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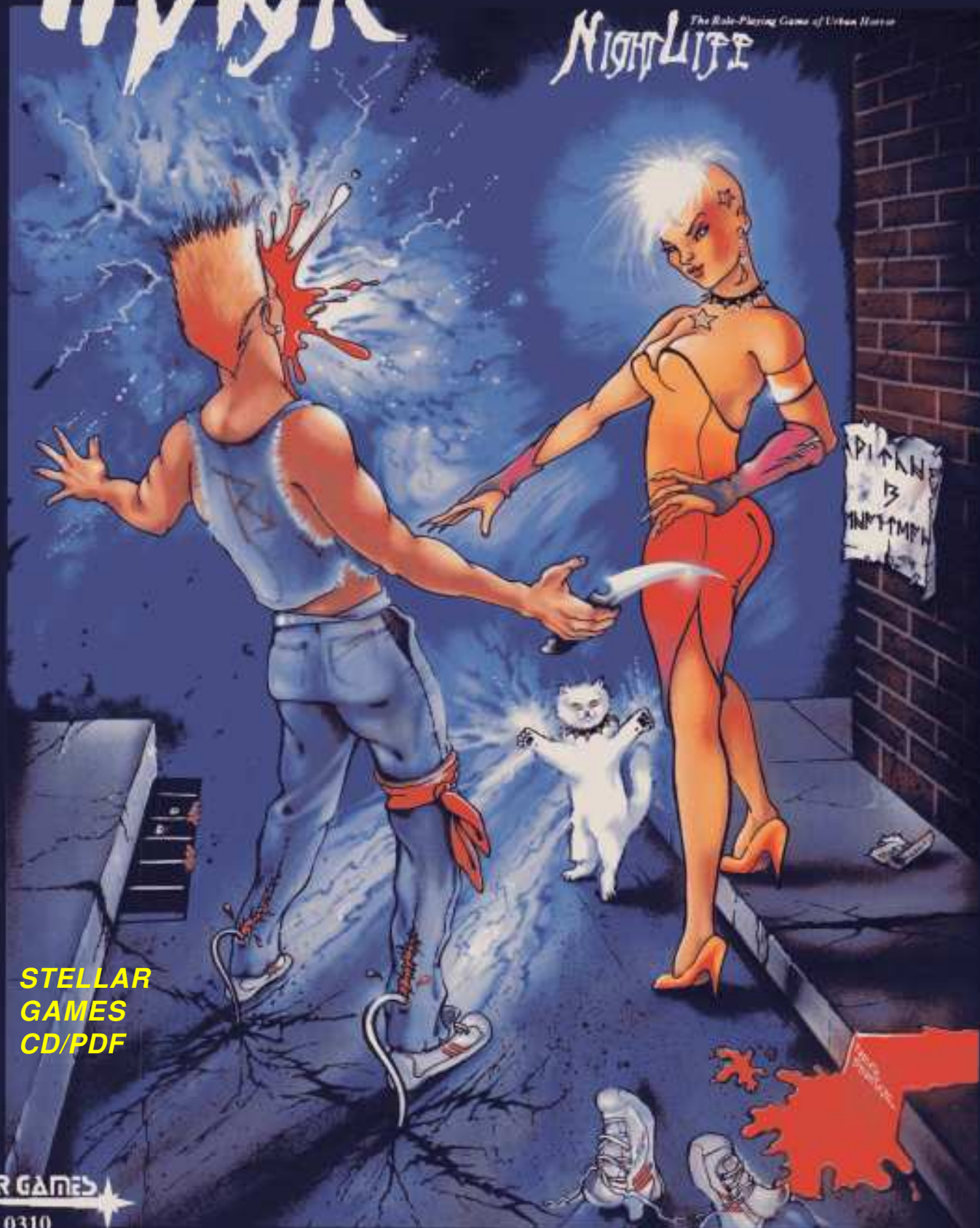
MAGIC

Sorcerers, Witches, Cults, and Organizations

A Supplement and Sourcebook for

NIGHTLIFE

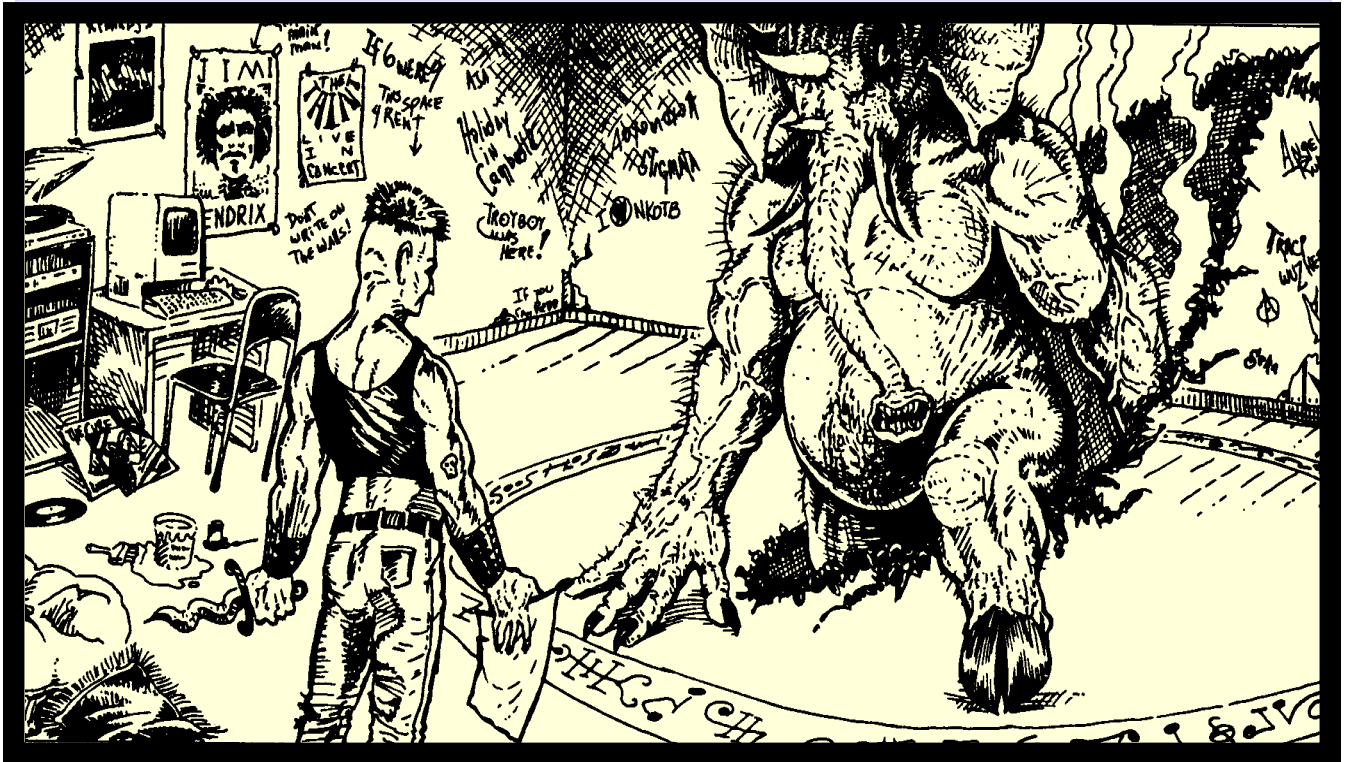
The Role-Playing Game of Urban Horror



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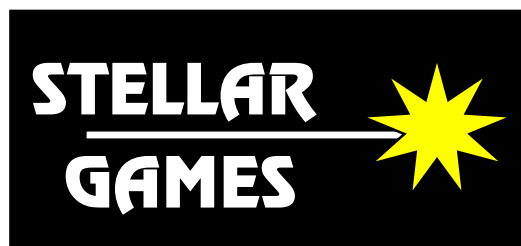


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MAGIC

Sorcerers, Witches, Cults, and Organizations

A Supplement and Sourcebook for

NIGHTLIFE
The Role-Playing Game of Urban Horror

Design

L. Lee Cerny
Bradley K. McDevitt
Walter H. Mytczynskyj

Cover Concept and Design

Freda Cerny

Cover Art

Pamela Shanteau

Interior Art

Bradley K. McDevitt
Rob Prior
Pamela Shanteau

Graphic Design

L. Lee Cerny (Art Editor)
Walter H. Mytczynskyj (Typesetter)

Playtest and Design Group

Beth Behnfeldt
Stacy Phil Behnfeldt
Joanne Grech
Phillip J. Grech
Guenter Schlecht

Special Thanks

Brian Lallatin
For The Underground

**Stellar Games c/o Lee Cerny
118 Dodge Street
Swanton OH 43558-1269**

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INTRODUCTION

Darrow had long before found out that waiting for people was the best time to work on his writing. He had arrived early at the little cafe where he was to meet Samantha before they went over to Club AfterDark. Such on-the-fly writing meant having to carry around his pocket computer, but it was a better use of his time than reading the Daily News.

He pulled the tiny word processor out of his coat and slipped on the Datalens glasses that acted as a monitor. A blinking cursor appeared in his field of vision when he hooked the two up. Concentrating, he began writing.

The current book was Blood Soup. Darrow found humor in the story about Stephen Maine, the protagonist, who finds that his blood is turning into a variety of Campbell's Soups after a Gypsy curses him. His agent had already gotten offers from several producers for movie adaptation and wanted the manuscript as soon as possible.

Darrow had been working only a few minutes when he noticed that some people had come up behind him. He clicked the Save option and turned around, expecting to see a handful of fans, eagerly clutching books to be autographed.

The three men didn't want autographs, unless they wanted the barrels of their Uzis signed.

"Ah, isn't that a bit much for a holdup? You can have all my money. Honest."

"We don't want your money, Kinsucker."

Darrow rolled to the floor a split second before the stream of bullets ripped his seat to splinters. The muzzles were already tracking downward when the world seemed to fill with electric blue light.



Samantha stood in the doorway with a blonde woman Tyler had never seen before. The woman had one hand pressed against the beer sign, and the other pointed, fingers spread, at Darrow's attackers.

Every hair on her body stood up, some bursting into flame spontaneously. Electricity, blue-white in Darrow's vision, burst from her fingertips and jumped to the steel barrels of the Uzis pointed at him.

The results were spectacular. The attackers' flesh smoldered and burst, their eyeballs melted, and their hair burned up entirely. When they fell to the floor and stopped quivering, Darrow knew they were dead.

"Ain't Sorcerers amazing? Tyler, my friend Anne-Marie." Samantha pushed them out the door as she finished the introduction. "Meet you down the street. I gotta clean and floss here."

"Pleased to meet you." Darrow heard his voice faintly say. "Just what did you just do?"

Anne replied in a soft voice. "We'd better shag it. The Hacks are gonna be showing up any minute. I'll explain what I did later."

When Samantha rejoined them a few blocks from the cafe, Darrow could hear an approaching siren. Before he could say anything, Samantha picked up the conversation where she had left off. "By the way, did they say anything?"

Tyler nodded. "Yeah. They called me a Kinsucker. I guess some other people know about us, I mean, you, I mean, oh, you know."

"Yeah. Looks like maybe AIOSS. Time for you to go to college again, learn about some of our enemies...and our friends like Anne-Marie here."

"Good idea. Er...just how did you clean and floss that mess?"

Samantha smiled as the blare of a fire truck's horn sounded. "Electrical fire. Three fatalities. Won't even make the seventeenth page of the Times."

USING THIS BOOK

Note: The sections on Factions, Gangs, and Organizations contains some information found in *NIGHTLIFE*. This information has been included for ease of reference. In all cases, the information in this book supersedes or replaces the information in *NIGHTLIFE*. Please note the changes to the SP and Basic Abilities of the Elder Kin.

Please note that many of the characters described in this book have no scores listed for their Edges and Skills. Unless specified otherwise, all Edges and Skills for characters have a score of 60.

This book's primary focus is the workings of magic in *NIGHTLIFE*, along with the practitioners of magic, Sorcerers and Witches. It also expands on the various factions and gangs, and introduces several more, such as the Laughter Factory and the Knights Of Living Dead. More on enemies of The Kin is also provided, including information on Target Alpha, the Van Helsing Society, and the inhuman threat of the Virus.

THE SUBCULTURE OF MAGIC

Intertwined with the society of The Kin is the subculture of magic. There are several major groups within the subculture, interdependent with each other and The Kin.

SORCERERS

Sorcerers are humans who have gained Kin status by adopting the practice of Sorcery. Like all Kin, they are immortal and resistant to disease. The only Edge that a Sorcerer may use, however, is Drain. Some theorize that Sorcerers are a sort of evolutionary bridge between The Herd and The Kin. Their magical power earns them respect, and they are accepted in Kin society.

Sorcery is fuelled by the SP of the Sorcerer. All of the Spells usable by Sorcerers require them to expend SP. Survival Points lost due to Spellcasting may be regained by normal healing, by Draining human life force, or by being healed magically.

Most Sorcerers are self-taught, accidentally discovering their latent powers, then pursuing them to their logical end. There are also reports of rogue Witches who became Sorcerers. Most of these are hunted down and executed by members of their former coven, to protect the coven's secrets.

WITCHES

Witches are true humans who band together in covens to perform magic. The coven performs group Rituals to draw power from nature. The power may then be used by the group as a whole, or through individual members.

A coven usually consists of 26 witches, thirteen couples. Thirteen covens in the same general area form a Clave. Witches are completely loyal to their coven, and to a lesser extent, to their Clave.

Each coven is led by one couple, the *Flamen* (male) and the *Flamenca* (female). In most covens, the *Flamenca* is the more powerful of the two, and has more prerogatives within the coven. The other twelve couples of a coven are theoretically equal in standing, though most covens do have a pecking order.

Each Clave is led by a Flamen from one of the covens, newly elected at each Spring Solstice.

Witch covens are the only practitioners of Herbal (or Root) Magic and Talismanic Magic. These Arts require Rituals known only to Witches, who would rather die than pass such information to anyone but a member of their own coven.

Witches maintain an oral tradition of their history and Rituals, and rarely keep any written records.

Though most covens know the Rituals necessary to create magic items, there is a tendency to specialize. For example, one coven may routinely create and sell certain types of talismans, while another may deal in enchanted weapons.

Being truly human, Witches will grow old and die, unless the coven performs Rituals to keep its members young. Some covens do this routinely, while others

believe that such immortality is against the order of nature.

Most of the Spells cast by covens are identical to those cast by Sorcerers, and require the expenditure of SP. This loss is spread evenly among the members of the coven, and may be regained via normal or magical healing. Witches cannot Drain human or animal life force directly, but can perform Rituals to gather life energy from nature.



CROWLEYS

In Kin Slang, a Crowley is any human who is aware of the existence of The Kin. Some Crowleys are, however, more than simply aware of The Kin and the occult. They are humans who have dedicated their lives to the study of the supernatural. Oddly enough, such people rarely practice magic, but only study it. They are the only source of reliable written occult knowledge. As such, Crowleys are the main researchers of Spells and Magic Rituals. They will share this knowledge with others, for a price.

In order to research and design Spells, a person must accumulate a library of grimoires and occult texts, and study these texts thoroughly. This study develops a special Skill, Library Research (specify). This Skill is the ability to use a specific magical research library. A Crowley must have a minimum score of 70 in Library Research. Attaining this score takes at least 20 years of study.

The Occult Knowledge, Occult Etiquette, and Kin Lore Skills must be possessed at a score of 70 or more. In addition, the researcher must be fluent (possess a score of 80) in several languages, including Latin, Ancient Greek, Hebrew, Celtic, and Old English. Modern Skills are essential as well. Biology, Chemistry, Physics, and Medicine must be possessed at a score of 60 or more.

The Subculture Of Magic

No one but the owner of an occult library can use it for research without spending many years in familiarizing themselves with the texts. Since grimoires and occult texts tend to be handwritten products from ancient times, such a library is expensive. A single grimoire will cost at least \$250,000, and may cost several million dollars. In order to research a single Spell, a Crowley may have to reference hundreds of volumes.

A Crowley needs to consult many texts to find the information necessary to create a new Spell. Since all grimoires leave out various bits of information, a thorough knowledge of the entire library is necessary, hence the long familiarization process.

In addition to grimoires, the library must contain a plethora of texts on every imaginable subject, both modern and ancient. For example, to research an Exploding Orbs Spell, the researcher would need to know the structure and processes of the human eye better than an eye doctor.

In addition to a library, a Crowley must have access to a well-equipped chemistry and biology laboratory. Such a laboratory is essential to test magical forces to insure the proper results are achieved. Such a laboratory will cost at least 5 million dollars to equip, and will require up to a million dollars a year upkeep (mainly for the construction of specialized equipment).

Crowleys tend to be solitary and reclusive. Their passion for occult knowledge usually allows them little time for a family or relationships. Sometimes, two Crowleys will form a liaison while working together, but such relationships generally end when the joint project is finished. When Crowleys do marry, it is almost always to other Crowleys, and few such couples ever have children.

Crowleys are usually very rich, and tend to live in mansions or luxury apartments. Most have servants, and their homes are heavily warded by clients who pay their bills by performing this service.

Crowleys are vital to Witches and Sorcerers because they are the only reliable source of new Spells and Magic Rituals. The bookish and sedentary lifestyle of a Crowley does not appeal to most practitioners of magic, who like to use their powers, not study magic like a monk in an abbey. Though most Crowleys can fling Spells with the best of them, few actually do so unless provoked.

Because of their crucial importance to Witches and Sorcerers, Crowleys enjoy a unique status. They are considered untouchable, and are allowed to frequent places normally reserved for Kin. Any organized or widespread harassment of Crowleys would cause most Witches and Sorcerers to band together in their defense.

ROOTS OF MAGIC

The first, and some say most primitive, magic was made by ancient humans to help control the natural forces

around them. As a byproduct of these magical manipulations, people soon learned to bring these natural forces to bear for other purposes. This type of magic, based on the powers of nature and referred to as White Magic, requires complex Rituals and great concentration to invoke.

All of the old Rituals that had the power to alter whole climates have long been forgotten. Though research goes on all the time, it is supposed that the old and powerful magic was practiced by tribes acting in concert towards the same end. This is most closely approximated today by the community of witches. For some unknown reason, the witches of today do not have near the power their ancestors are reputed to have had. This weakening may be due to the distancing and loss of harmony of humans with Nature, and the destruction and alteration of Nature on every front.

When the first Daemons travelled to this dimension through a naturally occurring gate, there was made available a new source of great magical power, drawn directly from the Twisted Dimensions. All of the Daemons that are now considered part of The Kin can trace their origin to this first natural gate.

Passage through this gate changed the Daemons in some way so that they could not go back. In the years since, the Daemon has evolved as an efficient predator on mankind.

Sorcerers quickly learned to tap this immense power to open gates of their own. Tapping into a creature in this other dimension and robbing it of energy for their own uses is commonplace among Sorcerers of today. Even capturing creatures from this alternate world for brief periods to do their bidding occurs with regularity. (Note that there is no longer any relation between these summoned Demon creatures and the Daemons that stalk humans in this dimension).

This became known as Black Magic, not because it is used for evil, but because it manipulated the will of another. This loss of free will is particularly repugnant to Kin and humans alike. Eventually, all magic that drew power from the Twisted Dimensions became known as Black Magic.

Street Magic was unknown until the turn of the century. It is by far the newest, and some say most powerful, type of magic available.

Street Magic came about as a direct result of the charlatans who pretended to have great magical powers. The Sorcerers and Crowleys of that time were alarmed at the claims and apparent great power of these fakers, so much so that they invented a whole new type of magic to reproduce these reported feats.

Street Magic requires no prolonged Ritual to produce its effects. Instead of a Ritual, the person that uses this magic must pay a higher physical cost, though the effects may be worth it, and quite dramatic.

CHARACTER GENERATION

This section is a supplement to the Character Generation Section of *NIGHTLIFE*. It contains information on rolling up Magic Ability, Sorcerers, and human characters. It also contains information on the stages of existence for The Kin, and the limits placed on Elder Kin.

MAGIC ABILITY (MA)

Magic Ability is the natural talent for magic. Of all Kin, Sorcerers are the only race that possesses this Basic Ability. All humans also possess Magic Ability to some extent, especially Witches. Most humans do not even realize they possess MA.

Magic Ability is used to determine the Range, Duration, and effects of many Spells. It is also used as the percentage chance of a human casting a Spell if they are not part of a Witch coven. Magic Ability also determines how many Black or White Magic Spells may be carried by a Sorcerer (See Using Magic).

SORCERERS

Ability Modifiers: +10 WILL, +3 MA

Racial Edges: None. A Sorcerer may only have Drain as an Edge.

Beginning Edges: Drain (life force)

Flaws:

- Substance Vulnerability: Meteorites or other Extraterrestrial objects: double damage, ignore the effects of any Deflection Spells. Also does 1 FIT point of damage per BT that it is in physical contact with a Sorcerer or Witch.
- Special: Meteorites or other extraterrestrial objects doubles the SP Cost of all Spells cast within 10 feet of them. This doubling is calculated before the effects of Humanity are applied (See Below).
- Special: Consumption of salt causes the Magic Ability to drop to one-half normal score for twenty-four hours. The natural level of salt in most unprocessed foods is not enough to produce this effect. The advent of low sodium convenience foods was a godsend to Sorcerers.

Special:

- Sorcerers may be photographed normally.
- Resistant to most diseases. The flow of magic has altered the physiology of most Sorcerers to the point that most human diseases can no longer trouble them. Sorcerers may, however, contract Nerve Rot (aka The Pox).
- Longevity. The flow of magic has also rendered most Sorcerers virtually immortal and ageless. They may die normally a number of times equal to their FIT Score, but may only be killed permanently by decapitating and burning the body.
- Many Sorcerers have a Familiar, which will be explained in detail in the section on Familiars.

STARTING SPELLS

Sorcerers do not normally know any Spells or Rituals to start out with. As they mature, they acquire Spells from Crowleys or other Sorcerers. New Spells are always difficult and expensive to obtain. Typically a Sorcerer will acquire approximately 1 Spell a year for the first 10 years of their career, after that the rate drops to about 1 Spell every 10 years. There are, of course, many exceptions to this rate: some Sorcerers are in a better position than others to acquire new Spells. It is another case of, "It's not what you know, it's who you know."

HUMANITY

Sorcerers easily pass for human. They go through no physiological changes as their Humanity rises and falls, and can only be detected by Aura Sight or other supernatural divination.

A Sorcerer's Humanity has an effect on their ability to cast White or Black Magic Spells. White Magic is a human art, and the Sorcerer subtracts 1 SP from the Cost of a White Magic Spell for every 10 points that their Humanity is above 50. Conversely, they add 1 SP to the Cost of a White Magic Spell for every 10 points their Humanity is below 50.

Black Magic, originating from the Twisted Dees, is inhuman. A Sorcerer subtracts or adds 1 SP from or to the Cost of a Black Magic Spell for every 10 points their Humanity is above or below 50, respectively.

Humanity has no effect on the casting of Street Magic Spells.

There is no Humanity loss inherent in the practice of magic. Some of the end results of the use of magic, however, may cause Humanity to drop. For example, killing someone by the use of magic would entail the same amount of Humanity loss as using a knife to kill someone.

DESCRIPTION

Sorcerers are humans who have mastered magic to such an extent that they can reliably perform Spells by themselves, without the aid of others. In this regard, they differ from Witches, who must be members of a coven to practice magic (more on Witches later). As a price for their great magical power, Sorcerers become somewhat inhuman, gaining immortality and the ability to Drain.

