you normally do for 24 hours. Can only be used once every 24 hours.

Anima Burn
Create a halo of white fire around your fists that burns any monster touched by it. Sustained or repeated contact can kill monsters. You age at triple speed while the halo is active.

Before he lets you go off to begin your monster hunting career he tells you he has a tool he used when he was hunting and he wants you to take it. Afterward, he send you off to hunt down the monsters with a reminder that you know where he is if you need advise.

Dark City

Awakened

Choose Mage or Psychic path.

Mage

Over the three days following your attack you began to see glowing lines and pools of light woven through the city. Initially you thought you were hallucinating, until you curiously touched one of the pools. It was like lightning shot through your body and as that thought ran through your head small sparks of electricity began arcing around your hand.

The next day a man showed up at your house and told you that you were a Mage and that he could teach you to control your newfound power.

After a few weeks you have come to understand that much of magic is largely intuitive and are able to continue your studies alone. Before you go, the man warns you to be careful not to let anyone witness your magic, because the government is aware of Mages and views them as a threat to national security.

Magic

Magic is accomplished by channeling ether from the ley lines and nodes in the earth into material forces or constructs. There are 5 arts that are used to channel ether, they are...

Anima: The life spark. Anima can be used to raise undead, heal wounds, and shape flesh.

Energy: The natural forces. Electricity, gravity, kinetic, and nuclear are all a part of the art of Energy.

Matter: Matter is the control and shaping of all that is non-living and made up of atoms.

Essence: The mind and spirit. Altering memories and controlling spirits are within the art of Essence.

Field: The art of Field is the manipulation of the space-time continuum. It can be used to teleport or stop time.

While each art is powerful on it's own, real mastery comes from combining the arts to greater effect. An example would be that a master of both Anima and Essence could truly resurrect the dead.

Two things hold Mages back from god-like power.

1) While a Mage learns quickly in the beginning his studies suffer from diminishing returns as time goes on.

2) Utilizing too much ether at one time or in a day causes it to build up in your system. If the ether is not bled off through hours of meditation spontaneous burns will start to appear on the Mage. Trying to channel to powerful a spell for your level can result in death by spontaneous combustion.

You have 7 levels to spend.
Each higher level in an art requires
the purchase of all prior levels.

Anima

Level 1 Novice
Sense the presence of life energy. Analyze the state and health of a living being.

Level 2 Intermediate
Heal minor wounds. Cure non-life threatening diseases. Create moderate wounds. Mold and alter plant life.

Level 3 Adept
Heal major wounds. Cure life threatening diseases. Create grievous wounds. Flesh crafting and shapeshifting.

Level 4 Master
Shape life to your will. Resurrect the recent dead. Cure Vampires and Zombies. Reverse and prevent aging. Grant immunity to disease.

Energy

Level 1 Novice
Sense the presence of energy around you. Identify the types and intensity of those energies.

Level 2 Intermediate
Manipulate thermal and electrical energy.

Level 3 Adept
Manipulate kinetic, electromagnetic, sonic, and chemical energies.

Level 4 Master
Manipulate gravitational and nuclear energy.

Matter

Level 1 Novice
Analyze the atomic and molecular make up of matter.

Level 2 Intermediate
Alter the shape of matter. Turn a piece of a dumpster into a sword, ect.

Level 3 Adept
Alter the state of matter. Turn water to ice, solidify air, ect.

Level 4 Master
Alter the atomic makeup of matter. Turn lead into gold, ect.

Essence

Level 1 Novice
Sense ghosts. Read the surface thoughts of those nearby.

Level 2 Intermediate
Communicate with spirits. Wound ghosts. Read deep into the minds of others. Enter the Dreamlands and control others dreams.

Level 3 Adept
Astral project. Manipulate memories. Cure mental illnesses. Trap and control spirits.

Level 4 Master
Summon spirits of the long dead. Rip the soul from the living. Rewrite the personality of an individual.

Field

Level 1 Novice
Always know the exact time and your exact location. Never get lost.

Level 2 Intermediate
See the past events of a location. Read the "memories" of an object. Open windows in space for remote viewing.

Level 3 Adept
Slow, speed, or stop time. Teleport or open portals from one location to another. Create space folded objects that are bigger on the inside than their exterior.

Level 4 Master
Travel to any point between the present and the beginning of the universe. See future possibilities. Multilocate. Warp space to change the distance between points.

Psychic

For several days following the attack you were certain you were going mad. Seeing translucent people, hearing disembodied voices, things moving on their own, nothing made sense. Then, when you were about one day from checking in to a mental hospital, something clicked. Suddenly, you were able to control all of these weird phenomena. You came to the realization that you are psychic.

Choose 4 powers.

Telepathy
Read the minds of others. Manipulate memories. Compel others to do you bidding. Defend against mind altering effects.

Telekinesis
Move objects remotely with half your manual dexterity and 10x your physical strength.

Microkinesis
Move objects remotely with 10x your manual dexterity and a quarter of your physical strength. Disassemble inanimate objects at the molecular level.

Pyrokinesis
Generate and control fire.

Vivakinesis
Rapidly heal wounds and illness in yourself and others. Requires touch to function

Meterokinesis
Control meterological conditions across an area the size of a city. Direct control the finer details of the weather e.g., directed lightning, miniature tornadoes, ect.

Medium
See, communicate with, compel, and destroy spirits of the dead.

Clairvoyance
Remote viewing. Allows the use of other powers without being physically present.