Sorcerers may master a wide range of Spells, which allows them to hold their own among other Kin. These Spells may be White Magic, Black Magic, or Street Magic. Details on how Spells are acquired and learned are found later in this book.

FEEDING

Sorcerers may eat whatever they wish, but salt has an adverse effect on their Magic Ability. MA is halved while there is excessive salt in a Sorcerer's system. Most natural foods do not contain enough salt to cause this

Character Generation

effect. It usually takes twenty-four hours for a dose of salt to clear out of a Sorcerer's body.

Sorcerers do not need to Drain to survive, but many use this single Edge to replenish SP lost due to injuries or use of magic. A Sorcerer Drains by touch, and prefers the neck area, though any part of the body will do.

DEATH

When a Sorcerer dies, his body appears as that of a normal dead human. The Sorcerer will regain consciousness, and life, the following night, awakening with 1 SP. Additional SP may be gained by rest, Drain, or magical healing. Sorcerers often find themselves waking up next to their Were friends, in the morgue cooler. Sorcerers die the true death if their body is burned to ashes.

HUMANS

BASIC ABILITIES

Most humans have Basic Abilities Scores that range from 2-20, which are generated by rolling 2d10. In this case, the average score is equal to 11, which is considered human norm. This represents the vast majority of human beings who live a normal existence, with very few demands on their bodies or their minds.

Some humans, however, are exceptional, and may have some or all of their Basic Abilities range up to as high as 40.

For example, consider the case of a research scientist. While their physical Abilities may be at human norm, their INT would have to be greater. When generating such a person, it would not be uncommon to roll 3d10 or even 4d10 for the INT Score.

Another example would be a professional athlete. STR, DEX, and FIT would be higher for such a person. They would also require a higher than average WILL Score.

For an actor or actress, ATT and INT would have to be higher, as they make a living on their looks and ability to memorize lines.

In all these cases, some Basic Ability was developed to its fullest potential. All humans have the ability to do this, but few take the trouble. It is possible for any normal human, whose Basic Abilities are generated with 2d10, to add an additional 2d10 to all their Basic Ability Scores. This would take a great deal of effort and training, but it is possible.

GENERATING HUMAN BASIC ABILITIES

Humans have the same Basic Abilities as Kin, though the scores of those Abilities are usually much lower. Humans also have Magic Ability, which most Kin do not possess (Kin have Edges instead).

When generating a human character for *NIGHTLIFE*, it is assumed that the person is exceptional, at least in some fashion. Exactly how exceptional a human character is

depends on the Player's concept of their character, and the preferences of the CP.

The simplest method to follow is to roll 4d10 for each Basic Ability, and have your character at their peak. While not utterly realistic, it does mean less record keeping. If a Player wishes to have a character be exceptional in some areas, but normal in others, the CP may allow them to do so.

BASIC ABILITIES FOR TARGET ALPHA OPERATIVES

Only individuals passing a battery of mental and physical tests are considered for training by Target Alpha. Because of this rigorous testing, only exceptional people are recruited. Average or weak individuals never make it to training. 4d10 are rolled for each Basic Ability when generating a Target Alpha Operative. The Agency would accept nothing less. Any 4d10 roll of less than 11 is considered to be 11.

HUMANITY

Perversely, the Humanity Score is less important for humans than it is for Kin. It serves as a thermometer of their conscience and social responsibility. As with Kin, Player Character humans start the game with a Max Humanity of 100, and a Humanity of 50.

EDGES AND FLAWS

Humans do not possess Edges or Flaws.

SKILLS

Humans receive 20 1d10 rolls to place into Skills. Skills are generated as outlined for Kin in *NIGHTLIFE*.

PERSONAL PROFILE

The Personal Profile of a human is generated as per *NIGHTLIFE*, with the exception of age and Faction. The normal human lifespan is approximately 70 years. The CP may allow Players to choose an age within this limit, or have the Player roll 3d10+15 for character age. Humans are, of course, barred from choosing Kin Factions, though some rare individuals are affiliated with some pro-human ones.

POSSESSIONS

Human characters begin with 1d10(1000)+3000 dollars in assets.

ADVANCEMENT, REWARDS, AND PENALTIES

SKILL ROLLS

At the end of each adventure, human characters get a minimum of 5d10 Skill Rolls. These rolls can be used to buy new Skills, or to increase old ones as per the section on generating Skills, above.

Kin characters get a bonus 1d10 roll to place in Skills for every 5 points of Humanity gained during the

adventure. Human characters rarely get bonus Skill Rolls for increasing Humanity, but the CP may award bonus Skill Rolls for exceptional play.

HUMANITY LOSS OR GAIN

As for Kin, a Player of a human must keep track of their character's Humanity and Max Humanity. If a character achieves a Humanity Score higher than their Max Humanity, then 10 points are subtracted from Humanity, and 1 point is added to Max Humanity until Humanity is less than Max Humanity. If Humanity drops below zero, then 10 points are added to Humanity, and 1 point is subtracted from Max Humanity until Humanity is equal to or greater than zero.

Humanity and Max Humanity may not be higher than 100. If Max Humanity drops to zero, the character becomes an NPC.

LUCK INCREASE

A Player adds 1d10 to their character's LUCK Score at the end of each adventure. Survival Points are recalculated to reflect the higher LUCK Score. LUCK may increase to the level necessary to keep SP at 10 times FIT. After this point is reached, no further LUCK is gained.

SKILLS

What follows are some new Skills available to *NIGHTLIFE* characters. Some are only usable by Witches.

COMBAT SKILLS

Wing Chi (DEX): A form of martial arts that relies on striking nerve endings. It does no damage, but will immobilize the targeted body part of the victim for a number of BT equal to the Skill Score minus the FIT Score of the target. It cannot be used on creatures without a nervous system. Wing Chi is ineffective against opponents wearing armor, possessing the Armor Edge, or using a Deflection Spell.

OCCULT SKILLS

Library Research (specify) (INT): The ability to use a specific magical research library. Requires at least twenty years to attain a score of 70 for the specified library.

Talismanic Magic (DEX): The ability to create an enchantment on an item. Known only by Witches.

Herbal Magic (INT): The necessary Skill to make soothing teas, poultices and perform first aid using natural materials. Known only by Witches.

Occult Knowledge (INT): Scholarly learning on the subject of the Occult.

GENERAL SKILLS

Cryptology (INT): Knowledge of current and archaic encoding and decoding systems.

Demolitions (INT): Knowledge of the working of high explosives, and how to safely place them for maximum destructive effect.

Fear Resistance (WILL): When a character has this Skill, they are more resistant to the effects of fear. When the character makes a roll on the Fear Reaction Table, use their Fear Resistance score instead of their WILL.

Memory Training (INT): Characters with this Skill are trained to remember better than most. When a character is trying to recall something, use this Skill rather than a base INT roll.

Research (INT): Knowledge of the techniques needed to gather information in a short period of time.

STAGES OF EXISTENCE FOR KIN

The Kin go through various stages of existence. During some stages, they gain power more rapidly than during other stages. Much of the following information applies to Kin who were formerly human, but all Kin pass through the general stages listed below.

CREATION AND INFANCY

For most Kin, creation comes after their death as a human. This is traumatic, to say the least, and many people go insane from the experience. Most of these insane Kin die very early in their existence, being killed by their parent Kin, committing suicide, or dying from carelessness. The insane Kin who do not die quickly usually join The Laughter Factory.

Those Kin that survive the initial process of creation gain all the Ability Modifiers for their race. They also have all of their Basic Abilities raised to exceptional level. How long this takes varies with each individual Kin. It may take only a year, or up to 100 years, depending on how well the person adapts to their new lifestyle. All Player Character Kin have finished this process of adaptation before they begin play.

For example, consider the case of L.L. Billy (Ladies Love Billy), a young gang member, who is infected with Vampirism. He dies, is buried, and rises three nights later as a newborn Vampyre. Billy, being somewhat inured to gruesome events, manages to retain his sanity. As a human, he had no exceptional Basic Abilities, and had an average of 10 for each Basic Ability Score. The Racial Modifiers for Vampyres are added to his Basic Abilities immediately. Over the course of the following years he will also gain 2d10 on all his Basic Abilities, until he is at his maximum potential.

If a human had exceptional Basic Abilities before being made into a Kin, then those Basic Ability Scores do not increase as much as do those of a normal human. For example, a person with an INT that was generated on 3d10

Character Generation

will only gain 1d10 of additional INT. If a person's STR was generated on 4d10 while they were human, then no gain other than the Racial Ability Modifier occurs.

In all cases, the Basic Abilities of a human that becomes a Kin rises to a level of 4d10 plus any Racial Ability Modifiers. Once this process is complete, the Kin is no longer considered a baby.

Upon becoming a Kin, a person loses the use of any Magic Ability Score they had as a human. The infection that increases the other Basic Abilities seems to suppress Magic Ability.

During the time immediately following creation, the LUCK Score only increases to a 4d10 level. If the human was exceptional (perhaps a Target Alpha operative), and had already gained LUCK beyond the initial dice rolled, those additional points are not lost, and LUCK increases to a 4d10 plus the additional points gained before becoming Kin.

Kin who were not formerly human still go through a period of infancy, while they learn to deal with existence. As with Kin who were formerly human, this takes from 1 to 100 years.

It is also during this infancy stage that the Edges first appear. The Beginning Edges are gained immediately upon creation, and other Racial Edges may be learned. The latent Edges are not easy to gain at this stage, as most of the body's development is tied up in increasing Basic Abilities. This is why a Kin may only spend up to 100 Max Humanity points on Edges before beginning play.

YOUTH

When the period of babyhood is over, the Kin reaches a stage of rapid development. Player Characters are assumed to be in this stage at the start of a campaign.

Edges develop quickly, as the Kin no longer needs to increase Basic Abilities to a higher level.

During their youth, Kin gain LUCK points swiftly, and their SP rises to reflect this gain. At this stage of existence, a Kin is still fresh and eager enough to learn quickly, and the acquisition of Skills proceeds rapidly.

Youth continues until the Kin's SP reach a score that is 10 times their FIT Score. At this point, the Kin is mature.

MATURITY

Upon reaching maturity, a Kin gains greater choice in developing their powers. Any increases in LUCK do not increase SP, but may be used to increase Basic Abilities.

To increase a Basic Ability by one point, a Kin must expend a number of LUCK points equal to the score of the Basic Ability to be increased. The LUCK points expended must be surplus, that is, over and above the amount of LUCK needed to keep SP at 10 times FIT. In the case of Werewolves or other Weres, the LUCK expended must equal the score of the Basic Ability when that Basic Ability is highest, and it increases the Basic Ability in all forms.

All other Basic Abilities must be increased to their maximum level of 40+Racial Modifier

before FIT may be increased. When and if FIT is increased, then the Kin must wait until SP rise to a level of 10 times FIT before increasing it again. A Basic Ability may not be increased over a level of 40+Racial Modifier.

For example, Rover, a Werewolf, has reached his maturity. He has a FIT of 32 and a LUCK of 350. His SP are equal to 320 (10 times his FIT of 32), so he has 62 surplus LUCK points. He wishes to increase his STR. His STR in Lupine Form is 55, so he expends 55 of the surplus LUCK points. His STR is now 56 in Lupine Form, 46 in Lycanthropic Form, and 31 in human form. His LUCK Score is now 295. He has 7 surplus LUCK points. He must wait until his surplus LUCK reaches 56 before he may increase STR again. He may, of course, choose to increase a different Basic Ability next, in which case, he would probably not have to generate as much surplus SP.

When a Basic Ability increases, all Skill and Edge Scores based on that Ability also increase by a like amount.

ELDER



A Kin is automatically considered to be an Elder when all their Basic Abilities have reached 40+Racial Modifier level, and their SP is equal to 10 times FIT. This appears to be the final stage of existence for a Kin.

Luck still accumulates. Surplus LUCK points may be used to regain lost Basic Ability points that are not

restorable by other means, and to heal the subtle traumas of dying and resurrecting.

Every Player must keep track of the number of times that their character has died. When a character has died a number of times equal to their FIT, they die the true death. Elder Kin can overcome this by healing the effects of dying, one death at a time.

If all Basic Abilities are maximized, surplus LUCK points may be expended to cure the effects of one death. The character must expend a number of surplus LUCK points equal to their FIT. When this is done, they may decrease the recorded number of deaths by one. This may not be used to lower the recorded number of deaths below zero. Note: This is not an alteration of reality. The character still died a number of times equal to the original number of recorded deaths. The damage of these deaths, however, can be repaired.

If an Elder Kin has fully maximized Basic Abilities, SP equal to 10 times FIT, and a recorded number of deaths equal to zero, then surplus LUCK points may not be gained, and LUCK remains at a level sufficient to keep SP at 10 times FIT. If such a Kin dies, or loses Basic Ability points, then LUCK will again accumulate until it has reached a surplus level sufficient to restore the Kin to maximized level.

The above situation is a rare case. Most Kin die the true death in their youth, and few survive maturity. Elder Kin are rare, and Elder Kin in a totally maximized condition are virtually unknown.

MORE ON HUMANITY

The Humanity Score is the crux of a Kin's existence. It measures the control they have over the drives of their bestial nature. When the Humanity Score is high, a person can exert a greater degree of control over their base urges. When it is low, they tend to give in.

In this way, the Humanity Score is like a thermometer. It measures how human a Kin is at any given time.

Kin have a basic dichotomy in their nature. They are predators, preying on humanity. But they are also rational beings, and need the conceptual framework of humanity to avoid becoming simple beasts. Driven between these two extremes, Kin are forced to reach an equilibrium.

The Humanity Score should be used as a measure of a Kin's Humanity. Characters should not try to buy Humanity with human actions, and spend it by performing inhuman actions. Rather, the Humanity Score should measure the dichotomy of the Kin psyche. A Kin is a thinking, rational being. As such, they seek contact with other beings. The other side of a Kin's nature is that of an inhuman beast, feeding on humanity. The balance between these two determines the Humanity Score.

For example, let's consider the case of Maybelle Lean, a Daemon. Maybelle is young by Kin standards, being less than 100 years old. She works as a cashier at a deli.

During the course of a day, Maybelle interacts with many people. She holds conversations, makes jokes, and laughs with her co-workers. She also takes some abuse from angry customers (this is New York, after all). After her shift is over, she goes to a nearby bar with a friend, and has a drink and some dinner. Afterwards, she goes home, and prepares for tonight.

Maybelle has had a pretty normal day, interacting with humans. She maintains an efficiency apartment, and has a pretty normal lifestyle (during the day, at least). The CP allows her +5 Humanity points a day for this.

When night falls, Maybelle knows that she must feed. She uses the Alter Form Edge to change her appearance, and hunts rats and stray cats in the alleys, Draining their life force so that she can survive. She avoids humans during this time, knowing that she might slip and feed on a derelict or prostitute. After an hour or so, she has finished her feeding, and returns to her apartment, back in her normal guise. In feeding, she has used the Alter Form Edge twice, and fed on animals, for a total Humanity loss of 3 points. She changes clothes, primps in front of her mirror, and goes out to the Clubs for the night, maybe with a human friend, maybe alone.

This is a normal day for Maybelle. She lives a completely normal human life, except for feeding, which she does as necessary. She usually manages to only feed on animals. Because of this, her daily gain in Humanity is 2 points. If Maybelle manages to avoid using Edges, she will slowly gain more and more Humanity, and eventually, Max Humanity. Maybelle doesn't bother anyone, is Neutral, and avoids conflicts with other Kin. Even so, she occasionally has to use her Edges to protect herself. Also, the hunger for human life force builds, and she will sometimes feed on a human, just to keep this in check. Maybelle averages about 70 Max Humanity, and builds her Edges slowly.

The point of the example above is that Maybelle does not indulge in a human lifestyle so that she can spend the Humanity on Edges. She likes acting human, and keeps her inhuman activities limited to bare necessity.

A Kin who is more anti-human would have a harder time keeping their Humanity Score up, but would still have to learn how to keep the balance, or fall into the trap of bestial behavior.

Another important factor that must be considered is that Kin who act bestial or inhuman all the time tend to attract the attention of the authorities. This leads to often embarrassing and sometimes fatal encounters with the local constabulary. What's worse, it can attract the attention of other Kin intent on protecting the secrets of their existence.

MAGIC

Magic works in the world of *NIGHTLIFE*, but the energies and talents needed to wield it are not available to most people. A person must possess sufficient Magic Ability, and must learn to control the energy. Few humans can do this, though many in the past have deluded themselves into believing they can. Kin who are not Sorcerers cannot practice magic. It is possible that the magical energy already in most Kin's bodies impedes the flow of further power.

All magic in *NIGHTLIFE* is very powerful, but the most prevalent form, Street Magic, is flashy and obvious. Yet, it is still the more commonly used because it grants immediate effects. The other traditions, Black and White Magic, are far slower, and Talismanic and Herbal Magic are only usable by Witches.

SOURCES OF MAGICAL POWER

All magic needs a power source. There are three known of at present: nature, the self, and the Twisted Dimensions.

White Magic, sometimes called Nature Magic, tends to be more positive, dealing with healing, knowledge, and certain defensive and offensive capacities. Characters with a high Humanity find it less arduous to cast Nature Spells. White Magic is a time consuming process. The Rituals required to gather and store White Magic take at least an hour or more to perform.

Herbal (or Root) Magic and Talismanic Magic are closely related to White Magic. The power for this type of magic comes from nature, by way of the coven. Root Magic consists of using the natural properties of herbs, minerals, and Animal Concretions to help and ward the user. Talismanic Magic is the knowledge and ability to create permanent symbols of power that imbue an object with magical force.

Street Magic draws solely upon the Caster as its source of power. Spells that affect only the Flinger often have the self as a power source. Humanity Score has no effect on the flinging of this class of Spells.

The Twisted Dimensions are not only the home of Demons, they are the source of Spells that warp reality, and of Spells with effects that happen strictly outside the natural order. Characters with a low Humanity find it easier to cast Spells with this as a power source.

Like White Magic, Black Magic is time consuming, requiring Rituals of an hour or more before a specific Spell may be cast.

ACQUIRING NEW SPELLS

There are several ways for a character to acquire new Spells. The first is to have a Sorcerer teach them. This is rarely done, as Sorcerers are jealous of their Spells, and will only teach apprentices or close friends. If they will teach someone they do not know well, it will be for an exorbitant fee.

The second method is for a Sorcerer to research a Spell themselves. All that is needed is several million dollars for a research library and laboratory, 20 years of

study, and high scores in Occult Knowledge, Occult Etiquette, Kin Lore, several ancient languages, and a number of scientific disciplines. Few characters take this route.

The third, and most common method, is to have a Crowley research the Spell. This usually takes less than a month. The cost of such research is high, though. **Crowleys will charge the Spell's Base Price, plus \$100 for every point of Occult Knowledge Score that the researcher possesses.**

The prices of Spells are high, because Crowleys always customize a Spell to the person using it. Such customization makes it easier for a Flinger to learn a Spell. Trying to learn a Spell made for someone else is always more difficult (+50 modifier).

LEARNING NEW SPELLS

Hag Z was mad. What was worse, she was mad at herself. If she'd spent more of the last two weeks studying this Deflection Spell, that mugger wouldn't have been able to hurt her last night. She fingered the still livid bruise and gritted her teeth. Price of laziness. Next time, she'd be ready.

Once a Sorcerer has acquired a new Spell, they must learn to use it. A Sorcerer must make a successful Magic Ability Roll to learn a Spell. One MA Roll to learn a Spell may be made each day. Days of studying need not be consecutive (the Sorcerer may take a day off without incurring any penalty, other than losing time). The MA Roll is modified by several factors, listed below. These modifiers are cumulative. Regardless of modifiers, a roll of 01 means the attempt to learn the Spell is successful, and a roll of 96-00 means the attempt to learn the Spell is a failure.

- A +10 modifier is added for every point of SP Cost of the Spell. In the case of variable cost Spells, the maximum possible expenditure is used to determine the modifier.
- A -1 modifier is applied for every point the researching Crowley's Occult Knowledge Skill Score is above 100. If the Crowley's Occult Knowledge Skill is below 100, no modifier is applied.
- A +50 modifier is applied if the Flinger is attempting to learn a Spell that was not researched specifically for them by a Crowley (i.e., a Spell from another Sorcerer).
- A -1 modifier is applied for every day the Sorcerer spends studying the Spell. The days of study need not be consecutive (i.e., the Flinger can take a few days off), but if a period of longer than one month passes without study, the process must be started afresh.

Once a Spell is learned, the Caster does not need to refer to the written materials used during learning. The associated Ritual (if any) and the methods of drawing forth the power are memorized.

Example: Hag Z is trying to learn a Deflection Spell which she purchased from a Crowley two weeks ago. Deflection has an SP Cost of 5, meaning that a +50 modifier is applied. The Crowley who researched the Spell had an Occult Knowledge Skill Score equal to 113, for a -13 modifier. Since the Crowley researched the Spell specifically for her, she avoids the modifier for trying to learn another person's Spell. Hag Z has studied the Spell for 8 of the last 14 days, giving her another -8 modifier. Adding them together (+50-13-8) produces a cumulative modifier of +29. Hag Z's Player rolls a d00, gets a 17, and adds the modifier for a result of 46. Hag Z has an MA of 33, so more study is needed. The good news is that the next day's roll will be modified by only +28 (-1 for an additional day of study). If she keeps at it, she will learn the Spell eventually because, in time, the modifier will become negative. With luck, she will learn the Spell before that occurs.

There is a Max Humanity loss related to acquiring new Spells. This is due partly to having less in common with the rest of humanity as more Spells are garnered. This may seem odd, as magic is a human art, but by the same token, so is murder. The cost is also partly due to the fact that the Sorcerer is ultimately responsible for all of their Spells' consequences. Even such a benign Spell as Boombbox has changed the order of things, possibly with far reaching consequences. **The amount of Max Humanity loss is listed in the specific Spell description along with Base Price.**

These are things that every Sorcerer is aware of at all times. This responsibility is far reaching, and though no one comes by to point an accusing finger at those who wield the magical energies, everyone feels the weight of the consequences of their actions.

CASTING A SPELL

In order to successfully cast a Spell, the Flinger must have previously learned the Spell. If the Spell is Black or White Magic, the energy must be gathered and stored by the appropriate Magic Ritual. The Caster must also be within Range, and directing the Spell at an appropriate target. If all these conditions are met, the Spell may be successfully cast.

Casting a Spell, unless stated otherwise by the Spell Description, takes less than 1 BT.

HUMANITY AND SPELLCASTING

A Flinger's Humanity affects the SP Cost of the Black and White Magic Spells they cast.

For every 10 points that Humanity is above 50, a Spellflinger adds 1 SP to the Cost of Black Magic Spells, and subtracts 1 SP from the Cost of White Magic Spells.

For every 10 points that Humanity is below 50, a Spellflinger adds 1 SP to the Cost of White Magic Spells, and subtracts 1 SP from the Cost of Black Magic Spells.

Humanity has no effect on the casting of Street Magic Spells.

Example: Anne-Marie cast a Black Magic Spell (Con-Ed) to save Tyler Darrow's life. She cast the Spell at 5 SP Cost, and used an electrical power source to boost the damage to 50 points (details on Con-Ed can be found in the specific Spell description). Since Con-Ed is Black Magic, her Humanity affects the SP Cost. Anne-Marie has a Humanity of 77. This means that she must add 3 more SP to the Cost, for a total of 8 SP.

There is also an inherent loss of Max Humanity associated with learning a new Spell. See Learning Spells for details.

MAINTAINING SPELLS

Spells, once cast, need to be maintained. The caster must concentrate on the Spell for the entire Duration, or the Spell is broken. Unless stated otherwise by the Spell Description, the target does not have to stay within Range for Spell Maintenance. Once the Spell is cast, the Caster may move away, cast another Spell, sleep, perform a Ritual, etc. Even so, the Caster is still concentrating on the Spell with a corner of their mind. If the Caster is killed, or is knocked unconscious, then all Spells they are maintaining lapse.

MULTIPLE SPELLS

One advantage Sorcerers have is their ability to sustain multiple Spells simultaneously. Only Spells with appropriate Duration (See Below) and effects may be sustained in this manner. Maintaining multiple Spells becomes harder with each additional Spell. When casting a Spell, the Flinger must add 1 SP to the Cost for each Spell presently being maintained. Thus, casting a Spell while maintaining another Spell would add 1 SP to the Cost of casting. Casting a Spell while maintaining two other Spells would add 2 SP to the Cost of casting. Casting a Spell while maintaining three other Spells would add 3 SP. No Spell with a Duration of less than the Caster's MA in minutes may be sustained with another Spell. **The total SP Costs of the Multiple Spells may not exceed the MA of the Flinger.** If the Caster inadvertently flings a Spell which causes the total SP Costs of the Multiple Spells to exceed the Caster's MA, all Spells are broken, and the Caster takes damage equal to their MA.

USING MAGIC

Spells have a cost, stated in SP. This is the number of SP that must be expended by the Sorcerer to either prepare or cast the Spell in question. The cost may also include the loss of MA or another Basic Ability.

Magic

Spellcasting involves the manipulation of magic energies to achieve results, which can range from the fantastical to the seemingly mundane. Flinging is done in terms of degrees of difficulty, starting from an SP Cost of 1 to potentially fatal cost. This number is subtracted from the character's current SP. A Sorcerer may continue casting Spells as long as they have SP to spend. Of course, when SP reaches zero, the character is dead.

RITUAL MAGIC

Black and White Magic are forms of Ritual Magic. A Ritual Magic Spell requires the Caster to perform some sort of Ritual (See Magic Rituals for more details). Such a Ritual takes at least one hour to perform, and may take much longer, depending on the Spell.

The SP Cost for a Ritual Magic Spell takes effect at the end of the Ritual. Once the Ritual is completed, the magical energy that has been gathered is stored in the Caster's body, and may be cast by the Sorcerer at any time. Ritual Magic Spells may only be stored for a number of days equal to the Flinger's MA. After this period of time, the energy of the Ritual dissipates.

STORAGE LIMITS

A Sorcerer may store any number of Black Magic or White Magic Spells, subject to the following limitation. The combined SP Costs of the stored Spells may not be greater than the MA of the Sorcerer. For example, a character with an MA of 23 could store 23 Spells that have an SP Cost of 1. Alternately, they could store a Spell that has an SP Cost of 10, two Spells of SP Cost 5, and one Spell of SP Cost 3.

Spells with a variable SP Cost must be stored at or above the power level at which they may be used. For example, if a Spell calls for 2 SP per target, the Flinger must stipulate the maximum number of targets at the time of the Ritual. Certain Spells have an SP Cost too high to store, and must be used immediately after the Ritual is completed.

USING STREET MAGIC

Street Magic can be cast at any time, and requires no Rituals or preparations. A character may cast any Street Magic Spell that they have learned, without having to choose which Spells they will cast beforehand.

USING MAGIC IN COMBAT INITIATIVE

It is recommended that Individual Initiative be used when Sorcerers are involved in Combat. Magic is considered an Ability for purposes of Initiative, and the casting of a Spell during a BT occurs after any Combat Skill or Edges have taken effect.

CONCENTRATION NEEDED

The use of magic requires concentration, but not to an all-encompassing degree. Distractions, noise, or other sensory input that can be considered normal will have no

effect on Spellcasting. Damage will not usually affect Spellcasting, unless the damage would normally cause a character to apply a positive modifier to Skill and Edge Rolls. In this case, the character must make a successful WILL Roll to concentrate enough to cast a Spell. The same applies for any other situation which causes a positive modifier to be applied to Skill and Edge Rolls.

This level of concentration becomes second nature to Sorcerers, and may be maintained while the Sorcerer is sleeping or performing other actions. Of course, most Spells have short Durations, so this does not become a problem. If a Sorcerer dies, or is knocked unconscious, all of the Spells they are concentrating on lapse.

FAMILIARS

MM Charlie stroked the fur of his Imp, Kittycat. It was an incongruous name for a 400 pound Bengal tiger, but MM couldn't change it if he wanted to.

Kittycat was restless, feeling MM's tension through their bond. MM had a deal going for three enchanted Uzis. The seller, a Sammy from the local coven, wanted 150 grand. MM only wanted to pay a flat 100. The dealing was the same as always, give a little, gain a little. MM got tired, and let his temper slip. Kittycat lunged.

"NO!" thought MM, for all the good it'd do. Kittycat had felt MM's brief surge of anger, and decided to settle the issue. The Sammy went down without a squeak, totally unprepared for the attack. There was a dull crunch as Kittycat bit into the Witch's neck. He shook the Sammy once, making sure, then dropped the body. The problem solved, he padded back to MM for more petting.

MM sighed. He had a buyer lined up for those Uzis, a buyer willing to pay a quarter million. All that money had just gone down the drain. He glared at Kittycat with mock severity.

"I wish you'd learn to follow orders."

Kittycat sensing MM's displeasure, managed a guilty look while he licked the blood from his claws.

WHAT FAMILIARS ARE

A Ritual that requires several days (roll 1d10) is performed to bond the Familiar to the Sorcerer. The Ritual that must be used may be obtained from any reliable Crowley in the normal manner.

The Ritual itself is probably the oldest surviving enchantment. It has been passed down and kept alive for many centuries. Both the Ritual and Familiars are closely linked to Nature and White Magic. This link has little bearing on the actions of a Bonded pair, only on where the power for this Ritual is obtained. Any Sorcerer with a Humanity of 25 or above, and willing to make the necessary personal sacrifices, is capable of performing this Ritual. Only Sorcerers and Witches can have Familiars.

The Ritual always begins by bathing both the Sorcerer and the intended Imp, followed by the Spell called Bonding (listed in the Spells section under White Magic). The rest of the Ritual varies depending on the type of animal and the source of the Spell. Each version varies

slightly in the details but the general aspects remain the same. The Caster and the animal must remain undisturbed throughout the Ritual or it must be started over from the beginning with a different animal.

Familiars can be almost any animal, but Sorcerers must choose very carefully which to bind. Though a worm or fish could be bonded as a Familiar, their usefulness is questionable. Certain reptiles are popular in some circles, but by far the most popular Familiars are mammals and their near relatives. The less noticeable and more cunning or intelligent the animal is, the better, though size and ferocity also have their uses.

There are several ways to obtain a potential Familiar. The most common is to go to a pet store and buy one. Some believe that Familiars need to be caught or summoned, while others obtain theirs from a coven at great cost, believing them superior in some way. Sorcerers have been known to travel the world looking for just the right animal for their Ritual. During this Ritual, magic is bestowed upon the animal. Once enchanted, it is referred to as a Familiar or an Imp.

From that time on, the Sorcerer and Imp will share many Abilities, as well as magic. A Familiar-Sorcerer bond can only be broken by True Death.

COSTS OF A FAMILIAR



During the Bonding Ritual, the Sorcerer transfers some of their Magic Ability to the Imp. The exact amount varies by how much they desire to share. During this Ritual, SP are also transferred to the Familiar.

The first 2 points of MA transferred will raise the Imp's MA to 5. The Sorcerer must transfer at least 2 points during the Ritual, so the minimum MA for any Familiar is 5. If the Sorcerer wishes, they can transfer more MA to their Imp. Each additional point of a Sorcerer's MA that is transferred raises the MA of the Familiar by 2 additional points.

The number of points transferred is limited only by the MA of the Sorcerer. Once this transfer is completed it is permanent. If the Imp dies, the MA points go with it.

At this point in the Ritual the bonding is complete, all that is left is to shape the Abilities and powers of the Familiar.

Before this can be done, the Imp must be given its name. The name is permanent, and though needed to complete the Ritual, has no other significance.

Shaping the Abilities and powers of a Familiar is accomplished by permanently transferring SP to it from the Sorcerer. The effects of this transfer are as follows.

Each SP that the Sorcerer permanently transfers to the Familiar adds directly to its Basic Abilities. The amount of SP transferred is limited to 5 points in any one Ability due to the physical limits of the Imp. The maximum number of points that can be transferred to increase the Imp's Abilities is 35. This would add 5 points to all of the Imp's Basic Abilities. The Abilities that can be increased in this way are, STR, DEX, FIT, INT, WILL, PER, and LUCK. The unmodified Basic Abilities of many potential Familiars may be found in the Animal Ability Table at the back of this book.

BENEFITS OF A FAMILIAR

Every Familiar is capable of learning one Magic Spell that it can use at will. The SP cost operates normally on the Familiar for that Spell. Any White or Street Magic Spell may be chosen for a Familiar. During the Ritual this Spell is taught to the Familiar, so of course, it must be a Spell that the Sorcerer knows.

The assistance of a Familiar will allow a Sorcerer to complete some Magic Rituals faster (See Magic Rituals).

SHARED ABILITIES BY CONTACT

Whenever the Imp and Sorcerer are near one another they share all Abilities and SP. This is called being in Contact. The maximum distance to which Contact can be maintained is the sum of the Sorcerer's and Imp's combined MA in feet.

The cost of the Ritual to get a Familiar is high, and the loss of a Familiar can be devastating to a Sorcerer, but the benefits are vast. There are many capabilities that animals have naturally that can now be shared with the Sorcerer when in Contact. Though no true communication is possible, there is an empathic understanding shared when in Contact that allows the emotions and moods to be understood.

If a Familiar is in Contact it will glow with the Sorcerer's aura when observed through the use of Aura Sight. When out of Contact it appears as a normal animal of its type.

MULTIPLE FAMILIARS

A Sorcerer may have as many Familiars as they wish, as long as they are willing to pay the costs for each Familiar.

MAGIC RITUALS

There are as many different Rituals as there are Spells and their flingers because no Sorcerer or Witch performs a Ritual exactly the same as any other. Though the details differ, such as the color of the candles, the type of herbs, incense, or perfumes, or the words or sounds of the chant, song, or mantra, the basic framework or steps to a Magic Ritual are very similar. It serves to relax the Sorcerer so that deep, uninterrupted concentration comes easier.

A Sorcerer should be very familiar and comfortable with their tools. This includes the candles, herbs, objects, and anything else used in the Ritual. This is so no energy is wasted in concentrating on and visualizing these tools. The best way to become familiar with these objects is to manufacture them prior to the Ritual. Even the candles should be made by the Flinger.

The deeper the concentration, the more power that may be gathered from the magical energies that abound in Nature or the Twisted Dees. The more relaxed and rested a person is, the more energy may be collected and stored within the body.

The powerful or energy consuming Spells require longer preparation and concentration times to perform their associated Rituals. The Rituals listed are numbered I thru V and progress from the easiest and quickest, lasting about an hour, through the difficult and time consuming Rituals for Black Magic, which require at least 8 hours to perform. Rituals which differ from the normal patterns are listed as "Special," and described in some detail with the applicable Spell.

INTERRUPTIONS TO A RITUAL

If a Sorcerer is interrupted before the completion of the Ritual, all the gathered energy is lost, and the Ritual must be started over again from scratch using all fresh materials. Interruptions may take many forms, and not only involve physically touching the Sorcerer.

Any attempted conversation with the Flinger, or even a sudden loud noise, requires an Escape Roll against MA to hold and control the vast magical energies flowing and being stored within the body. A failed roll causes the Sorcerer to take 1d10 of Damage for each level of the Ritual being performed, as the magical energy crackles about their body and dissipates.

Generally, anything that would wake a person from a sound sleep can cause an interruption. If the interruption is slight and of short duration, an Escape Roll against WILL may be allowed by the CP if they feel that one is warranted. A successful Escape Roll against WILL, for these mild interruptions, allows the performer of the Ritual to successfully ignore the interruption.

AID OF A FAMILIAR

When a Familiar helps, Ritual IV only takes 6 hours, and Ritual V only takes 6+1d10 hours. This time saving is possible due to the Imp's enhanced channelling of magical energies. During an interruption, a Familiar provides the normal bonuses to the Sorcerer if kept in contact.

An Imp may take part in a Ritual and assist the Sorcerer as mentioned above, or stand guard over the Caster to assure that there are no interruptions. A Familiar may not perform both duties at the same time.

RITUAL DESCRIPTIONS

Ritual I

The Caster sits facing a candle to the East, chanting while burning incense and selected herbs. The Caster repeats the chant to the South, West, and North. This insures gathering of energies from all possible directions. The concentration brings about a gathering of magical forces which center on the Flinger. Each chant requires approximately 15 minutes to complete, and the whole Ritual may be completed in about 1 hour.

Ritual II

As in Ritual I, the Caster burns incense and selected herbs while chanting to all points of the compass. The difference is that an object is used to aid the Caster's concentration and help focus the magical energies. It is not necessary to use the same object each time the Ritual is performed. Different objects can be used, but they must be related in some way to the desired effect of the Spell. The closer the object relates to the Spell effects, the easier and more efficient the Ritual is to perform. An object may be used more than once. The object chosen should be small enough so that it can be moved to all 4 points of the compass during the Ritual as the Flinger turns. This Ritual lasts at least 2 hours.

Ritual III

Before chanting, the Flinger must immerse themselves in an herbal bath scented with oils and perfumes. The bath helps to relax the Caster and clear the senses to promote a deeper concentration. To further this end, the bath is preceded by meditation and relaxation exercises. After the meditation and bath are completed, the Caster chants to the 4 points of the compass, using an appropriate object to help channel the magical energies. This Ritual requires at least 4 hours to complete.

Ritual IV

This Ritual starts off with a relaxing herbal bath followed by a short period of meditation and a few hours of sleep. Upon awakening, another herbal bath is taken. After these preparations, the Caster selects an object related to the Spell to be cast, and performs chants to the East, South, West, then North. This whole process requires at least 8 hours.

Ritual V

A relaxing bath combined with mud and strong smelling oils is followed by at least an hour of chanting and concentration. The process for Ritual II is then completed, with crooked candles, starting at the North.

The object used is usually something with a hole in it to help visualize the gate to the great power of the Twisted Dimensions. After several hours of concentration, a gate will open and power may be drawn through it. The exact time it takes to complete this Ritual varies due to differing levels of concentration. The time required for this Ritual is variable, being computed as 8+1d10 hours.

Magic Circle

A circle of silver the Sorcerer stands within when dealing with bound or hostile demons. If a Demon enters the Circle, it takes 5 points of FIT damage per BT that it remains within the circle.

Molly Dee is a Wizling, and the Terrible Trio is a club band more intent on cheeking the audience than playing.

"They can't even count," she snarls as she watches the band, Terrible Trio, enter the club across the street. Of the four of them, it was the bass player, nice looking for a Frankie too, that dumped her hard last night, as soon as he found out she was a Flinger and not herd. "Here I am falling for his line like some kind of beeps, but he'll see I'm no baby."

Molly slipped back into the shadows and through the door to her crib. Once inside, she got right down to business. It was warm inside, smelling of burning wax and all kinds of herbs and oils. Several homemade candles provided the only light, which reflected off of her stringy hair and plain features.

"I'll show him not to mess with a Flinger," she breathed as she dragged a heavy leather bag from the corner and began dumping silver powder onto the floor in a rough circle near the center of the small room.

She snuffed out a candle on her way into the bathroom. Glancing only briefly at herself in the mirror, she started the water in the tub and began to undress. Just before she stepped into the steaming water she tossed in a bag of herbs and dumped in a small vial of strong smelling and very expensive oil. "Nothing like a hot bath to relax in."

Molly slid back in the tub and began an arhythmic chant that always helped her relax and concentrate.

When the water was almost cold, Molly slipped out and walked, still dripping, into the other room. She arranged the candles to her

liking and started the Ritual that would form a Circle of Imprisonment for what she would soon summon into her room.

She created the prison a few feet from the circle of silver powder. When she had completed tracing the circle and chanting up enough energy, a tiny gate opened which gave her access to even more energy. Though invisible, the air was crackling slightly near where she sensed the rift to be.

It was nearing dawn. Molly'd been at this most of the night, and with luck she'd finish by Midnight. She was already tired and hungry, and looked like a bleacher. It would be a long day.

"Magic sure takes its toll on a girl," as she started the Summoning.

Several candles, one doughnut, a pound of odd smelling incense, and 14 hours later, her hoarse chanting was interrupted by a tearing sound, as a snarling Demon stepped out of nowhere into her room.

The Demon was not large, about 3 feet tall and nearly as wide, powerful muscles rippling under scaly purple flesh. The candles shone in its eye as it raced toward her, intending to tear the frail looking girl apart. The Demon let out a scream as it bounced back from the edge of the Circle, sending sparks flying about the room.

"Well hello there," she mumbled as she flung the Spell of Binding she'd stored from yesterday at the Demon, "just like momma used to make."

Taking the parchment Deed she had prepared, she lost no time instructing her charge on how best to sever the head of a certain bass player. She tossed the parchment into the Circle, and the Demon made its mark on it in blood, then threw it back at her.

She folded the parchment, and holding it in her hand, opened the prison by walking into it herself. The Demon scuttled to the door and disappeared into the night. Across town, twenty-three minutes later, there was a scream as some gidget returned to the bedroom to find one bass player from the Terrible Trio with a guitar where his head used to be.

In all of her 53 years as a Sorcerer, Molly had rarely gotten this much pleasure from reading the morning paper.

There was no further sign of the demon, so Molly assumed it returned to the Twisted Dees when its Deed was done.

The police followed the trail of blood to the closet, but there was no one inside. The head was never found.



SPELLS



EXPLANATION OF SPELL DESCRIPTIONS

Cost: The amount of SP that the Flinger must expend to store or cast the Spell. Cost may also include the loss of MA.

Type: Street, Black, or White Magic.

Base Price: The base price that a Crowley charges to research and develop a Spell for a Flinger. A Crowley will also charge an additional \$100 for each point of Occult Knowledge Skill Score they possess. The Base Price also lists the Max Humanity (MH) that is lost by the Flinger when they learn the Spell.

Duration: The maximum amount of time that a Caster may concentrate on a Spell. Please note that the effects of some Spells may continue beyond the stated Duration, or be permanent. Unless otherwise stated in the Spell Description, a Spell's effects cease upon the conclusion of the Duration. See Using Magic for more details.

Target: What the Spell affects. May be stated as a number of people, a specific object, or an area.

Range: The distance at which the Spell may be started. Unless otherwise specified, a target may move beyond the stated Range without breaking the Spell. See Using Magic for more details.

Escape Roll: The Basic Ability that is rolled against to determine if some or all of the effects of the Spell may be nullified or avoided.

Magic Ritual: The Magic Ritual that must be performed to store the Spell. Only applies to Black or White Magic. Rituals are numbered from I-V, or are defined as Special. Rituals I-V may be found in the section on Magic Rituals. Special Rituals are described in the body of the Spell Description.

LISTING OF STREET MAGIC SPELLS

Blackout

Cost: 1 SP

Type: Street Magic

Base Price: \$1000, 1 MH

Duration: MA in minutes

Target: A hemisphere of space, MA in feet in diameter

Range: 50 feet

Escape Roll: See Below

Description: Causes a hemisphere of darkness and silence to form around the Caster, or up to 50 feet away. The hemisphere has a diameter of the Flinger's MA in feet. A successful Nocturnal Vision Edge Roll will allow normal sight, and a successful Sense Acuity Edge Roll will allow normal hearing. The Caster may move the Blackout at will, as long as it remains within 50 feet.

Bloat

Cost: 10 SP

Duration: 1 BT

Type: Street Magic

Target: One creature

Base Price: \$10,000, 7MH

Range: MA in feet

Escape Roll: Against FIT for 3d10 damage

Description: When this Spell is cast, all gasses in the target's body expand. This causes severe bloating of the body, which results in a minimum damage of 3d10. If the FIT Roll is a failure, the target's body expands until it splits open. Kin will resurrect normally if this occurs.

Brakes

Cost: 2 SP

Type: Street Magic

Base Price: \$2000, 1 MH

Escape Roll: none

Description: Brakes will deactivate a vehicle for the Duration of the Spell. The motor will stop and will not start. The wheels lock, bringing the vehicle to a screeching halt. The vehicle will work normally when the Spell expires.

Duration: MA in BT

Target: 1 vehicle

Range: MA in feet

Breakdance

Cost: 1 SP

Type: Street Magic

Base Price: \$1000, 3 MH

Escape Roll: Special

Description: The target of this Spell may make an Escape Roll at the beginning of each of the three BT of this Spell's Duration. If any of these Escape Rolls are successful, then the effects of that BT and any following BT are nullified. The Basic Ability used for making the Escape Roll is different for each of the three BT.

On the first BT, this Spell causes the victim's legs and hips to gyrate uncontrollably. This affects movement, balance, and ability to focus concentration. The victim must add a +10 modifier to any roll attempted during this BT. Roll against DEX for no effect.

On the second BT, the victim's body movements are intensified, so much so, that 1d10 of damage is taken from bruises, pulled muscles, strains, sprains, etc. Roll against STR for no effect.

On the third BT, the victim drops to the ground, thrashing and spinning about in powerful convulsions. This causes 2d10 of damage from scrapes, scratches, torn muscles, ripped cartilage, and an occasional broken bone. Roll against FIT for no effect.

Duration: 3 BT

Target: One person

Range: MA in feet

Compel

Cost: 5 SP

Type: Street Magic

Base Price: \$5000, 5 MH

Escape Roll: Against WILL for no effect

Description: Allows the Flinger to control the actions of the target. The Caster must stay within earshot of the target or the Spell is broken. If the victim is Compelled to do something totally against their nature, or to harm themselves, they may attempt another Escape Roll. If this roll is successful, the Spell is broken.

Duration: MA in minutes

Target: One person

Range: Voice

Crank It Up

Cost: 5 SP

Type: Street Magic

Base Price: \$5000, 5 MH

Escape Roll: Against FIT for no effect

Description: This Spell magnifies the power of the target's senses to excruciating level. The movement of air across skin feels like sandpaper. Normal voices have the timbre of a heavy metal band at full power. The slightest smell or taste burns deeply into the mucous membranes, and the dimmest flash of light or color burns with the power of a floodlight.

In normal settings, the target must make a successful WILL Roll to perform any action, and will have a +30 modifier on all Skill and Edge Rolls.

In a setting where there is a heavy scent, bright light, or large amounts of sound, the target will be totally helpless. They will roll into a fetal ball and remain so for the Duration of the Spell.

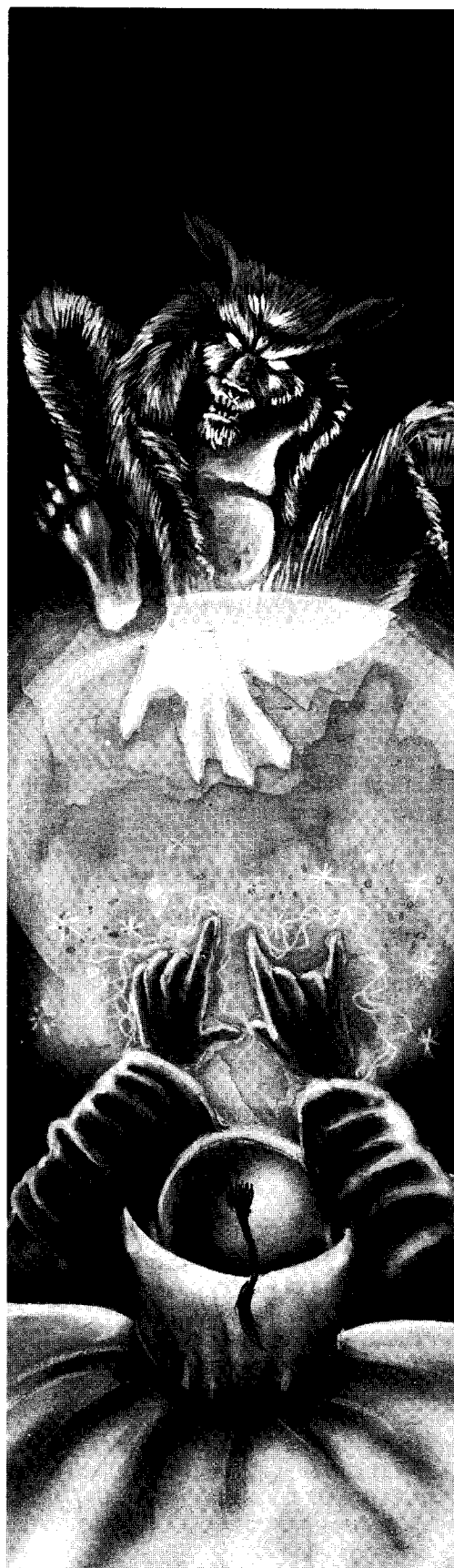
An attack which does damage to the target also counts as heavy stimulus. The amount of damage is applied to the WILL Roll as a positive modifier.

Duration: MA in minutes

Target: One person

Range: MA in feet

Deflection



Spells

Deflection

Cost: 5 SP

Type: Street Magic

Base Price: \$5000, 5 MH

Duration: Special (1 hour maximum)

Target: 1 Person

Range: Touch

Escape Roll: none

Description: Creates a wall of magic force around the Caster, which acts as 10 points of armor. This armor acts in all ways like the Armor Edge. For each additional time this Spell is cast, a gain of 2 armor points is realized. All armor dissipates at the end of the original's Duration. For example, casting this Spell twice in quick succession will give the Flinger an armor of 12 points. Let's say that 45 minutes later they run into 3 members of the Goreboys out for some fun. Knowing that this will turn really ugly they cast the Spell 3 more times (Note that they have taken 25 SP of damage from casting this Spell 5 times.) They now have an armor of 18. All 3 Goreboys blast them with sawed off shotguns, just their way of saying hello. Though the Flinger's clothes are ruined, and there are powder stains all over them, they take only 6 points of damage out of 60 possible (plus any damage modifiers) from the blasts!

Now its the Flinger's turn, and they had better hurry because all of their armor will dissipate in about 15 minutes when the first Spell's Duration is over. This Spell may be cast up to 10 times for cumulative protection. After the 10th, additional castings have no effect. The Duration will never be longer than 1 hour from the first casting.

Escape

Cost: 3 SP

Type: Street Magic

Base Price: \$3000, 2 MH

Duration: Instantaneous

Target: Self

Range: n/a

Escape Roll: none

Description: This Spell allows the Caster to break out of any bonds that may hold them. Handcuffs, chains, or ropes will fall away. If someone is holding the Flinger, their grip will loosen, allowing the Caster to twist free.

Explosive Decompression

Cost: FIT of Victim in SP

Type: Street Magic

Base Price: \$45,000, 12 MH

Duration: Instantaneous

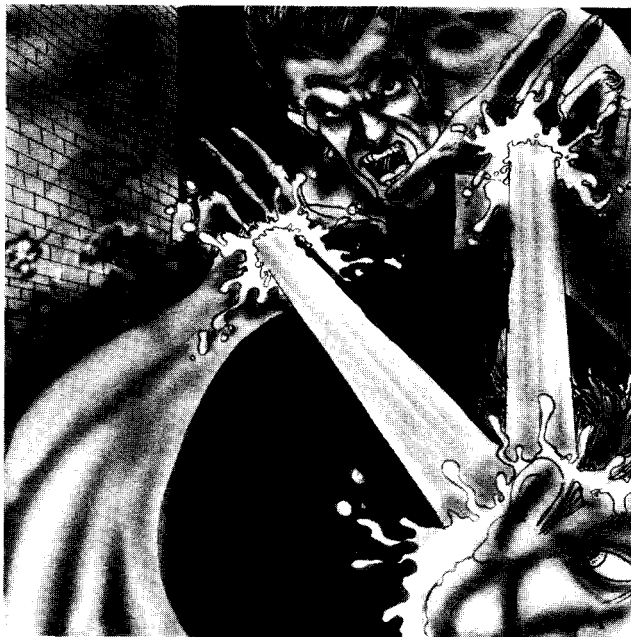
Target: One person

Range: MA in feet

Escape Roll: Against FIT for no effect

Description: Causes one person to explode by creating a vacuum around them. Blood and pieces will splatter an area of 10 feet from where the victim was standing. Witnesses must make a Fear Roll due to gore. Kin will resurrect normally.

Fire Hydrant



Cost: 1 SP

Duration: MA in seconds

Type: Street Magic

Target: 1 person or object

Base Price: \$1000, 2MH

Range: 25 feet

Escape Roll: Against DEX to avoid spray

Description: Generates water by sucking ambient moisture out of the air, and directs it at one person or object. The spray has the pressure of a fire hose, and will knock a person down unless they make their Escape Roll. Please note that this is not running water as far as Vampyres are concerned.

Fireworks

Cost: 2 SP

Type: Street Magic

Base Price: \$2000, 2 MH

Duration: MA in BT

Target: One person

Range: MA in yards

Escape Roll: Against INT for half Duration

Description: Surrounds the victim with a dazzling array of lights, flashes, concussions, explosions, and whistles, causing confusion. The effect is similar to standing at ground zero of a major Fourth of July fireworks display that moves with the victim. The victim will take damage equal to 1 SP per BT from fire, and must make a successful WILL Roll to perform any action other than trying to escape the fireworks.

Flight

Cost: 5 SP

Type: Street Magic

Base Price: \$5000, 10 MH

Duration: WILL in minutes

Target: One person

Range: n/a

Escape Roll: none

Description: Allows a character to fly. Altitude is unlimited, but Oxygen becomes scarce above 10,000 feet. The maximum Flight speed is three times the Caster's MA in mph.

Goodbye

Cost: 1 SP

Type: Street Magic

Base Price: \$1000, 3 MH

Duration: MA in hours

Target: One person

Range: Touch

Escape Roll: Against WILL for no effect

Description: This Spell causes one person to leave the Flinger's presence, and not wish to see the Flinger for a number of hours equal to the Flinger's MA. The target will not realize that they are being dismissed, and will think that they need not see the Caster. If the target is actively hunting the Caster (for example, a police officer intent on arresting the character), then the Escape Roll is made with a -30 modifier.

Grabber



Cost: 2 SP

Duration: MA in BT

Type: Street Magic

Target: One person

Base Price: \$2000, 1MH

Range: MA in feet

Escape Roll: Against DEX to avoid the grab, plus special rolls against STR to break free (See Below)

Description: Grabber creates a field of magical energy which will encircle and bind one person. The form this energy takes can vary according to the specifications of Caster when the Spell is first purchased. The most common form is that of a spectral, taloned hand. The Spell will cause no damage to the target unless they struggle. Each BT of struggling will cause the target to take damage equal to the MA of the Caster. The target

will break free if two successful STR Rolls are made in a row.

Graffiti

Cost: 1 SP

Type: Street Magic

Base Price: \$1000, 1 MH

Duration: MA in days

Target: One surface, 3' x 3'

Range: Touch

Escape Roll: none

Description: Graffiti allows the Flinger to leave a magically written message or picture on any non-living surface. The Graffiti will only be visible to the intended recipient or someone using Magic Sight.

Granite

Cost: 5 SP

Type: Street Magic

Base Price: \$5000, 3 MH

Duration: MA in BT

Target: One person

Range: MA in feet

Escape Roll: Against FIT for no effect

Description: Turns the target, and anything worn or carried, into stone. If the target is damaged while in this state, the damage will not take effect until they return to normal. A person trying to damage someone in this state would need to make a successful STR Roll to do anything more than minor damage. If this Spell is cast on a Stone Animate, it has the effect of adding 20 to all of their Basic Abilities for the Duration of the Spell.

Heavyweight

Cost: 5 SP

Type: Street

Base Price: \$5000, 4 MH

Duration: MA in BT

Target: One person

Range: 10 feet

Escape Roll: Against FIT for no effect.

Description: Causes the target to become incredibly heavy. The target becomes 100 pounds heavier than normal for every point of MA the Caster possesses. STR Rolls must be made to move, and CPs should be aware that the floor or pavement under the affected character may not be strong enough to support the increased weight.

Hotwire

Cost: 1 SP

Type: Street Magic

Base Price: \$1000, 1 MH

Duration: MA in minutes

Target: One vehicle

Range: Touch

Escape Roll: none

Description: Hotwire will start a vehicle. The vehicle will run normally, even if it has no fuel, for the Duration of the Spell, then stop.

Spells

Lighter

Cost: 1 SP
Type: Street Magic
Base Price: \$1000, 1 MH
Duration: 1 BT
Target: One object
Range: MA in feet
Escape Roll: n/a
Description: This Spell causes certain natural substances to catch fire. Synthetic materials, such as polyester or nylon, are not affected. Only cotton, silk, linen, leather, fur, wood, paper, and the like will ignite. Fires started by Lighter will continue to burn after the Spell's Duration lapses.

Limo

Cost: 2 SP per passenger
Type: Street Magic
Base Price: \$15,000, 6 MH
Duration: WILL of Caster in BT
Target: n/a
Range: Special
Escape Roll: none
Description: Limo summons transportation for the Caster and a number of passengers determined by the amount of SP the Caster is willing to expend. The transportation appears in whatever form is most appropriate for the locale and time period, but the driver, who never speaks, can always be identified by the shadows on his face, pierced by the crimson flames from his eyes and mouth. He will only nod in reply to directions given to him, otherwise he ignores his fare. Once boarded, the Limo (and its passengers) can become invisible and intangible at will. Travel is at a speed of 1000 feet per BT until the stated destination is reached. The Limo (which these days usually takes the form of a dark-windowed taxi, limousine, or city bus), disappears when all passengers have disembarked.

Meathooks

Cost: 1 SP
Type: Street Magic
Base Price: \$1000, 5 MH
Duration: MA in BT
Target: 1 person
Range: MA in feet
Escape Roll: Against DEX to avoid hooks
Description: When Meathooks is cast, dark metal hooks shoot out of the Earth and latch into the flesh of the target, digging in and holding until the Duration is over. The Meathooks do 1 SP of damage per BT, and hold with a STR equal to that of the Flinger. When this Spell is used, the victim must make a Fear Roll or lose consciousness.

Paralysis

Cost: 2 SP
Type: Street Magic
Base Price: \$2000, 3 MH
Duration: MA in BT
Target: A number of people up to the Flinger's MA
Range: MA in feet
Escape Roll: See Below
Description: All targets caught in the Spell must immediately fall to the ground paralyzed unless their DEX is higher than the Flinger's MA, in which case there is no effect. If targets with DEX lower than the Caster's MA make a successful Escape Roll, then they are only partially paralyzed, and may function with a DEX Score equal to 1/2 normal.

This Spell cannot be aimed. It affects all people within Range. If the number of people within Range is higher than the Caster's MA, then those nearest the Caster will be the targets. Please note that the range extends in a sphere around the Caster.

Preemptive Strike

Cost: 1 SP per +10 to Initiative score
Type: Street Magic
Base Price: \$25,000, 1 MH
Duration: MA in BT
Target: 1 person
Range: Touch
Escape Roll: none
Description: Allows the recipient to react intuitively in combat situations and increase their chance to get initiative.

Rack

Cost: 1 SP
Type: Street Magic
Base Price: \$1000, 7 MH
Duration: MA in BT
Target: 1 person
Range: MA in feet
Escape Roll: Against STR for no effect
Description: Rack causes severe pain to the target. This pain causes the target to apply a positive modifier, equal to the Flinger's MA, to all Skill or Edge Rolls. The target must make a successful Escape Roll against WILL to remain silent when questioned. If the roll fails, the target will answer the question truthfully. This Spell does one SP of incidental damage per BT.

SDI

Cost: 10 SP
Type: Street Magic
Base Price: \$10,000, 10 MH
Duration: Instantaneous
Target: One person or object
Range: Line of Sight
Escape Roll: Against DEX for no effect
Description: The Caster fires a beam of laser energy. The target takes damage equal to the Caster's MA.

Shadowpaths

Cost: 1 SP
Type: Street Magic
Base Price: \$1000, 3 MH
Duration: MA in minutes
Target: Self
Range: MA in yards and line of sight
Escape Roll: none
Description: The Caster may move from one area of shadow to another without physically crossing the space in between. The Caster may move as many times as they like, once per BT, from one area of shadow to another that is in line of sight and within Range.

Shooting Star

Cost: Equal to FIT of victim in SP
Type: Street Magic
Base Price: \$100,000, 10 MH
Duration: 20 minutes
Target: One person
Range: Touch
Escape Roll: Against DEX for no effect
Description: This Spell reverses the effect of gravity on its target. If the Escape Roll fails, the target will be propelled off of the Earth. This can be countered if the character hits or can grab onto something sturdy enough so that their sudden acceleration doesn't carry it along with them. Even so, the character will take damage as if they fell the distance to the object grabbed. Anyone using the Flight Edge or Spell may counteract the effects of this Spell.



At the end of the twenty minutes, the character will be travelling at about 7.5 miles a second, and will be moving fast enough to escape the Earth's gravity field. This will put the character into orbit around the sun. If they manage to keep from rising for at least two minutes, they will be put into Earth orbit. If they manage to keep from rising for at least 7 minutes, they will simply go into a ballistic orbit, and eventually crash back to Earth. In all these cases, the character is dead and gone, though those crashing back to Earth may resurrect. Please note that the sun shines through space, and characters with Environmental Harm (sunlight) Flaw will take damage accordingly.

Shrapnel

Cost: 5 SP
Type: Street Magic
Base Price: \$5000, 3 MH
Duration: Instantaneous
Target: See Below
Range: 20 feet
Escape Roll: Against DEX for half damage
Description: Shrapnel causes all breakable objects within 20' of the Flinger to explode, flinging sharp chunks of material through the air. The shrapnel explodes away from the Flinger. The Flinger may cause shrapnel in a full circle, or in part of a circle, as they choose. The shrapnel does 2d10 damage to anyone standing in the area of effect. Targets with any amount of Armor Edge, or targets which are under the effects of a Deflection Spell, are not damaged. Persons wearing partial armor may reduce the damage by the percentage of coverage.

Skywalk

Cost: 2 SP
Type: Street Magic
Base Price: \$2000, 2 MH
Duration: 5 BT
Target: n/a
Range: MA in yards
Escape Roll: none
Description: Skywalk creates an invisible bridge of force between two solid points. For example, the Skywalk could be used to span the distance between two rooftops, or to create a bridge across water. The bridge is personal. It appears right in front of the Caster and disappears right after them.

Sweat

Cost: 10 SP
Type: Street Magic
Base Price: \$10,000, 10 MH
Duration: 3 BT
Target: One creature
Range: MA in feet
Escape Roll: Special
Description: On the BT that this Spell is cast, the target must make a successful FIT Roll or begin to sweat profusely. At this stage, no damage occurs, but the target must apply a +20 modifier to all Skill and Edge Rolls due to the blurring of vision and slickness of grip. The ATT of the victim is reduced to 4.

During the second BT, the target must try to succeed at another Escape Roll. If this fails, they take 2d10 FIT damage from dehydration. In addition to sweating, the target drools, their nose runs, and their eyes water. All Skill and Edge Rolls are made at a +40 modifier.

On the third BT, the target makes a final Escape Roll. If this fails, they keel over as all water leaves their body. At the end of the BT they will be a desiccated corpse lying in a puddle of water. Kin will resurrect normally.

Note: Success of any Escape Roll will prevent the effects of that BT and stop the progress of the Spell.

Torch



Cost: 3 SP **Duration:** Special
Type: Street Magic **Target:** One person
Base Price: \$3000, 7MH **Range:** Line of sight
Escape Roll: Against DEX for no effect (see below)
Description: Causes the target's flesh to heat and burst into flame, taking 5 points of Damage per BT until the victim can be extinguished, or until they reach 0 SP. The flames usually start on the hands and feet, but spread rapidly. To extinguish the flames, the victim must stop, drop, and roll. An Escape Roll may be attempted against DEX each BT to determine whether the rolling was sufficient to extinguish the flames. No other action may be taken while rolling. The flames may also be put out with a large quantity of water, such as that from a fire hydrant or a pool, or by a fire extinguisher.

Toxic Cloud

Cost: 1 SP
Type: Street Magic
Base Price: \$1000, 3 MH
Duration: 10 BT
Target: Hemisphere 10 feet in radius
Range: 50 feet
Escape Roll: Against FIT for half damage
Description: Creates a virulent but short lived burst of poisonous gas around the target. Damage is 5 SP for each BT that someone is caught in the cloud.

LISTING OF BLACK MAGIC SPELLS

Animation

Cost: See Below
Type: Black Magic
Base Price: \$500,000, 25 MH
Duration: Instantaneous
Target: One Construct
Range: Touch
Escape Roll: Against FIT for no effect
Magic Ritual: Special
Description: This Spell is used to create Animates. It requires a great deal of time and energy on the part of the Caster. The Animate created may be a Flesh Animate, a Homunculus, or an inorganic construct.

FLESH ANIMATES

The first step in creating a Flesh Animate is assembling a body. Unlike a Zombie, a Flesh Animate's body must be assembled or repaired prior to Animation. This usually requires surgery. The surgeon doing the assembly or repair must have at least a 90 in Medicine (Surgery). Diseased or damaged organs must be replaced, and musculature must be made intact. This process may take several days to several months, depending on the extent of repair needed. All body parts must be procured within 8 hours of death, and must be kept in an undecayed state by use of Retard Decay Spells.

HOMUNCULI

The body of a homunculus must be grown by use of a Replicate Spell. Once the body is completely grown, it is ready to be imbued with life force.

INORGANIC CONSTRUCTS

This type of Animate is rarely made, as it requires a greater expenditure of SP in the final Ritual of Animation. The body of the construct may be made to order, or it may be any object the Caster wishes to imbue with life.

ANIMATION

Once the body of the Animate is complete, it must be imbued with life force. At this point, the Basic Abilities of the Animate are generated. After Ability Modifiers are applied, the incipient Animate's Basic Abilities are totalled. If the Animate is an inorganic construct, this number is doubled.

The Caster then begins the Ritual for the Spell. The Ritual is much like Ritual V, except that the Animate's body must be present at the center of the Ritual. The Caster then expends a number of SP equal to the

Animate's totalled Basic Abilities (or twice totalled Basic Abilities for an inorganic construct). The Caster may not interrupt the expenditure of SP to Drain or be healed. Because of this massive SP expenditure, few Sorcerers may create an Animate. Most Animate spontaneously, or are created by Witch covens.

After the expenditure of SP is complete, a FIT Roll is made for the Animate. If this succeeds, the Animate has been successfully created. If it fails, the Animate's body rejected the life force, and the process must be started afresh, with new materials.

Binding

Cost: 3 SP

Type: Black Magic

Base Price: \$3000, 5 MH

Duration: Twenty-four hours or until Deed is fulfilled, whichever comes first

Target: One Demon

Range: 10 feet

Escape Roll: Against WILL for no effect

Magic Ritual: V

Description: Binds a Demon to perform one Deed for the Flinger. The Deed is an actual written agreement signed by both the Sorcerer and the Demon. Destroying this Deed will set the Demon free, though once signed, the Demon will take no action other than to fulfill the Deed. The Caster must keep the Deed on their person at all times. If the Flinger loses the Deed, the Demon immediately gets another Escape Roll. If this succeeds, the Demon will lose no time in finding and killing the Caster. This Spell only works on denizens of the Twisted Dimensions that have been Summoned and properly restrained. Daemons, now creatures of this dimension, are not affected by this Spell.

Bleeding

Cost: 5 SP

Duration: 1 day

Type: Black Magic

Target: One person

Base Price: \$5000, 5 MH

Range: MA in feet

Escape Roll: Against FIT for no effect

Magic Ritual: V

Description: Immediately after this Spell is cast, the target begins to bleed from all body orifices. The nose and ears will emit a constant stream of blood. The eyes will form blood tears.

This blood loss cannot be stopped, and will cause the loss of one FIT point per hour. Kin may feed on humans to restore lost FIT, and humans may receive transfusions. Transfusions will only replace 1 FIT point every two hours.

Boneyard

Cost: 4 SP

Type: Black Magic

Base Price: \$4000, 3 MH

Duration: MA in BT

Target: 1 person

Range: MA in feet

Escape Roll: Against DEX to avoid being caged

Magic Ritual: I

Description: When Boneyard is cast, a prison of sharp-edged bones springs up around the target, imprisoning them. The dimensions of the cage are 5 feet on a side. If a person attacks the cage with bare hands, they will take damage equal to the damage they cause to the cage. The cage will sustain 100 points of damage before shattering.

Brainburn

Cost: 1 SP

Type: Black Magic

Base Price: \$1000, 2 MH

Duration: MA in BT

Target: One person

Range: Touch

Escape Roll: Against INT for no effect

Magic Ritual: II

Description: This Spell causes massive misfirings of the brain's neurons, making thought virtually impossible. It does no permanent damage. While the victim is under the effect of this Spell, they have the outward appearance of having a massive convulsive seizure.

Chernobyl

Cost: 10 SP

Type: Black Magic

Base Price: \$10,000, 10 MH

Duration: Instantaneous

Target: Creatures in the 45° arc of area in front of the Caster

Range: MA in yards

Escape Roll: Against FIT for one-half effect

Magic Ritual: V

Description: Creates a blast of hard radiation in a 45° arc extending out from the Caster to a distance equal to MA in yards. Anyone in this area will suffer from radiation sickness. They will lose 1 FIT point per day. Other symptoms include loss of hair, burns and rashes on skin, diarrhea, fatigue, and nausea. After the sickness has run its course, usually after one to six weeks (4d10 days), the person may begin to heal FIT. There will be a permanent loss of 1 FIT point for every 5 points of MA of the Flinger. If FIT goes to zero, humans die.

Chopper

Cost: 3 SP

Type: Black Magic

Base Price: \$3000, 3 MH

Duration: MA in BT

Target: n/a

Range: n/a

Escape Roll: none

Magic Ritual: II

Description: Chopper creates a magical motorcycle for the Caster to ride. While mounted on the Chopper, the Caster's movement is doubled, and all hand-to-hand attacks are made with a -20 modifier.

Spells

Circle Of Imprisonment

Cost: 3 SP

Type: Black Magic

Base Price: \$3000, 5 MH

Duration: MA in minutes or until broken

Target: One Demon

Range: 10 feet

Escape Roll: Special

Magic Ritual: V

Description: To perform this Ritual, the Flinger must first inscribe a circle, then invest it with magical power. If the Caster moves further than 10 feet from the center of the Circle, the power dissipates, freeing the captive. This Circle will automatically imprison a Demon if its WILL is less than the Flinger's. If the Demon's WILL is the greater, an Escape Roll against WILL is made for no effect. The Caster's WILL is added as a positive modifier. A Demon may be Summoned directly into a Circle Of Imprisonment. The Circle has no effect on creatures other than Demons.

Con-Ed



Cost: 1 SP for every 5 points of damage

Type: Black Magic

Base Price: \$50,000, 7 MH

Duration: Instantaneous

Target: Persons or objects in a 5' by 5' area

Range: MA in yards

Escape Roll: Against FIT for 1/2 damage

Magic Ritual: III

Description: A bolt of electricity shoots from the Caster's hand. Targets immersed in water do not get an Escape Roll. If the Caster touches a source of electricity while flinging this Spell, damage is equal to 10 points per SP expended. Note: The amount of SP Cost (and damage) is decided during the Ritual, not the casting. The damage is done to each person and object in a 5' by 5' area.

Creeping Crud

Cost: 3 SP

Type: Black Magic

Base Price: \$3000, 7 MH

Duration: Until dispelled, broken, or the target succumbs

Target: One person

Range: Touch

Escape Roll: Against FIT for no effect

Magic Ritual: III

Description: Causes a slimy green growth to appear at the extremities, which rapidly spreads over the whole body. This slimy crud saps the body's FIT and STR at the rate of one point of each per day. A Nine Eleven Spell will effect a cure in 24 hours, and Draining a human victim of 10 SP will restore 1 FIT point, but will not cure the Crud. STR must be regained at 1 point per day after healing. Anyone reaching 0 FIT has died (True Death) and only a puddle of slime remains of the body.

Dead Air

Cost: 1 SP

Type: Black Magic

Base Price: \$1000, 2 MH

Duration: MA in minutes

Target: n/a

Range: Self

Escape Roll: Against FIT for no effect

Magic Ritual: I

Description: Causes the air around the Caster to smell of death and rotting flesh. A successful Escape Roll prevents anyone caught from falling to the ground retching. This Spell has no effect on Ghosts or Wyghts.

Deportation

Cost: 1/2 the WILL of the Demon in SP

Type: Black Magic

Base Price: \$25,000, 5 MH

Duration: Instantaneous

Target: One Demon

Range: Unlimited

Escape Roll: Against WILL for no effect

Magic Ritual: V

Description: Demons may return to the Twisted Dimensions at will unless held here by a Circle of Imprisonment or a Deed. If a Demon wishes to resist Deportation, they must make a successful Escape Roll against WILL. If the roll is successful, the Sorcerer may have to negotiate to entice the Demon to return. Another Deportation Ritual may be attempted in 24 hours. A Flinger may only Deport Demons that they have Summoned.

Drowning

Cost: 7 SP

Type: Black Magic

Base Price: \$7000, 10 MH

Duration: MA in BT

Target: One person

Range: Touch

Escape Roll: Against FIT for no effect

Magic Ritual: IV

Description: This Spell causes the lungs of the target to produce vast quantities of liquid. During the first five BT of the Spell, the target will cough and hack, but will be able to use Skills and Edges, though at a modifier of +20. For the remainder of the Spell, the target will only be able to wheeze and gasp as they drown in the effluvium of their own lungs. The target will lose 1 point of FIT for every BT of the Spell's Duration. If FIT goes to zero, the target dies. Kin will resurrect normally. Note: habitual smokers will be helpless in one BT, and will lose 2 FIT Points per BT.

Evil Eye

Cost: 2 SP

Type: Black Magic

Base Price: \$2000, 2 MH

Duration: Until dispelled or broken

Target: One person

Range: Line of sight

Escape Roll: Against FIT for no effect

Magic Ritual: II

Description: Causes the recipient to apply a +10 modifier to all rolls attempted until dispelled. Other than what is perceived as a run of very bad luck, the victim will not realize that they are magicked. A roll against INT is allowed every 24 hours, after the first, to allow the victim to figure out that they've been hexed. The Spell remains in effect until a Sorcerer or Witch removes it, or the caster stops maintaining it.

Exploding Orbs

Cost: 5 SP

Type: Black Magic

Base Price: \$5000, 15 MH

Duration: Instantaneous

Target: Everyone within 10 feet of the Caster

Range: 10 feet

Escape Roll: Against PER for no effect

Magic Ritual: IV

Description: Causes the eyeballs of everyone caught in the Spell to explode outward. Human victims are permanently blinded unless a donor is available for transplant, or a Nine Eleven Spell is cast upon them. Kin victims are blinded until healed by a Nine Eleven, or until they Drain a human victim of SP equal to their PER (after satisfying feeding requirement, if any), and grow new eyes. This takes one hour. Due to the shock, and grotesque nature of this Spell, all victims and witnesses must make a Fear Roll. Actual damage taken is only 2 SP.

Flaming Skull



Cost: 5 SP

Type: Black Magic

Base Price: \$5000, 10 MH

Duration: MA in BT, or until target is dead

Target: One person

Range: MA of Flinger+WILL of skull in feet

Escape Roll: none

Magic Ritual: V

Description: Effects the creation of a semi-sentient missile in the form of a fire-enshrouded skull. The missile is semi-sentient because the mind of the last person killed by the Spell is imprisoned in the subconscious of the Spellflinger. A Skull will never turn on its owner. Once directed at a person, the Skull will attack, flying at the target. If it makes a Combat Skill Roll under its WILL, it strikes the target. The Skull can make one attack every BT. Damage is 5+WILL of the Skull. Please note that this is a fire-based attack, and does double damage to Kin, while ignoring any Armor Edge. If the Flaming Skull kills the target, the mind is freed, and the latest victim takes its place in the subconscious of the Flinger. Uses of Flaming Skull that do not kill, or kill creatures that don't have a mind, do not free the Skull. It should be noted that unless the mind of a Kin killed by this Spell can be freed quickly, their body will die the

Spells

True Death. The first time this Spell is cast, the WILL of the Skull is equal to 1/2 of the Caster's WILL.

The Skull dissipates if the target moves out of Range of the Flinger, the target is killed, or the Flinger is killed. The imprisoned mind is automatically released if the Caster dies or is knocked unconscious. A Flinger may also release the imprisoned mind at will.

Glasnost

Cost: 2 SP

Type: Black Magic

Base Price: \$2000, 7 MH

Duration: MA in BT

Target: One person

Range: 10 feet

Escape Roll: Special

Magic Ritual: II

Description: This is rumored to be an import from the Soviet Union, developed by KGB Sorcerers. It is an interrogation Spell, causing the target to be open and honest when questioned. The target must make an Escape Roll against WILL for every question asked of them. If the Escape Roll fails, they will answer the question truthfully, honestly, and helpfully. If the Escape Roll succeeds, they will remain silent. They cannot lie while the Spell is upon them. Please note the short Duration of this Spell. The CP should time the interrogation closely.

Heat Wave

Cost: 3 SP

Type: Black Magic

Base Price: \$3000, 5 MH

Duration: MA in BT

Target: One 20 foot by 20 foot area

Range: MA in feet

Escape Roll: none

Magic Ritual: III

Description: Causes the temperature in the affected area to increase by 100° Fahrenheit. May be repeated to increase temperature even further. Anyone inside the target area will take damage if the temperature is above 150°. The amount of damage taken equals 1 point for every 10° of temperature above 150°.

Hit Man

Cost: 75 SP, plus 1 MA point

Type: Black Magic

Base Price: \$100,000, 25 MH

Duration: Instantaneous

Target: One dead body

Range: Touch

Escape Roll: none

Magic Ritual: V

Description: This Spell creates a Zuvemba, a Zombie created to kill one person. The Ritual for this Spell must include some part of the intended victim's body (hair, fingernails, etc.). Once created, the Zuvemba will seek their target endlessly. If the target dies, the Zuvemba loses animation. If the Flinger who created it dies before

the target does, the Zuvemba stops seeking its target, and is free to roam at will. A Zuvemba's Basic Abilities are rolled in the same manner as all Kin, with the following Ability Modifiers. STR (+5), FIT (+5), INT (-10), WILL (-10), ATT (-5).

Note: The creation of a Zuvemba requires the Caster to sacrifice one point of MA, a permanent loss.

Kiss of Death

Cost: 1 SP per level of poison class

Type: Black Magic

Base Price: \$10,000, 8 MH

Duration: Instantaneous

Target: 1 person

Range: Touch

Escape Roll: Special

Magic Ritual: Varies, I-IV

Description: Kiss of Death imbues the lips of the Caster with deadly poison, which will be inflicted on the next person they kiss. Not truly a combat Spell, Kiss of Death is a favorite of assassins who want to kill somebody in a very personal way. The Kiss Of Death will cause the maximum FIT damage of the same class of poison as the Ritual used, unless the target is resisting the kiss. If the target tries to resist, they get an Escape Roll against FIT for 1/2 the damage. See the table below for exact damages.

Ritual I 20 FIT

Ritual II 40 FIT

Ritual III 60 FIT

Ritual IV 80 FIT

Omerta

Cost: 10 SP

Type: Black Magic

Base Price: \$10,000, 10 MH

Duration: Instantaneous

Target: self

Range: n/a

Escape Roll: none

Magic Ritual: IV

Description: Omerta creates a mental block within the Caster's mind. This mental block prevents the Caster from willingly disclosing the secrets of the organization specified in the Omerta Ritual. While the Caster may discuss public knowledge freely (for example, the latest Black Solstice operation that made news), they may not disclose secrets to anyone but other members of the organization. If the Caster is forced to reveal information (if Dominated or Compelled, for example), they make another Escape Roll against the Edge or Spell forcing them to disclose the information. If the roll succeeds, the Caster breaks free of the force. If the roll fails, the Caster dies after uttering 2-20 (2d10) words on the subject.

This Spell was widely used by secret Sorcerer's societies in the past, and is mainly used by Black Solstice in modern times.

Open

Cost: 1 SP
Type: Black Magic
Base Price: \$1000, 2 MH
Duration: Instantaneous
Target: One object
Range: MA in feet
Escape Roll: none
Magic Ritual: I
Description: This Spell causes one fastening of the Caster's choice to open. This fastening may be a single knot, a lock, a button, a buckle, a latch, or a clasp. An old thieves' Spell.

Puppet

Cost: 7 SP **Duration:** 4 hours
Type: Black Magic **Target:** One Person
Base Price: \$7000, 15MH **Range:** MA in miles
Escape Roll: Against WILL for no effect
Magic Ritual: V
Description: This Spell allows the Caster to use the body and senses of a target. While this Spell is in operation, the Flinger is only nominally aware of their own surroundings, and must make a successful PER Roll to notice events around their own body. A successful PER Roll does not break the Spell. The Caster may not take any action with their own body while controlling a Puppet. If they do, control is lost.

The Spell puts the conscious mind of the target to sleep, and the Flinger takes over, sensing what the target's body senses, and being able to control the body as if it were their own.

The target will not remember the period that they were a Puppet. By the same token, the Caster may not access the mind of the Puppet, only the senses. The mannerisms of the Puppet will be the same as the mannerisms of the Flinger. If Aura Sight is used, the Caster's Aura will be visible.

Use of physical Skills through a Puppet must be learned over time. During the first Puppeting of a target, all rolls against physical Skills must be made with a +20 modifier. With each successive Puppeting of the same target, this modifier is decreased by one. On the twenty-first Puppeting, there will be no modifier to Skills.

The Flinger may not cast any other Spells or use Drain Edge while controlling a Puppet. Spells previously may be maintained.

The first time Puppet is cast on a target, the Flinger must be in physical contact. If the Flinger wishes to use a target as a Puppet a second or subsequent time, they may do so at will, as long as the intended target is within the Range of the Spell. Each repeated use of a Puppet makes it easier to gain control of that Puppet in the future. The target must apply a +1 modifier to the Escape Roll for each time they were made into a Puppet by the same Flinger. If the target successfully resists becoming a Puppet, then a -1 modifier is applied for every successful resistance.

Rags to Riches

Cost: 1 SP
Type: Black Magic
Base Price: \$1000, 2 MH
Duration: MA in hours
Target: One person
Range: Touch
Escape Roll: none
Magic Ritual: I
Description: This Spell alters the clothing, hairstyle, and general level of grooming of one person. It can be used to make the target appear as a punk, a business person, a derelict, etc. The target's features and body are unchanged by the Spell. The person will appear as the Spell portrays them, even if they bathe or change clothes. Only the immense energy of the Twisted Dimensions could maintain this transformation.

Reanimate Dead

Cost: 50 SP
Type: Black Magic
Base Price: \$50,000, 25 MH
Duration: Instantaneous
Target: One dead body
Range: Touch
Escape Roll: none
Magic Ritual: V
Description: This allows the Caster to create one Zombie. Basic Abilities are rolled for the Zombie in the same manner as all Kin, with the following Ability Modifiers: STR (+15), FIT (+15), INT (-15), WILL (-15), ATT (-5). The Zombie will be totally subservient to the Flinger unless fed salted or spicy food. In this case, the Zombie makes a WILL Roll. If it fails, the Zombie loses animation. If it succeeds, the Zombie continues to exist, free of its bondage to the Caster.

A Flinger may only control a number of Zombies equal to 1/2 their MA.

Replicate

Cost: 5 SP per day of Ritual
Type: Black Magic
Base Price: \$5000, 15 MH
Duration: Instantaneous
Target: See Below
Range: Touch
Escape Roll: none
Magic Ritual: Special
Description: This Spell creates an organic body from the cells of an existing creature. The most common use of this Spell is to create a homunculus, though it has been used to create a dead body to fool authorities into believing a certain person is dead.

Certain preparations must be made to successfully replicate a body. The Ritual takes one month for a human body, less for the body of a small animal, and more for the body of a large animal. The Caster may take up to eight hours a day to rest, but may not cast another Spell during the Ritual. The Caster must prepare a special vat

Spells

to hold the materials needed to create the body. At the beginning of the Ritual, the vat is filled with clear water, to which the cells of the creature to be replicated are added. Candles are lit at all four points of the compass. Over the following days, the Flinger chants, replaces candles as they are consumed, and adds special oils to the water. They also add blood of the same species of creature to the bath. At the end of the month, the Spell is cast, and the replication takes place. Until the Spell is cast, the liquid in the vat will not take definite form. The final result is a body, nominally alive, but without life force. If removed from its bath, it will die in minutes. If the body is to be an Animate, the Animation Spell must be cast on it within 8 hours of its removal from the bath, or a Retard Decay Spell must be used.

Please note that a Demon or Daemon can Possess a body created in this manner, but Possession must occur immediately upon completion of the body. If the Demon or Daemon leaves the body, it will die in a few minutes.

Resurrect Kin

Cost: 10 SP

Type: Black Magic

Base Price: \$10,000, 10 MH

Duration: Instantaneous

Target: Remains of one Kin

Range: Touch

Escape Roll: none

Magic Ritual: V

Description: This Spell speeds up the normal resurrection process of a Kin. The Spell must be cast within 1 hour of death and the remains of the nearly departed must be present to touch during the Spell. Upon completion of the Spell, the Kin will resurrect immediately, with 1 SP.

Rot

Cost: 5 SP

Type: Black Magic

Base Price: \$5000, 10 MH

Duration: Until broken or dispelled

Target: One person

Range: Touch

Escape Roll: Against FIT for no effect

Magic Ritual: V

Description: This Spell causes the body of the target to slowly rot away, while keeping the senses fully active. It originated as a punishment Spell.

Over the course of a month, the body of the target slowly rots away. In the first few days, the eyelids and the cartilage between the nostrils becomes necrotic. This is followed by the rot of the fingertips and toes. The limbs decay as the rot progresses. Skin is completely rotted away by the end of the second week, but the nerves will not die, letting the target feel the full sensations of unprotected tissue. By the end of the third week, all voluntary muscles lose function. During the fourth week, though still alive, the target is a helpless mass of necrotic tissue with bones showing under the decayed musculature. Because they can no longer care for themselves, human

targets will finally die of malnutrition or dehydration. The heart, lungs, brain, and interconnecting structures are unaffected. Kin left in this condition will not die, but will continue this tortured existence until killed. They will resurrect normally, but will suffer the Rot all over again. Rot may be cured by Draining 100 human SP in one night.

Scars

Cost: 1 SP

Type: Black Magic

Base Price: \$1000, 5 MH

Duration: Two weeks

Target: One person

Range: MA in feet

Escape Roll: Against FIT for no effect

Magic Ritual: I

Description: This Spell is usually just an annoyance to Kin, but it causes permanent damage to the complexion of humans. A few hours after this Spell is cast, the skin of the target will break out in a variety of rashes, acne, boils, cysts, and sores. The skin will itch, peel, and slough off. This condition lasts for about two weeks. After this, the skin heals, but is permanently scarred and pitted. ATT is reduced to 25% of previous total

Humans may recover up to 1d10 of lost ATT from cosmetic surgery, but may never restore ATT to more than half of its former level. Kin will regenerate 1 point of lost ATT per day after the two weeks of skin rashes are over.

Secret

Cost: 5 SP

Type: Black Magic

Base Price: \$5000, 8 MH

Duration: Until dispelled or broken

Target: One person

Range: Touch

Escape Roll: Special

Magic Ritual: IV

Description: If the target of this Spell attempts to give information about the Caster to anyone, they must make a successful Escape Roll against FIT or die of a massive cerebral hemorrhage. The Escape Roll is made every time the target attempts to reveal a piece of information. If the target succeeds in making three FIT Rolls in a row, the Spell is broken. Kin will resurrect normally, but will still be under the effect of the Spell when they rise.

Summoning

Cost: 3 SP

Type: Black Magic

Base Price: \$3000, 10 MH

Duration: n/a

Target: One Demon

Range: 10 feet

Escape Roll: Against WILL for no effect

Magic Ritual: V

Description: Allows the Flinger to summon a Demon by temporarily opening a gate to the Twisted Dimensions.

Most Demons find travel through the gate uncomfortable, and will not be happy at being summoned. Unless restrained, such a Demon will relentlessly attack the Caster. The Caster has no way to tell what type of Demon will step through the gate. Roll 1d10 and consult the table below to determine the type of Demon summoned.

1	Ssivvinne	6	Orbs
2	Glavantharax	7	Phrhth
3	Sthlashr	8	Kgorek
4	Vrarnng	9	Krrsd
5	Xlenx	10	Threel

Summoning may also be used to return an Exorcized Ghost to this plane. In order to do this, the Flinger must know the name of the Ghost, and find an item associated with the Ghost's human life. This item becomes the Ghost's new Relic.

Swarm



Cost: 2 SP
Type: Black Magic
Base Price: \$2000, 4 MH
Duration: MA in BT
Description: Summons a swarm of flying insects to the target. These insects will bite the target repeatedly. 1 point of damage is done to the target per BT. The insects will not approach a target covered with insect repellent, and cannot be summoned when the ambient temperature is below freezing. Diving into water will stop most of the damage, but the insects will remain above the surface of the water for the Duration of the Spell, biting the target for 1 SP when they come up to breathe. Targets in full containment suits or targets that possess the Armor Edge are not affected.

A heavily smoking fire, such as that caused by a burning automobile tire, will keep the critters at bay as long as the victim remains in the smoke.

The insects are distracting, as well as damaging. The target must make a successful WILL Roll to do anything but try to escape or swat them. All Skill and Edge Rolls are made at a +10 modifier.

Wither

Cost: 10 SP
Type: Black Magic
Base Price: \$50,000, 15 MH
Duration: Until dispelled, broken, or the target dies
Target: One person
Range: Touch
Escape Roll: Special
Magic Ritual: V
Description: The victim must roll once per day against FIT or lose one point of FIT. This repeats until the character is at zero FIT (and dies the True Death) or until they make their FIT Roll three days in a row, at which point the Spell's effect is broken, and FIT will heal normally. Draining a human victim of 10 SP (after daily feeding requirement is satisfied) will restore 1 lost FIT point, but will not break the Spell.

LISTING OF WHITE MAGIC SPELLS

Bodybuilder

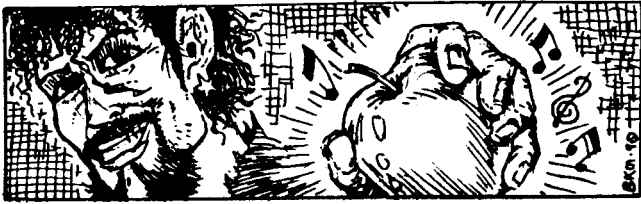
Cost: 2 SP per 5 points of STR Score gained
Type: White Magic
Base Price: \$30,000, 1 MH
Duration: MA in minutes
Target: One person
Range: Touch
Escape Roll: none
Magic Ritual: III
Description: Increases STR by 5 (and thus, Base HTH Damage) of the recipient of the Spell for every 2 SP used. STR Score cannot be increased over 40+Racial Modifier level.

Bonding (See Familiars)

Cost: 3 SP
Type: White Magic
Base Price: \$1000, 2 MH
Duration: Special
Target: One animal
Range: Touch
Escape Roll: none
Magic Ritual: III
Description: The most ancient of all the known Spells, Bonding has survived through the ages relatively unchanged. This Spell is only used to bond a Familiar or Imp to the Sorcerer. Bonding is performed as the first part of the Bonding Ritual for Familiars. If this Spell is cast on the same animal again by the same Caster, it results in the immediate death of the Imp and the Sorcerer incurs the associated losses. The Spell's Duration is the time needed to complete the Bonding Ritual.

Spells

Boombox



Cost: 1 SP **Target:** 1 inanimate object
Type: White Magic **Range:** Touch
Base Price: \$1000, 1 MH **Escape Roll:** none
Duration: 1 hour **Magic Ritual:** I
Description: The object touched becomes a magical radio receiver. The Flinger may stipulate any frequency. Volume is controlled at the casters will. A minor Spell, used by many Sorcerers at parties, it can also be useful for listening in on police or government channels.

Bug

Cost: 2 SP
Type: White Magic
Base Price: \$2000, 1 MH
Duration: 1 hour
Target: 1 person
Range: MA in miles
Escape Roll: Against WILL for no effect
Magic Ritual: II
Description: This allows the Caster to eavesdrop on a person. The Caster will hear everything that the target hears, including the sound of the target's own voice.

The first time this Spell is cast on a target, the target must be within sight and hearing of the Caster. If this first casting is a success, then subsequent castings may be made while the target is anywhere within Range. If any casting fails, then the next casting must be made as if it were the first.

Chill Out

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 2 MH
Duration: MA in minutes
Target: 20 foot diameter area
Range: MA in feet
Escape Roll: n/a
Magic Ritual: I
Description: Causes the ambient temperature to drop to 0 degrees Fahrenheit in a 20 foot diameter area. Will counteract the effects of a Heat Wave Spell.

Cutting Torch

Cost: 5 SP **Target:** One object
Type: White Magic **Range:** 5'
Base Price: \$5000, 2 MH **Escape Roll:** none
Duration: MA in BT **Magic Ritual:** III
Description: This Spell creates a small point of intense heat on the surface of an object. The point of heat will act as a cutting torch, burning through metal,

melting plastics, or igniting flammable objects. The Cutting torch must remain on the object it is originally cast upon, and may not be moved to another object. It cannot be cast into air or on a person, though it may be cast on an object that a person is holding or wearing. The Cutting torch will cut through 1" of 1" thick metal per BT.

Dispel Magic

Cost: 10 SP
Type: White Magic
Base Price: \$10,000, 3 MH
Duration: Instantaneous
Target: One person, object, or area under the influence of a Spell
Range: Touch
Escape Roll: Special
Magic Ritual: IV
Description: Dispel Magic will halt the effects of any spell. It will not heal damage done to the target by the previous Spell. The halted Spell will be completely broken. The Flinger must make a successful MA Roll for this Spell to succeed. The SP Cost of the Spell the Flinger is trying to Dispel is added to the die roll as a modifier.

Dispossession

Cost: SP equal to 1/2 the WILL of the target
Type: White Magic
Base Price: \$20,000, 3 MH
Duration: MA in days
Target: One Demon or Daemon
Range: 10 feet
Escape Roll: Against WILL for no effect
Magic Ritual: IV
Description: With this Spell, the Flinger may force a Demon or Daemon out of a possessed body. If the Caster has time to prepare, it is advisable to create Magic Circles to protect the Caster and the Possessed person, and to trap a Demon. The Escape Roll is modified by -1 for every year the Demon or Daemon has continuously Possessed a person. Once Dispossessioned, a Demon or Daemon may not Possess the same person again for a period of time equal to the Flinger's MA in days. If the Spell fails, it may be attempted on the same target in 24 hours.

EMT

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 1 MH
Duration: Instantaneous
Target: Self or one person
Range: Touch
Escape Roll: none
Magic Ritual: I
Description: Heals the recipient of damage up to the Flinger's MA in SP, or MA+10 (round down) in FIT. Lost FIT will be healed before SP. Healing cannot exceed the number of points possessed before damage was done.

Exorcism

Cost: SP equal to the WILL of the target
Type: White Magic
Base Price: \$60,000, 5 MH
Duration: Instantaneous
Target: One Ghost or Inuit
Range: Touch
Escape Roll: Against WILL for no effect
Magic Ritual: IV
Description: This Spell may be used to send a Ghost to the Twisted Dees, or to send an Inuit back to their Power Source.

In order to send a Ghost to the Twisted Dimensions, the Flinger must discover the circumstances of the Ghost's death, and locate their Relic. The Exorcism is then cast on the Relic. If the Ghost succeeds at their Escape Roll, the Spell may be attempted again after twenty-four hours.

Before the discovery of Black Magic, Sorcerers did not know where Ghosts went after Exorcism. It was assumed that they were destroyed. Since the advent of Black Magic, however, it has become possible to bring a Ghost back to this plane. See Black Magic Spells, Summoning, for more details.

Note: Exorcism is superior to simply destroying a Ghost's Relic. If a Relic is destroyed, the Ghost makes an Escape Roll against WILL. If this roll succeeds, the Ghost attaches themselves to another object. If it fails, they go to the Twisted Dees.

If an Exorcism is successfully cast on an Inuit, they are instantly transported to their Power Source, and are held there for 8 hours. The Flinger need not know the location of the Power Source or any other information about the Inuit.

Note: Mythology confuses this Spell with Dispossession with respect to Demons and Daemons.

Fade

Cost: 2 SP+1 SP for every additional person Faded
Type: White Magic
Base Price: \$10,000, 3 MH
Duration: MA in minutes
Target: 1 group of people, up to MA in number
Range: MA in feet
Escape Roll: Against PER for no effect
Magic Ritual: III
Description: This Spell allows the Caster and a number of other beings to fade from the perception of others. While Faded, a person will be ignored by anyone not Faded by the same Spell. People can still see the Faded persons, and will even step aside and avoid contact, but cannot form any connection between the Faded person and action. Anyone who fails the PER Roll will be so affected, and will not remember seeing Faded people. If someone succeeds at their PER Roll, they may draw the attention of others to the Faded people. In this case, people who previously failed their Escape Roll may make another for each BT that someone insists "someone is there."

Alertness Skill may be substituted for PER when making the Escape Roll. It is also possible to foil a Fade by using a mirror. Faded people will appear normally in a mirror.

Featherweight

Cost: 1 SP per 100 pounds of weight negated
Type: White Magic
Base Price: \$5000, 1 MH
Duration: MA in BT
Target: 1 object
Range: Touch
Escape Roll: none
Magic Ritual: II
Description: This will decrease the weight of an object in increments of 100 pounds. Objects cannot be levitated, but can be reduced to the weight of a feather.

Flashlight

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 1MH
Duration: MA in minutes
Target: n/a
Range: 50 feet
Escape Roll: none
Magic Ritual: I
Description: This causes the source of a directional beam of light to hover about three feet above the Flinger's head. The light beam may be directed at will, and spreads to illuminate a ten foot circle at a distance of 50 feet.

Friendship

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 3 MH
Duration: MA in minutes
Target: One person
Range: Touch
Escape Roll: Against INT for no effect
Magic Ritual: I
Description: The target of the Spell will be positively predisposed towards the Flinger. This does not mean that they will follow commands or do anything against their will. It does add the Flinger's MA to their ATT when the victim is dealing with the Flinger. This only affects the victim.

Gas Mask

Cost: 3 SP
Type: White Magic
Base Price: \$3000, 2MH
Duration: MA minutes
Target: One person
Range: Touch
Escape Roll: none
Magic Ritual: III
Description: This Spell shields the target from hostile environments and supplies them with breathable air while they are in such environments. While under the influence of this Spell, the target may comfortably breathe in water, in toxic atmospheres, or even while buried.

Spells

Keyhole

Cost: 1 SP **Target:** 1 opaque object
Type: White Magic **Range:** Touch
Base Price: \$1000, 1 MH **Escape Roll:** none
Duration: MA in BT **Magic Ritual:** II
Description: Creates a magical keyhole through any inanimate object. The Flinger may either look or listen through the keyhole, but not both at once. Will not work on objects thicker than 12 inches.

Magic Bubble

Cost: 2 SP
Type: White Magic
Base Price: \$2000, 2 MH
Duration: MA in BT
Target: 1 person
Range: MA in yards
Escape Roll: Against MA for no effect
Magic Ritual: III
Description: Magic Bubble forms an invisible field of magical force around the target. While this field does not harm the target, it is resistant to other magic. The target applies a modifier of -10 to any Escape Rolls made against magical attack while encased in the bubble. If the target wishes to cast Spells through the bubble, they must expend more energy than normal, so Spells cost 1 additional SP to cast. The bubble is undetectable by Aura Sight, and the target may be completely unaware of its existence, until an attempt to cast a Spell is made.

Magic Sight

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 1 MH
Duration: MA in minutes
Target: n/a
Range: 10 feet
Escape Roll: none
Magic Ritual: II
Description: Magic Sight allows the Caster to see patterns of magical energy. If a successful PER Roll is made, the Caster may determine type of magic used to form the energy. A second successful PER Roll will allow the Caster to determine the amount of SP used to cast the original Spell. A third successful PER Roll will allow the Caster to determine the exact Spell used.

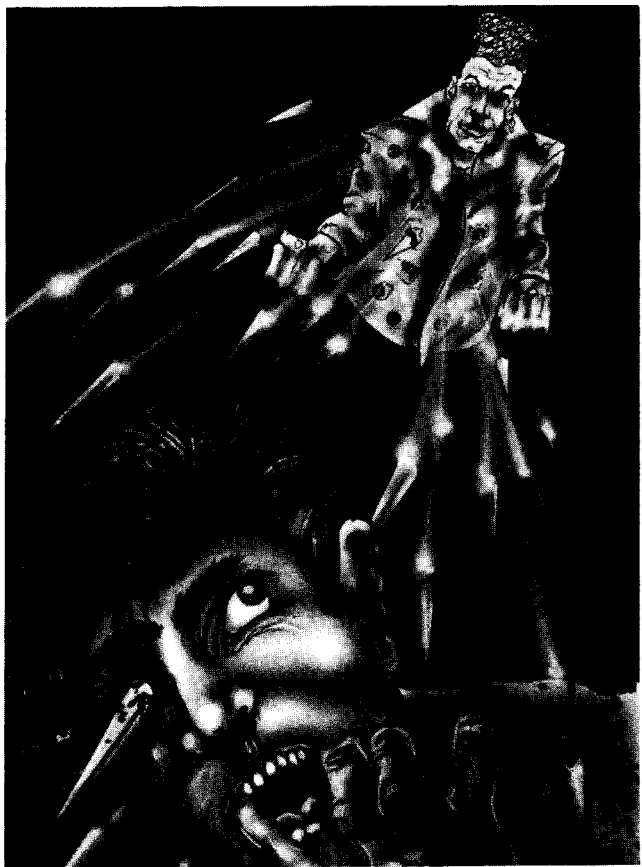
Nine Eleven

Cost: 3 SP **Target:** One person
Type: White Magic **Range:** Touch
Base Price: \$3000, 3 MH **Escape Roll:** none
Duration: Instantaneous **Magic Ritual:** IV
Description: This Spell will cure 5d10 SP of damage, or 5d10+10 (round down) of FIT damage. Any loss of FIT will be cured first, then other physical damage. Non-magical diseases will also be cured by this Spell. Regeneration of lost limbs will be completed 24 hours after this Spell is cast, if the recipient maintains strict bed rest during that time.

Pacify

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 5 MH
Duration: MA in BT
Target: up to MA in number of persons
Range: MA in feet radius about Caster
Escape Roll: Against WILL for no effect
Magic Ritual: II
Description: Persons affected by this Spell will be passive and will cease any hostilities they are engaged in. This Spell is automatically broken if hostile action is taken against any of the targets.

Porcupine



Cost: 1 SP/5 pts damage **Target:** One Person
Type: White Magic **Range:** Touch
Base Price: \$5000, 7 MH **Escape Roll:** none
Duration: MA minutes **Magic Ritual:** III
Description: When this Spell is in effect, quills sprout out of the target's body. These quills will shoot forth at an attacker when the target is struck by any sort of attack. The amount of damage done is determined when the Spell energy is stored during its Ritual. The quills will do damage to any person succeeding at an attack against the person wearing the quills. When the Spell reaches the end of its Duration the quills disappear. In addition, any offensive action on the part of the person wearing the quills will cause the Spell to break.

Resurrect Human

Cost: 1 SP per point of cadaver's FIT, plus 1 MA point
Type: White Magic
Base Price: \$50,000, 25 MH
Duration: Instantaneous
Target: One herd cadaver
Range: Touch
Escape Roll: none
Magic Ritual: IV
Description: This Spell will resurrect one human. The maximum length of time a body may be deceased is equal to the Flinger's MA in hours. The target will regain life immediately, with 1 SP. If the person died of wounds, they may heal normally. If the person died of a disease, a Nine-Eleven Spell or medical attention may be needed to cure them before any other healing may take place. Note that the power of this Spell requires the loss of 1 MA Point.

Retard Decay

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 1MH
Duration: 3 days
Target: 1 dead object
Range: Touch
Escape Roll: none
Magic Ritual: I
Description: This Spell will retard the decay of dead organic matter. The matter will remain in the same state for three days, and will resume decay at the end of the Duration, unless another Retard Decay is cast.

Shag It

Cost: 3 SP
Type: White Magic
Base Price: \$3000, 1MH
Duration: MA minutes
Target: Self
Range: n/a
Escape Roll: none
Magic Ritual: III
Description: Shag It allows the Flinger to run at incredible speed. Normal movement speed is tripled, and the Flinger may run a number of yards equal to three times their DEX Score in one BT. This will allow the Flinger to outrun virtually any human being.

Soup Kitchen

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 3MH
Duration: Instantaneous
Target: n/a
Range: MA in feet
Escape Roll: none
Magic Ritual: I
Description: Creates a nourishing, though plain, meal for one person.

Switch Off

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 2MH
Duration: MA in BT
Target: 1 electrical device
Range: Touch
Escape Roll: none
Magic Ritual: I
Description: This will cause the circuits of an electrical device to open randomly, shutting it down temporarily. The device will have no lasting problems that would not normally be associated with turning it off suddenly for a short time.

Vibes

Cost: 1 SP
Type: White Magic
Base Price: \$1000, 1 MH
Duration: 1 minute
Target: 1 object, person, or area
Range: Touch
Escape Roll: none
Magic Ritual: I
Description: Allows the Flinger to feel the emotional residue left on an object or in an area. Every being has an emotional Aura which is unique, and during long-term possession of an object, that object will echo the emotions of the owner. It is also possible to read the aura of an area, or even of a living person. This emotional signature may be clouded by strong emotions if the object or area was used for murder, torture, sex, etc.

Ward

Cost: 5 or more SP (See Below)
Type: White Magic
Base Price: \$50,000, 5 MH
Duration: Until broken or dispelled
Target: One marked area
Range: Special
Escape Roll: Against WILL for no effect
Magic Ritual: II
Description: Ward creates invisible walls of force which are painful for Kin to pass through. Any Kin, even if incorporeal, attempting to pass through a Ward must make a WILL Roll. Failure means the Kin cannot pass through and must wait 24 hours before they can attempt to pass through again. Once within a Ward, a Kin may act normally. The Caster defines the perimeter of a Ward by enclosing it with special markings. Once cast, the Spell lasts until the markings are removed. The walls of a Ward bend inward at the top to form a roof. The area beneath a Ward is similarly protected.

When the Ward is cast, the Flinger may choose to imbue it with additional force. For every additional SP that the Caster expends, a +1 modifier is added to the WILL Roll of any Kin attempting to pass through the Ward.

Ward may also be cast by a group of Flingers. To do this, each member of the group must store the Spell at a rank of 1 SP or more. The total amount of SP expended by the group must be equal to or greater than 5 SP at the time of the Ward's creation. Each Caster in the group is responsible for maintaining their share of the Spell (i.e., if they contributed 1 SP, then that amount would count against their Storage Limit). A Caster may also choose to strengthen an existing Ward by casting another Ward Spell. The SP they expend is added to the strength of the Ward. If a member of the casting group stops maintaining their share of the Ward, then the Ward is weakened by the amount of SP they maintained. If the total maintenance drops below 5 SP, the Ward is broken.

The Magic Of The Covens

ROOT MAGIC

Root Magic works through the agencies of herbs, minerals, animal concretions, and the like. Many of the more power hungry Kin disdain Root Magic, scoffing at its lack of offensive ability. It is true that Root Magic is limited in terms of attack. Its main purpose is defensive.

Due to the vast amount of concentration necessary to tease out the minute powers and channel energy into these objects, Root Magic is only effective when practiced with a coven skilled in its use directing the powers.

An animal concretion (also known as a stone) is a small gemlike object left when an animal has died and decayed. It contains the essence of the animal, and passes the benefits of that essence to anyone who consciously utilizes the stone. Most concretions, it might be mentioned, are simply mistaken for rocks. It takes special training to spot one. The charts below list some common herbs and concretions, how they are used, and the benefits gained from their use. Characters may use or wear up to 3 Root Magic items at the same time.

HERBS AND PLANTS

Amaranth: Applied to a wound, will heal 1d10-5 points of damage, to a minimum of 1 SP. It is an unremarkable weed growing along roadsides and in vacant lots throughout the Eastern United States.

Angelica: Worn or placed around the house, Angelica leaves add 1 SP to the Cost of Spells cast at the wearer. Unfortunately, it also adds 1 SP to the Cost of any Spells cast by a Flinger wearing it. A weed, related to parsley, preferring swampy ground throughout the Eastern and Central States.

Belladonna: Drunk in a potion, juice from its roots gives a vision of a possible future, up to 2d10 days in advance. CPs can use this to foreshadow a coming adventure. An overdose is usually fatal, and even a normal dose will do FIT damage equal to the number of days the vision is into the future.

Caraway: The wearing may apply a -10 modifier to Seduction Skill Rolls or rolls against the ATT Score.

Clove Pink: Drunk steeped in water, adds +1 to the character's FIT permanently. This is only effective once, and may not increase FIT to a level higher than 40+Racial Modifier.

Eyebright: Drunk, will add +1 to a character's INT and +1 to the character's PER. Only usable once, and may not increase INT and PER to a level higher than 40+Racial Modifier.

Laurel: Worn, its leaves cause a -10 modifier to be applied to any Escape Rolls the wearer makes against the Possession Edge.

Onions: Causes a -10 modifier to be applied to all Escape Rolls made against Spells. The presence of an onion, however, halves the effects of any other anti-magic items worn.

Rue: Worn, causes a +10 modifier to be applied on attempts to use Seduction Skill on the wearer.

ANIMAL CONCRETIONS

Badger: Worn or kept under one's mattress, the foot of a Badger produces a -5 modifier on Seduction Skill Rolls.

Bat: The right eye of a Bat allows the character to become Invisible (as per the Edge of the same name) for a number of BT equal to their WILL Score. The eye dries out and becomes useless after one use.

Cat: The bones of a black cat, obtained by boiling the cat alive, lend invisibility much like the right eye of a Bat. The bone, however, may be used 1d10 times before crumbling to dust. The maximum duration of each use is the user's WILL Score in BT.

Chameleon: Worn, it's concretion causes a -10 modifier on rolls against INT based Skills. Burning one acts as a Control Weather Edge, with the Edge Score being equal to twice the Witch's Magic Ability Score.



Cow: The stone of a cow, worn near the face (on a necklace, for example) adds +1 to ATT.

Crab: Worn, the claw of a crab causes a -2 modifier on Escape Rolls against Spells.

Eagle (known as an Aquilaeus): Worn on the right arm, gives good luck (apply a -1 modifier on all LUCK Rolls). An eagle's stone also gives courage and, if worn constantly, adds 1d10 years to a normal human's lifespan.

Eel: A character who eats the heart of an Eel has a 50% chance to see a vision of a possible future, up to 2d10 days away.

Hyena: Its stone allows a -15 modifier on Escape Rolls against Mesmerization, Dominance, Crowd control, Spells like Compel, or any type of Spell that seeks to control the mind of the target.

Lion: A character wearing the skin of a lion has a -20 modifier when rolling on the Fear Reaction Table

Mole: Gives visions of the future like an eel. The feet of a mole, if worn, allow a 50% chance of finding money (d00 dollars) if the wearer has none.

Ox: Its stone, put near one's bed, allows a -15 modifier on Escape Rolls against Send Dream Edge. If the Escape Roll fails, a -15 modifier is applied to a character's WILL Rolls when combatting the invader.

Rooster (Alectorus): Worn, gives good luck (apply a -1 modifier on all LUCK Rolls). An Alectorus also causes a -10 modifier on Escape Rolls against Spells.

Sheep: Worn, adds +2 to a woman's ATT.

Tiger: Worn, its stone allows a -10 modifier to be applied to rolls when gambling.

MINERALS AND STONES

Amber: Looked through, amber allows a -20 modifier on all PER Rolls involving sight.

Amethyst: Drunk after being ground in a potion, Amethyst causes a -20 modifier on all Escape Rolls against poisons for one month.

Antimony: Worn as an amulet, antimony imposes a +5 modifier on all attacks made against the wearer by a Demons or Witches.

Beryl: Worn, allows a -10 modifier on Persuasion Skill Rolls.

Chalcedony: Allows a -20 modifier on PER Rolls when resisting blinding of any sort.

Chrysoprase: Adds +2 to Humanity when worn.

Coral: Allows one failed roll to be rerolled for the better, once per day.

Diamond: Provides the effects of 5 points of Armor Edge Score when worn.

Flint: Wearing flint allows the character to apply a -5 modifier to Escape Rolls against Spells. Also, See Flaws, Daemons.

Jade: Causes a -5 modifier to be applied on all Escape Rolls against disease.

Brass: An amulet of brass, worn, acts as a guard against spirits and Witches: All attacks made by such creatures have a +5 modifier. Unfortunately, it is painful for Kin to wear, and adds 2 SP to the Cost of any Spells cast while worn. Enemies of The Kin, however, sometimes wear brass.

Lead: Acts as a guard against spirits and Demons. As such, it is virtually worthless to The Kin, but their enemies find that lead kept near a door forces Kin to make a WILL Roll to pass through that door.

Meteorite: Doubles the Cost in SP of all Spells cast within 10 feet of it, also does 1 FIT point of damage per BT that it is in physical contact with a Sorcerer or Witch. A weapon made of this will do double damage to Sorcerers and Witches. Very rare and expensive.

Ruby: Has a 50% chance of darkening when danger threatens the wearer. If the wearer has the Danger Sense Edge, Ruby provides a -10 modifier on all Edge Rolls made for that Edge.

SPECIAL

Whistlin' Bone: A Human Femur made into a flute. All hearing this must make a Fear Reaction Roll. May only be used by Witches.

Goofer Dust: Dust from a grave. Blowing it in someone's face will cause them to sicken and die as per the Wither Spell. May only be used by Witches.

ENCHANTED WEAPONS



Magical weapons are actually a common sight in the wars between the factions of The Kin, since they all realize that conventional weapons are virtually worthless against those of their kind. However, the magic weapons in *NIGHTLIFE* are far different from those of legend. Whereas in the days of yore a dragon slaying sword might have been valued, a far more common sight in *NIGHTLIFE* is an enchanted submachinegun. Creating enchanted weapons isn't easy. It is time consuming, expensive, and dangerous. While the weapon to be enchanted need not be made of anything special, the tools used to enchant them must be of the highest quality.

An enchanted weapon is made by inscribing the appropriate symbols for each power on the weapon with a knife made of the finest steel. Each time an individual symbol is inscribed, the enchanter must make a roll against the Enchant Weapon Skill Score. If this roll fails, the knife shatters. Since each enchantment is composed of from 1 to 10 symbols, replacing the knives can get expensive.

Only Witch covens have the necessary power and resources to perform this specialized type of magic.

COMMON WEAPON ENCHANTMENTS

Accuracy

Cost: 20+WILL of the intended user in SP

Description: The WILL of the user is applied as a negative modifier to the CSR when using the weapon.

Attunement

Cost: 50+FIT Racial Modifier of Race the weapon is attuned to in SP

Description: The weapon is attuned to a specific race of Kin, so that its ammunition will ignore the Armor Edge Score of such Kin. Attunement is a highly sought-after enchantment.

The Magic Of The Covens

Danger Sensor

Cost: 30 SP

Description: Acts as the Danger Sense Edge, with an Edge Roll of 40. If the user already has that Edge, add +10% to their chance to use it.

Human Register

Cost: 20 SP

Description: This must be performed with Attunement to be any good, but once it is enchanted with both, the weapon will not harm humans unless the user makes a conscious effort for it to (make a successful WILL Roll). Otherwise, it will not harm them: bullets will fall short and knives will turn edgewise from them.

Invisibility:

Cost: 25 SP

Description: This enchantment can only be performed after a weapon has been Personalized. Unless the owner

desires otherwise, the weapon is invisible to normal sight, but will be revealed by use of Aura Sight.

Personalization

Cost: 20+INT of the person it will be bound to in SP

Description: Only one person, specified when the weapon is enchanted, may use it. The weapon will jam if anyone else attempts to use it, and will do 1 DP of damage every BT to any person (other than the owner) holding it, ignoring any Armor Edge Score. In some circles, it is considered very trendy to have a Personalized weapon. Furthermore, most very powerful weapons are personalized to prevent their use against their rightful owner.

Protection

Cost: 20 SP

Description: When held, the weapon imposed a +10 modifier on all Combat Skill Rolls made against the person holding it.

The Clave

There is, at present, only one major Clave in New York City. Based in Manhattan, it is usually referred to as simply The Clave, or by the name of its cover business, Stuart & Grimm Health Foods.

Other Claves exist in the suburbs and areas surrounding New York City, but they are minor compared to The Clave.

While based in New York, The covens of The Clave usually have sites upstate, where there is still some natural countryside left. It is at these sites that most of the actual Rituals are performed.

Stuart & Grimm actually does sell a lot of health food, but that is not the main source of income. Contacts are stationed at selected stores and a person can purchase Root Magic items or Talismans. The Clave is extremely careful, and only sells magic items to people they know, or who are referred to them by a known customer. They are neutral in the factional battles of The Kin, and do business with both pro- and anti-human factions.

The organization of The Clave is set up along traditional guidelines. Its leader is elected from among the Flamens of the member covens every year on the Spring Solstice. Frederick Smalls, its present *Flamen*, has been the leader for almost 14 years. His expertise at business is recognized in all the covens as the reason for The Claves financial success. Frederick's wife, Jessica Smalls, is *Flamenca* of the largest and most influential coven in The Clave.

Frederick Smalls

Race: Human

STR: 14

DEX: 12

FIT: 16

PER: 13

ATT: 8

LUCK: 7

INT: 19

WILL: 11

Magic Ability: 18

Max Humanity: 50

Skills: Business, Criminal Business, City Knowledge, Pistol

Faction: The Clave

Description: Frederick Smalls was a successful owner of a small chain of convenience stores when he met his future wife, Jessica. They were married within a year of meeting, and Frederick was inducted into her coven. After a few years, he masterminded the plan to use a health food chain as a front for The Clave's activities. He became the manager of the chain, and the profits he earned endeared him to all the covens. When he made his bid for *Flamen* of The Clave 14 years ago, there was never any real doubt that he would be elected. Since then, he has helped The Clave prosper and grow in influence. He and Jessica are often seen at the better social functions in the city.

Jessica Smalls

Race: Human

STR: 11

DEX: 18

FIT: 11

INT: 11

WILL: 15

Magic Ability: 18

Max Humanity: 50

Skills: Root Magic, Talismanic Magic, Kin Lore, Occult Knowledge

Faction: The Clave

Description: Jessica Smalls, nee Forbisher, always dreamed of power. She discovered Witchcraft at an early

HTH: 3

SP: 23

PER: 13

ATT: 12

LUCK: 7

HTH: 2

SP: 18

age, and joined her coven when she was 17, marrying Samuel Forbisher (a man in his sixties) in the process. Over the years, she rose to control of the coven, but

wanted more. At the death of Forbisher, she married Frederick Smalls. Her ambition and his business acumen combined to gain them control of The Manhattan Clave.

SLANG AND MORE SLANG

Breezy: Refers to a Kin whose existence has become known to Stakes. From blown cover.

Chanter: One who practices Ritual Magic.

Chill: Kill.

Dees, The: Short for The Dimensions, referring to the Twisted Dimensions.

Elder: A Kin who has reached the full development of their powers.

Flamenca: Female leader of a coven. Name originated in Witch lore.

Familiar: An animal, magically bonded to a Sorcerer.

Featherhead: Derogatory name for an Inuit.

Flamen: Male leader of a Coven or Clave. Secondary to the Flamenca. Name originated in Witch lore.

Fling: To cast a Spell or release the energy stored from a Ritual.

Flinger: Caster of Spells. A Sorcerer or Witch.

Flinging: To be casting a Spell.

Go To College: Learn about The Kin.

Green Card: Slang for a Deed.

Hoodoo: Insulting term for a Sorcerer. From a the term meaning voodoo or bad luck.

Hornhead: Insulting term for a Daemon.

Hunter: One who kills Imps for sport. Usually short-lived.

Imp: See Familiar

Kinsucker: Stake term for a Crowley.

Landlord: One who holds a Deed to a Demon.

Lightweight: Derogatory name for a ghost.

Nightlife: A Kin toast. There are many variations, but all contain the word "night."

On Ice: Refers to a Kin who has ended up in a morgue.

Paint The Town Red: To commit a series of murders without cleaning and flossing. Usually refers to a Kin who has lost control.

Pet: A Witch or Sorcerer that has a Familiar. This is because many act as though the Imp owns them.

Pretzel: The target of a Twister.

Sammy: Slang for a Witch, usually insulting.

Skinsuit: Possessed victim.

Sleep Stiff: To die, but not the true death.

Spellflinger: See Flinger.

Splatter: To kill in a gruesome or gory fashion.

Stitchjob: Insulting term for a Flesh Animate.

Tee Dees: Short for Twisted Dimensions.

Twisted Dees: The Twisted Dimensions, home of Demons and the source of power for Black Magic.

Twister: Summoned Demon, especially one with a Deed. From Twisted Dimensions.

Wet Paint: A Kin who has been singled out by a Stake. Other Kin avoid them, because the paint may rub off.

Wizkin: Any Kin with Magic Ability and Spell use.

Wizling: Weak Sorcerer or one with a very low MA.

NIGHTLIFE RULES UPDATE

Speed Edge, p. 28 of *NIGHTLIFE*

The Humanity Costs of Speed are as follows: 10•1/1•1. The Speed Edge Score is also used to help determine Individual Initiative. A character adds their Speed Edge Score to the score of the Edge, Skill, or Basic Ability they are going to use in Combat when determining their place in the order of Individual Initiative. See p. 37 of *NIGHTLIFE* for details on Individual Initiative.

Flaws for NPC Races and Enemies Of The Kin, pp. 63-71, 75-77 of *NIGHTLIFE*

All Kin (except for Elementals) and all supernatural enemies of The Kin have a Substance Vulnerability to fire. They take double damage from fire, and any Armor Edge Score is ignored. Please note that some of these creatures are normally incorporeal. When in this state, the Substance Vulnerability to fire is ignored.

Wildeyes, p. 70 of *NIGHTLIFE*

Wildeyes are usually Neutral in Faction. Fashion Sense is one of their Skills.

Abilities Of Important NPCs, pp. 72-74 of *NIGHTLIFE*

The listings for Golgotha, Helena Athenopolis, Lisa "Blood" Bath, Jay "Loogie" Pendergast, Adam Noire, and Taw-Sureh are updated in this book. WO Babylon and Captain N Tropy are not. These two Kin are both Elders, with fully maximized Basic Abilities and SP, as described in the Elder Section on p. 10 of this book.

Skill And Edge Scores For NPCs, p. 72-74 of *NIGHTLIFE*

Unless stated otherwise, the NPCs listed in this section have Edge and Skill Scores of 60.

MORE RACES

Most of the following races are enemies of The Kin, and hunt them as The Kin hunt humans. The descriptions are of an average member of the race, with a selection of Edges and Skills. Feel free to generate an individual member of a race by using the guidelines found in the NPC Races section of *NIGHTLIFE*. You may wish to set LUCK and SP at a higher score and add Edges and Skills.

Please note that many of the Edges and Skills listed have no scores given. Unless specified otherwise, all Edges and Skills for the following races have a score of 60.

Banshee



STR: 3 PER: 35
DEX: 0 ATT: 0
FIT: 40 LUCK: 20
INT: 10 HTH: 0
WILL: 30 SP: 60

Max Humanity: 0

Edges: Drain (Kin and human life force with scream at 10' range), Corporeality (special), Fear Projection, Flight, Weapons Immunity

Flaws: Substance Vulnerability (cold-wrought Iron, 15 SP/BT), Substance Vulnerability (fire, double damage), Repulsion (cold-wrought Iron), Diet Restriction (life force)

Humanity Damage Modifier: n/a

Skills: City Knowledge (general), Stealth

Description: Banshees are a type of incorporeal spirit. They appear as a hideous, scraggly-haired head trailing a tiny, useless, vestigial body. Banshees usually single out one person to feed upon, then isolate that person by

herding them with selective uses of Fear Projection. Once the person is alone, the Banshee soars in, using its horrifying shriek to suck out the person's life force. To produce the Draining shriek, a Banshee must use their Corporeality Edge to become solid.

Pooka

STR: 30 PER: 20
DEX: 30 ATT: 0
FIT: 20 LUCK: 20
INT: 10 HTH: 6
WILL: 10 SP: 40

Max Humanity: 0

Edges: Drain (life force), Corporeality, Invisibility, Nocturnal Vision, Speed

Flaws: Environmental Harm (air, 5 SP/BT), Substance Vulnerability (fire, double damage), Diet Restriction (life force), Special (Must return to their home body of water for eight hours a day)

Humanity Damage Modifier: n/a

Skills: City Knowledge (Bodies of water)

Faction: Neutral

Special: If the Pooka needs to defend itself, it attacks with the chains draped about its body. These chains to 10+HTH damage and have a range of 5 feet. The Pooka usually has a Combat Skill Roll of 60. The Pooka can only use the chains if it is Corporeal. If the target is human, the chains may also be used to Drain.

Description: The Pooka is the water horse of Celtic myth. It appears as a ghostly white horse, draped in chains. When the Pooka is Corporeal, these chains will rattle. While not Kin, they do associate with them on occasion. They are found inhabiting the sewers, rivers, and fountains of New York. With proper rewards and negotiation, they may provide information or act as mounts. They are shy, however, and rarely seen.

Sludge

STR: 40 PER: 10
DEX: 7 ATT: 0
FIT: 35 LUCK: 20
INT: 5 HTH: n/a
WILL: 10 SP: 55

Max Humanity: 0

Edges: Drain (Kin and human body fluids), Animal Control (rodents), Danger Sense, Speed

Flaws: Substance Vulnerability (fire, double damage), Diet Restriction (Kin and human body fluids), Horrifying appearance, Infection

Humanity Damage Modifier: n/a

Skills: Stealth, Tracking

Special: A Sludge attacks by touching its victim with its body. The toxic waste will cause burn damage equal to 10 points. If the victim does not make a successful STR Roll to break free, the Sludge will

quickly surround the victim with its body and feed (See Below). The Combat Skill Roll for their attack is equal to 60.

Description: The race of Sludge was born after an unpleasant altercation between the police and some protesters. The protesters were picketing a toxic chemicals site that they felt was dangerously close to Coney Island. Violence resulted, and a drum was ruptured. Everyone exposed to the corrosive chemicals, 17 protesters in all, eventually died over the next year. Most of them were reborn as Sludge. Sludge appear as a black, lumpy, amorphous mass, about 5 feet wide.

To feed, a Sludge surrounds the body of the victim with itself, and drains the body fluids through numerous, tiny microtubes. The body of a victim Drained to death is a completely desiccated corpse, coated with toxic waste.

A human is Infected if enough toxic waste remains in their body after a feeding (a 50% chance, since Sludge have a Max Humanity of 0). Sludge Infection may only take place if the victim is left alive, a rare event.

VIRUS

The question of "What is Virus and what does it want?" has been much on the minds of The Kin and the humans aware of its existence for the past two years. Occult researchers and scholars for Target Alpha and The Kin have only been able to guess, but their guesses are chilling enough. They point out that in the industrial age, one of the great fears has been the loss of individuality. As Man moves into the cities more and more and machines become more and more a part of daily life, many fear that Mankind will someday become nothing but an extension of the machines it has created. The Virus seems to be the result of this fear, the cold and anonymous spirit of the machine given flesh, and wanting more.

To date, the Virus has done little, but unlike most supernatural creatures, its population has not remained static. Every year there seems to be more Virus and perhaps they are only waiting for their ranks to swell a bit more before they act.

Note: Individuality is abhorrent to the Virus. Thus, individual personalities are impossible to give. The self is eliminated when a character becomes one with Virus.

Virus Member

STR: 40	PER: 30
DEX: 25	ATT: 0
FIT: 30	LUCK: 20
INT: 40	HTH: 8
WILL: 40	SP: 50

Max Humanity: 0

Edges: Drain (human or Kin bioelectrical energy), Armor (30), Infection, Telepathy (with other Virus only)

Flaws: Substance Vulnerability (fire, double damage), Diet Restriction (human or Kin bioelectrical energy), Compulsion to Infect, Grotesque Appearance, Hostility (from normal animals), Special (Virus have

difficulty existing outside of industrial areas, such as large cities. When in a predominantly natural area, they lose their Armor Edge and Telepathy Edge.)

Humanity Damage Modifier: n/a

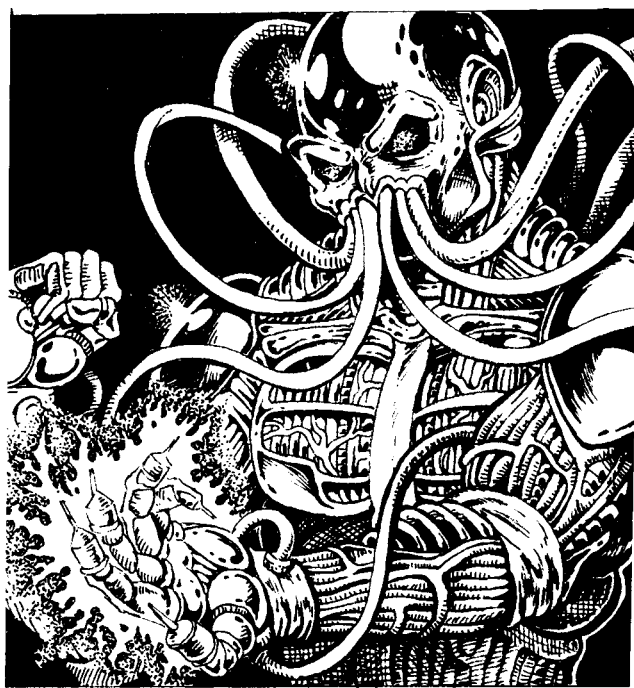
Skills: Computer Operation, Computer Programming, Electronics, Science (Physics)

Faction: Virus

Description: Physically, a member of Virus resembles a bald human male or female composed of metal, with circuitry and wires trailing around its body. In areas of nature, Virus lose both their Armor Edge and their Telepathy Edge. Perhaps the mechanization of urban life gives it power.

Virus are theorized to be the manifestations of mankind's underlying fear of loss of human individuality in the advance of technology. Virus's compulsion to Infect humans and Kin seems to give this theory weight.

Virus Drain by holding their victim, while the wires and circuitry around their bodies bore into the prey's body. A Virus requires 20 SP of bioelectrical energy a day, and prefers to burrow into the central nervous system. Kin Drained to zero by a Virus die the True Death.



The Virus can Infect both humans and Kin. To do so requires several hours, and may only be performed by a Virus that has satisfied its daily feeding requirement. The Infection is much like feeding. The wires and circuitry of the Infecting Virus burrows into the central nervous system of the victim. The circuitry gains control of the brain, destroying the individuality of the victim while retaining memories and knowledge. Kin Infected by Virus lose all their previous Edges (they are incompatible with the Edges of Virus). A newly Infected victim will outwardly appear the same as before. It takes several months to a year for the body to fully develop into a complete Virus.

More Races

Virus Member (newly Infected)

STR: 10 PER: 20
DEX: 10 ATT: 10
FIT: 10 LUCK: 10
INT: 30 HTH: 2
WILL: 30 SP: 20

Max Humanity: 0

Edges: Drain (human or Kin bioelectrical energy),
Telepathy (with other Virus only)

Flaws: Substance Vulnerability (fire, double damage),
Diet Restriction (human or Kin bioelectrical energy),
Hostility (from normal animals), Special (Virus have
difficulty existing outside of industrial areas, such as
large cities. When in a predominantly natural area,
newly Infected Virus lose their Telepathy Edge.)

Humanity Damage Modifier: n/a

Skills: Computer Operation, Computer Programming,
Electronics, Science (Physics)

Faction: Virus

Description: Fully developed members of the Virus
cannot interact with humanity because of their appearance.
But newly Infected Virus can, at least for a few months.
Virus uses these newly Infected members as agents among
humanity.

Virus Dog

STR: 10 PER: 30
DEX: 30 ATT: 0
FIT: 20 LUCK: 20
INT: 10 HTH: 2
WILL: 5 SP: 40

Max Humanity: 0

Edges: Claws, Drain (human or Kin bioelectrical
energy), Armor (10), Telepathy (with other Virus
only)

Flaws: Substance Vulnerability (fire, double damage),
Diet Restriction (human or Kin bioelectrical energy),
Grotesque Appearance, Hostility (from normal
animals), Special (Virus have difficulty existing
outside of industrial areas, such as large cities. When
in a predominantly natural area, Virus Dogs lose their
Armor Edge and Telepathy Edge.)

Humanity Damage Modifier: n/a

Skills: Stealth, Tracking

Faction: Virus

Description: Virus Dogs are as unpleasant to look at
as their masters, resembling nothing so much as a bundle
of wet wires tied in the shape of a dog. They hate humans
even more than Gorehounds, which hate Virus Dogs. It
should be noted that Virus Dogs are not normal dogs that
were Infected with Virus, but special constructs made by
Virus in some unknown manner. Though they have some
of the same characteristics, they cannot Infect humans or
Kin.

DEMONIC RACES

Ssivvinne of the Ssscreaming Heads



STR: 40 PER: 20
DEX: 60 ATT: 0
FIT: 50 LUCK: 20
INT: 12 HTH: 8
WILL: 30 SP: 70

Max Humanity: 0

Edges: Drain (Human and Kin life force), Armor (20),
Claws, Alter Form, Possession, Travel

Flaws: Substance Vulnerability (Holy Relics, 5
SP/BT), Substance Vulnerability (fire, double
damage), Repulsion (Holy Relics), Command,
Compulsion to do evil, Vow, Diet Restriction (Kin
or human life force, 20 SP per night)

Humanity Damage Modifier: n/a

Skills: Tailing, Tracking

Special: This Demon has a poison bite, and usually
prefers to use it instead of other forms of attack. The
Combat Skill Roll for the bite is 60. It does 5
points of damage, and injects a Class II poison (40
points of FIT damage, roll against FIT for half
damage).

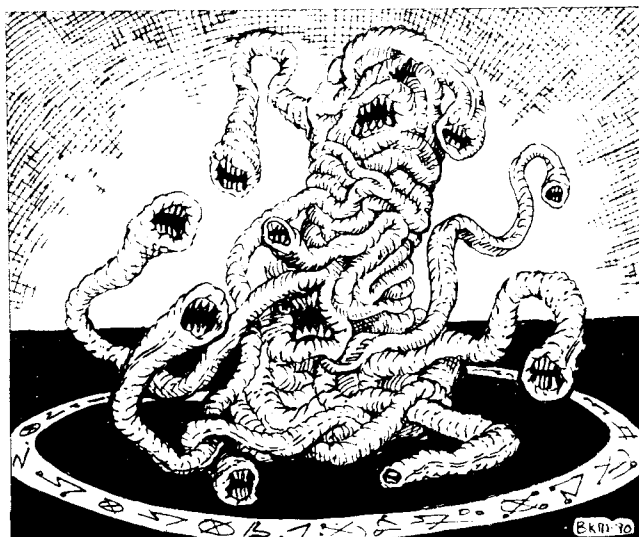
Description: A Ssivvinne is humanoid in form, except
for a number of extra heads. These heads project from the
head, neck, and upper body. Each is the head of a former
victim, assimilated into the Ssivvinne's being. When
attacking, the heads scream shrilly, applying a +1
modifier to any attacker's Skill or Edge Rolls per head
screaming. Up to 2d10 heads can scream at any one time.

Glavantharax the Self Devouring Ones

STR: 15 PER: 10
DEX: 50 ATT: 0
FIT: 30 LUCK: 20
INT: 5 HTH: 3
WILL: 25 SP: 50

Max Humanity: 0

Edges: Armor (20), Drain (Kin or human life force),
Alter Form, Cause Madness, Possession, Travel



Flaws: Substance Vulnerability (Holy Relics, 30 SP/BT), Substance Vulnerability (fire, double damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human life force, 30 SP per night)

Humanity Damage Modifier: n/a

Skills: none

Special: The Glavantharax attacks with a series of multiple bites. Each bite does 1 SP of damage, and 3d10 mouths can bite at any one time. The Combat Skill Roll is equal to 60.

Description: The Glavantharax are the most horrifying of Demons, resembling a 7' tall column of mouths and intestines, continually self-consuming. Their appearance is so grotesque as to require a roll on the Fear Reaction Table when one is first seen.

Sthlashr the Charred Ones

STR: 10	PER: 20
DEX: 30	ATT: 5
FIT: 40	LUCK: 20
INT: 10	HTH: 2
WILL: 20	SP: 60



Max Humanity: 0

Edges: Armor (20), Drain (Kin or human body heat), Alter Form, Possession, Touch Of Ice, Travel

Flaws: Substance Vulnerability (Holy Relics, 20 SP/BT), Substance Vulnerability (fire, triple damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human body heat, 30 SP per night)

Humanity Damage Modifier: n/a

Skills: none

Description: Sthlashr resemble nothing so much as a human being consumed by fire, but never entirely being burnt up. Scholars postulate that they come from a dimension of incredible cold and that the normal temperatures of our plane are too hot for them to survive indefinitely.

Vrarn the Brutish Ones



STR: 70	PER: 30
DEX: 30	ATT: 3
FIT: 60	LUCK: 20
INT: 2	HTH: 14
WILL: 30	SP: 80

Max Humanity: 0

Edges: Armor (30), Drain (Kin or human life force), Alter Form, Possession, Travel

Flaws: Substance Vulnerability (Holy Relics, 20 SP/BT), Substance Vulnerability (fire, double damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human life force, 50 SP per night)

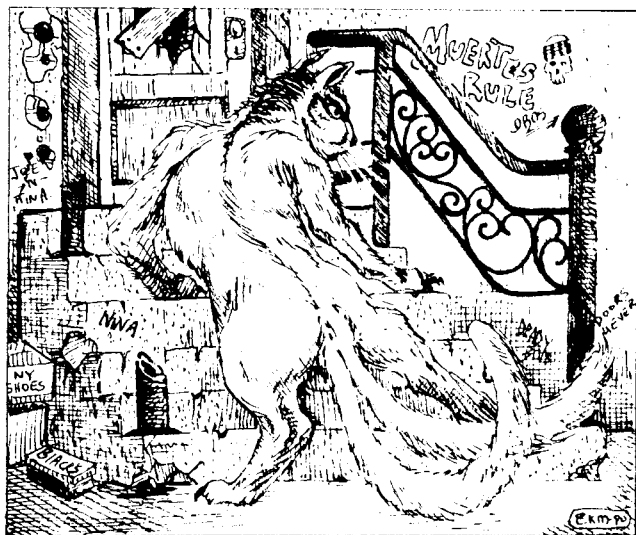
Humanity Damage Modifier: n/a

Skills: Wrestling

Description: The strongest of the Demonic races, the Vrarn resemble a grotesque cross between an obese human and an elephant. They are also incredibly stupid, but are so thick-skinned that no amount of cunning on the part of opponents really has any effect. It is possible that they are slaves to some of the other races, possibly the Kgorrek.

More Races

Xlenx



STR: 30 PER: 40
DEX: 50 ATT: 0
FIT: 40 LUCK: 20
INT: 2 HTH: 6
WILL: 3 SP: 60

Max Humanity: 0

Edges: Armor (20), Drain (Kin or human pain), Claws, Alter Form, Animal Control (cats), Danger Sense, Nocturnal Vision, Possession, Sense Acuity, Travel

Flaws: Substance Vulnerability (Holy Relics, 25 SP/BT), Substance Vulnerability (fire, double damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human pain, 20 SP per night)

Humanity Damage Modifier: n/a

Skills: Stealth, Tracking

Description: The Xlenx seems to be little more than a tomcat, albeit an unusually large one, standing 4 feet at the shoulder. Its skill at using cats to create diversions while it closes in for the kill, however, suggests that Xlenx are possessed of a high degree of animal cunning.

Orbs

STR: 30 PER: 80
DEX: 60 ATT: 0
FIT: 30 LUCK: 20
INT: 10 HTH: 6
WILL: 15 SP: 50

Max Humanity: 0

Edges: Armor (20), Drain (Kin or Human life force), Alter Form, Aura Sight, Fear Projection, Necropathy, Nocturnal Sight, Possession, Reanimate Dead, Travel

Flaws: Substance Vulnerability (Holy Relics, 20 SP/BT), Substance Vulnerability (fire, double damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human life force, 50 SP per night)

Humanity Damage Modifier: n/a

Skills: Club, Stealth

Special: Orbs carry long bone staffs that do 15+HTH Damage. The staff is also their Draining tool.



Description: The Orbs appear as tall skeletons with rags of bloody meat still clinging to the bones. They dress in long capes of human flesh and sport the eyes of their former victims on necklaces and tiaras. These eyes, horribly, are still of use to the Orbs, and give them their incredible perception.

Phrhth



STR: 30 PER: 30
DEX: 25 ATT: 5
FIT: 30 LUCK: 20
INT: 10 HTH: 6
WILL: 20 SP: 50

Max Humanity: 0

Edges: Armor (10), Drain (Kin or Human life force), Claws, Alter Form, Invisibility, Locate Human, Possession, Travel

Flaws: Substance Vulnerability (Holy Relics, 20 SP/BT), Substance Vulnerability (fire, double

damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human life force, 50 SP per night)

Humanity Damage Modifier: n/a

Skills: Stealth, Wrestling

Description: The Phrth are the smallest of demons, but their ferocity and cunning makes up for their lack of stature. The Phrth alone seem to possess a sense of humor, a fact which makes their malevolence all the more chilling.

Kgorek



STR: 50 **PER:** 50
DEX: 50 **ATT:** 0
FIT: 50 **LUCK:** 20
INT: 50 **HTH:** 10
WILL: 50 **SP:** 70

Max Humanity: 0

Edges: Armor (20), Drain (Kin or human life force), Claws, Alter Form, Possession, Travel

Flaws: Substance Vulnerability (Holy Relics, 20 SP/BT), Substance Vulnerability (fire, double damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human life force, 50 SP per night)

Humanity Damage Modifier: n/a

Skills: Negotiation

Description: The Kgorek are perhaps the most feared of any of the Demonic races, for unlike most of the other races, the Kgorek are possessed of a cold and relentless

intelligence. Sorcerers have to be very careful in signing Deeds with the Kgorek. Any loopholes or mistakes will be found and exploited, usually to the demise of the Sorcerer. Even worse for the rest of the world, some Kgorek, once summoned, are intelligent enough to decide they like it here.

Krrsd



STR: 40 **PER:** 40
DEX: 20 **ATT:** 0
FIT: 30 **LUCK:** 20
INT: 60 **HTH:** 8
WILL: 40 **SP:** 50

Max Humanity: 0

Edges: Armor (30), Drain (Kin or human bioelectrical energy), Claws, Alter Form, Possession, Travel, Weather Control

Flaws: Substance Vulnerability (fire, double damage), Command, Compulsion to do evil, Vow, Diet Restriction (Kin or human bioelectrical energy, 50 SP per night)

Humanity Damage Modifier: n/a

Skills: none

Description: Some occult scholars debate whether the Krrsd should be considered Demons at all, since they don't seem to be bothered by holy relics the way other Demons are. They theorize that the Krrsd are native of some other bizarre realm of existence, perhaps even outside the Twisted Dimensions, where machines are the dominant life form. Some also suspect that the stupidity that Krrsd display when on this plane is just a ruse. Some have even drawn comparisons between the Virus and the Krrsd. At any rate, Krrsd do come when summoned. Beyond that, the Krrsd are considered at least as unpredictable as the Kgorek.

More Races

Threel



STR: 50
DEX: 10
FIT: 50
INT: 10
WILL: 20
PER: 30
ATT: 0
LUCK: 20
HTH: n/a
SP: 70

Max Humanity: 0

Edges: Armor (30), Drain (Kin or human life force),
Alter Form, Body Control, Flight, Possession, Sense
Acuity, Travel

Flaws: Substance Vulnerability (Holy Relics, 20
SP/BT), Substance Vulnerability (fire, double
damage), Repulsion (Holy Relics), Command,
Compulsion to do evil, Vow, Diet Restriction (Kin
or human life force, 50 SP per night)

Humanity Damage Modifier: n/a

Skills: none

Special: The Threel attacks with an acid touch for 30
points of damage. Combat Skill Roll is 60.

Description: The Threel are blobs of organic matter,
formless and inimical to solid life. Extraordinary in their
evil, the Threel enjoy using Body Control on humans as
much as they do enveloping them in their acidic embrace.

KIN FACTIONS

Anne-Marie suddenly glanced down at her watch and all three realized more than an hour had passed while she had been explaining about magic.

"Oh, no...I gotta go," she apologized, rising. "I told my landlord I'd pay him tonight. He gets real picky if I'm late and all my cats are pushing the lease anyhow." She hastily finished her gin and virtually ran for the door.

Samantha grinned. "You used to be a reporter, didn't you?"

"Yeah, but I got out of it when Coming Home to Darkness got optioned for TV. Does it show that bad?"

"It does. I expected you to start taking notes at any time."

"Ha ha." Tyler frowned suddenly and set down his drink. "Listen, I do need to know something. Those guys knew who I was and who The Kin were, but I still don't know that much about all these factions you're always mentioning."

Now it was Samantha's turn to frown. "I guess you're right. You're Crowley, now, and just as prone to getting into danger as any of us." She motioned Phil for another round. "Where do you want I should start?"

"Refresh my memory on the Commune, and we'll proceed from there."

PRO-HUMAN FACTIONS

THE COMMUNE

The Commune was started in the 1830s. It grew out of a few informal meetings. Several of the Elder Kin wanted to control the trend toward overt violence and what

they considered a dangerous movement to subjugate The Herd. The Elders could all remember the inquisition and Witch hunts of the past, and they had seen what destruction The Herd could cause when roused.

The Elders who attended these meetings believed that if the violence trend continued, The Herd would be alerted to The Kin, and would band together to hunt them to extinction. To prevent this, the organization known today as The Commune was founded.

The Commune didn't achieve its current form until after World War II when some of the Nowhere Men (an elite military unit made up of Kin) returned from France with tales of the structure of the French Underground. The Commune adopted parts of the Underground system and organized into small groups that could operate independently from one another.

Player Characters usually belong to one of these groups, which is why they work together towards a common end. The members of a group know one another, and often socialize with one another between adventures. Such a group may form a band, a street gang, a business, or just be a clique of friends who hang around with each other.

The purpose of this organization was not, as one might suspect, to do battle with The Herd, but to fight against a growing antipathy to humans within the ranks of The Kin.

There were many among The Kin who felt that humankind was fit only for feeding. The more radical of these wanted to totally subjugate The Herd and raise them like farm animals. Even the more conservative believed that The Kin should have absolute control over a world populated by their prey animals.

These Kin, sharing a like belief, banded together into a rival organization known as The Complex. The Commune and The Complex are usually found battling it out on the streets, or in the clubs, or in the boardrooms, or even at City Hall.

While the Commune stands for a peaceful coexistence with The Herd, feeding as necessary and keeping a low profile, The Complex wants to subjugate The Herd and rule.

Though these are the largest factions of The Kin, there are many smaller factions and splinter groups, some quite powerful, who occasionally align with Commune or Complex when deciding important issues. Unfortunately, issues among The Kin are often decided by violence.

Golgotha



Race: Vampyre

STR: 60

DEX: 45

FIT: 45

INT: 40

WILL: 40

Max Humanity: 100

Edges: All possible, at score 100 or better.

Skills: Business, Criminal Business, Seduction, Kin Etiquette, Court Etiquette, Streetwise, Poker, Movie Lore, Kin Lore, Theology, All Combat Skills. All Skill Scores at 100 or better.

Faction: Neutral

Description: The owner of Club AfterDark is rumored to be the oldest Vampyre in New York, possibly the oldest in existence. He claims to have picked up his name in Jerusalem, after witnessing the Crucifixion. Golgotha, ironically, is a devout Christian and encourages other Kin to be likewise.

Golgotha much prefers mediation to violence, but if forced into combat, is deadly. His favored weapons are a Magnum .44 he loads with silver bullets and a Roman Short sword hammered from cold-wrought iron.

PER: 40

ATT: 45

LUCK: 405

HTH: 12

SP: 450

Samantha X

Race: Vampyre

STR: 43

DEX: 29

FIT: 39

INT: 23

WILL: 24

Max Humanity: 60

Edges: Armor (20), Drain (blood), Claws, Batform, Mesmerize, Wolfform

Skills: Knife, Pistol, Streetfighting, Fashion Sense, History (Music), Kin Lore, Musical Instrument (Bass Guitar), Musical Style (Hardcore), Stealth, Streetwise

Faction: Commune, Cell Commander

Description: Samantha X was a peasant girl in rural France before becoming a Vampyre. She recently celebrated her 300th birthday with a huge party at Club AfterDark. Samantha loves to put on the tough act she learned watching Film Noire movies in the 1930s. It's all a sham, though. Under the tough as nails exterior, some of the peasant girl still loves life. This is why Samantha is so active in the Commune. Her Cell consists of herself, Trixie 13, Freddy the Doorman, and Anne-Marie. She is currently dating Tyler Darrow, a situation neither of them expected to develop.



Tyler Darrow

Race: Human

STR: 16

DEX: 10

FIT: 12

INT: 14

WILL: 17

Magic Ability: 18

Max Humanity: 100

Skills: City Knowledge (Kin Hangouts), Diplomacy, Driving, Profession (Writing)

Faction: Commune affiliate

PER: 9

ATT: 20

LUCK: 11

HTH: 3

SP: 23

Kin Factions

Description: Tyler Darrow's name is one of the more respected in the horror literature field, having hit the New York Times Bestseller list with *Coming Home to Darkness*. He is recently divorced, though on good terms with his ex-wife, by whom he has a fourteen year old son, James Tyler. He is currently going out with Samantha X.

Freddy

Race: Magadon

STR: 72	PER: 25
DEX: 24	ATT: 11
FIT: 46	LUCK: 89
INT: 16	HTH: 14
WILL: 42	SP: 135

Max Humanity: 50

Edges: Armor (20), Drain (raw flesh), Alter Form, Telepathy

Skills: Club, Martial Arts (Hard), Alertness, Ambidexterity, Disguise, History (Elvis trivia), Intimidation, Mimic

Faction: Commune

Description: As resident muscle goes, Club AfterDark's doorman and head bouncer is without equal. Freddy can carry over 350 pounds without thinking about it, and his karate chop has been known to snap the trunks of trees. In his private life, Freddy lives in a small apartment he has filled with Elvis memorabilia. He also owns 70 blue polyester suits. He is a member of Samantha X's Commune Cell.

Trixie 13

Race: Kikualuit

STR: 27	PER: 33
DEX: 37	ATT: 18
FIT: 37	LUCK: 78
INT: 18	HTH: 5
WILL: 26	SP: 115

Max Humanity: 50

Edges: Armor (10), Aura Sight, Nocturnal Vision, Speed

Humanity Damage Modifier: n/a

Skills: Knife, Streetfighting, Wrestling, Disguise, Leadership, Stealth

Faction: Commune

Description: Trixie 13 has what is possibly the worst luck on the face of the Earth. While she has accumulated LUCK for SP over the years, her actual LUCK Rolls are atrocious. CPs should always apply a +90 modifier to any LUCK Rolls made for Trixie. She has gotten used to the Murphy's Law that rules her existence, however, and always has a mental backup plan to counter whatever bad luck befalls her. This attention to planning has made Trixie a superb strategist. She is a member of Samantha X's Commune Cell.

Anne-Marie

Race: Sorceress

STR: 10	PER: 22
DEX: 34	ATT: 32

FIT: 30	LUCK: 54
INT: 21	HTH: 2
WILL: 23	SP: 84

Magic Ability: 38

Max Humanity: 80

Edges: Drain (life force)

Familiar: A cat named Pawtucket

Skills: Pistol, Business, Disguise, History (Environmental movement), Streetwise

Faction: Commune

Description: The owner of WildLives Pet Store, which specializes in providing Familiars, is also the resident Sorceress of Samantha X's cell of the Commune. Anne-Marie appears to be in her mid-20s, but is actually almost 175 years old, a graphic example of magic's effect on her physiology. Anne-Marie loves nature, and is friendly with animals everywhere. Her small apartment above the pet shop is home to an average of 20 cats at any one time.

Taw-Sureh



Race: Ghost

STR: 24	PER: 22
DEX: 23	ATT: 23
FIT: 24	LUCK: 216
INT: 20	HTH: 5
WILL: 14	SP: 240

Max Humanity: 63

Edges: Drain (fear), Corporeality, Fear Projection, Invisibility, Locate Human, Weapons Immunity

Skills: Bow, Knife, Archaic Instrument (tom-tom), History (New York), Kin Etiquette, Language (Manhatta Indian)

Faction: Commune affiliate

Description: Taw-Sureh is the Ghost of a Manhatta Indian Brave, and has become the informal leader of the pro-human Ghosts in New York

Mort "Deadhead" Feldstein

Race: Sorcerer
STR: 15 **PER:** 31
DEX: 20 **ATT:** 20
FIT: 24 **LUCK:** 120
INT: 33 **HTH:** 3
WILL: 39 **SP:** 144
Magic Ability: 36
Max Humanity: 60
Edges: Drain (life force)
Familiar: A rat named Mondo
Skills: Pistol, Movie Trivia, Occult Knowledge
Faction: Commune affiliate
Description: Deadhead is the owner of *Video Macabre*, the premiere rental spot in New York for strange movies. He is also a powerful Sorcerer who will occasionally help the Commune, but charges by the hour.
Mort, as his name suggests, is a staunch fan of The Grateful Dead. He wears his hair long, and usually dresses in jeans and a Grateful Dead T-Shirt.

THE FAILSAFE COALITION

The Failsafe Coalition is a splinter group of the Commune, whose beliefs were considered too radical by the mainstream members of the Commune. Failsafe was a result of the Cuban Missile Crisis, which made some Kin believe that if Mankind did not have some form of control placed on it, it would soon destroy itself, and take The Kin with it into oblivion. The Failsafe Coalition was formed to become that control.

This attitude eventually caused the final split with the Commune in 1973. Since then, the Coalition has tried to sway world opinion in the direction of peace and unification. The late 1980s and early 1990s saw great leaps towards that goal.

The members of the Coalition do not see themselves as power-hungry or even desirous of power. Rather, they feel that the longevity of The Kin would allow them to oversee the world better than short-lived, and necessarily soon replaced, humans. In short, they plan to help humanity, even at the cost of humanity's freedom. There are, unfortunately, some splinter groups within the coalition that aren't so benevolent in intention, and that have even consorted with the Complex and the Morningstar Corporation.

The Coalition is international, having members worldwide. In New York, the Coalition seeks to achieve its goals by influencing, and when necessary, blackmailing UN representatives. Other local activities have included everything from intercepting and destroying shipments of drugs, to the recent assassination of radical conservative Presidential nominee Joseph Pfeffer.

A Tom 237

Race: Ghost
STR: 22 **PER:** 31
DEX: 20 **ATT:** 30
FIT: 21 **LUCK:** 87
INT: 29 **HTH:** 4

WILL: 34 **SP:** 108
Max Humanity: 60
Edges: Armor (20), Drain (fear), Alter Form, Corporeality, Empathy, Touch Of Ice, Weapons Immunity
Skills: Pistol, Rifle, Throwing (Knife), Administration, Science (Chemistry, Physics)
Faction: Failsafe Coalition, Leader of
Description: A Tom 237 doesn't go as punk as some Kin, and usually dresses like a modern version of a '50s biker. He wears his dark hair in a modified ducktail, and always wears sunglasses.

A Tom 237 was Andrew Thomas during his human life. He worked as an inspector for the Atomic Energy Commission during the late '40s and early '50s. In 1947, he was exposed to radiation due to the carelessness of a technician. He died of leukemia in 1954. The entire affair was hushed up, which made Andrew bitter. He returned as a Ghost, homing in on his Geiger counter for a relic.

Andrew began to follow herd politics, and grew more and more concerned as nuclear arsenals increased, and no long-term plan for disposal of nuclear waste was made. After the Cuban Missile Crisis, he formed the Failsafe Coalition. At that time, he adopted the name A Tom 237.

Kabuki Jones

Race: Ogre
STR: 66 **PER:** 25
DEX: 21 **ATT:** 10
FIT: 38 **LUCK:** 282
INT: 17 **HTH:** 13
WILL: 6 **SP:** 320
Max Humanity: 40
Edges: Armor (20), Claws, Aura Sight, Nocturnal Vision, Speed
Skills: Automatic Rifle, Sword, Throwing (shuriken), Wrestling, Acting, City Knowledge (General), Disguise, History (Japanese Theater), Language (Japanese)
Faction: Failsafe Coalition

Description: Kabuki is a changeling child, exchanged by his Ogre parents for the child of some travelling Kabuki actors in Japan in 1740. Kabuki grew up to love his human parents and humanity in general. His acting Skills were acquired during those days. He is uncomfortable with some of the things he has to do for the Coalition. His favored weapons are a katana (DP: 20+HTH) and shuriken throwing stars DP: (3+HTH).

ANTI-HUMAN FACTIONS

THE COMPLEX

At the opposite end of the spectrum from The Commune is The Complex, a loose affiliation of Kin that have dedicated themselves to the subjugation of humanity by any means possible. The Complex, however, is less of a threat than some other factions, as they are patient.

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Many of their plans are designed to come to fruition in the 21st century. In the meantime, The Complex concerns itself with gaining control of the criminal elements of NYC.

The Complex came into existence in the months after the Commune was formed. Founded by Adam Noire, Helena Athenopolis, and Razor, The Complex takes its organization from the game Chess. The members of the ruling counsel are referred to as Kings and Queens. Members of the next rank are known as bishops, and the lowest Kin ranks are referred to as Knights. Humans that are manipulated by The Complex are called pawns, and a Rook is a base or stronghold. At present, there are four royal members of The Complex in New York: Adam Noire, Razor, Helena Athenopolis, and Gretchen Viscera. The exact number of royalty is unknown, but is rumored to be less than a dozen.

The Complex maintains no permanent headquarters. Meetings are often held at Death Row and the Dionysus Club & Art Gallery. Both of these clubs are owned by members of The Complex.

Helena Athenopolis

Race: Medusa

STR: 40

PER: 50

DEX: 45

ATT: 50

FIT: 40

LUCK: 360

INT: 45

HTH: 8

WILL: 45

SP: 400

Max Humanity: 15

Edges: Armor (20), Turn to Stone

Skills: Bow, Knife, Spear, Archaic Musical Instrument (Lute), Art (Sculpture), Business, Court Etiquette, Seduction, Photogenics

Faction: Complex, Queen

Description: The owner of The Dionysus Club & Art Gallery, one of the hottest nightspots in NYC, Helena has set the jet set afire with her outrageous attire and attitude. In public, Helena is never seen without her turban and a veil, adding greatly to her mystery and sex appeal. Even her lovers have never really seen her face, which is good. Helena has set herself up by selling statues of marble that are considered to be on the cutting edge of the Superrealism Art movement. Except they aren't statues, and Helena's lovers should be glad she doesn't show them her face. After all, Medusae have a bad effect on one's health.

Adam Noire

Race: Flesh Animate

STR: 45

PER: 40

DEX: 45

ATT: 40

FIT: 40

LUCK: 360

INT: 50

HTH: 9

WILL: 50

SP: 400

Max Humanity: 28

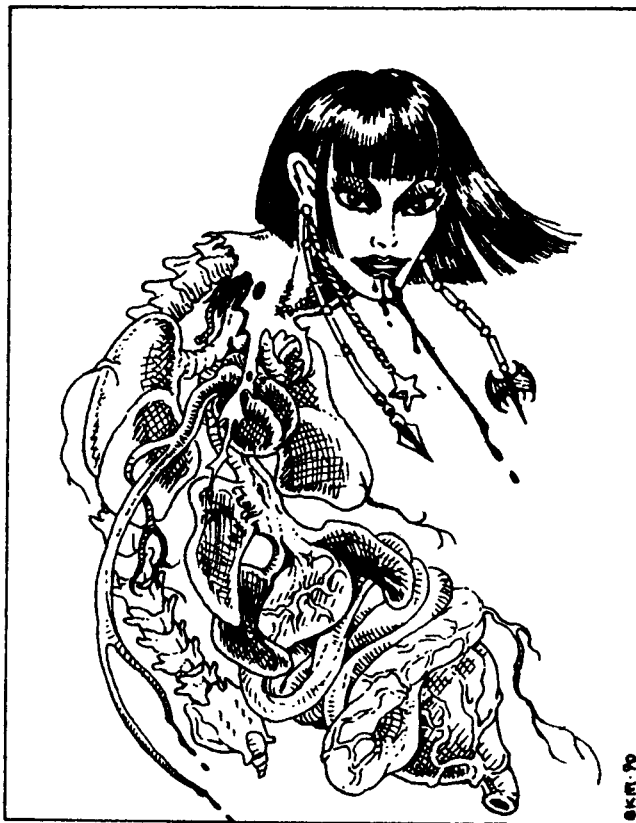
Edges: Domination, Crowd Control, Body Control

Skills: Pistol, Rifle, Administration, Business, Criminal Business, Tanning

Faction: Complex, King

Description: The Eldest Animate in New York, Adam claims to have had a tryst with Mary Shelley in his younger days, and to have been the inspiration for *Frankenstein*. Adam is the owner of a leather goods store in Times Square.

Gretchen Viscera



Race: Pengallen

Note: The Basic Abilities in parentheses are for Gretchen's monstrous form

STR: 23 (13)

PER: 19

DEX: 31 (51)

ATT: 37 (0)

FIT: 20

LUCK: 122

INT: 37

HTH: 6 (n/a)

WILL: 23

SP: 142

Max Humanity: 40

Edges: Drain (blood), Flight, Induce Paralysis, Photogenics (150)

Skills: Martial Arts (Soft), Pistol, Kin Lore, Language (German), Trade (Modelling)

Faction: Complex, Queen

Description: In her normal life, Gretchen Viscera is a top fashion model for *Big Apple* magazine, and her *chic* shows through even when her organs are dangling and dripping. She considers her normal body to be hideous, possibly the only person to think so. She frequently sports a modified page boy cut.

Razor



Race: Nakani

STR: 23

DEX: 26

FIT: 26

INT: 38

WILL: 38

Max Humanity: 62

Edges: Armor (20), Crowd Control, Domination

Skills: Knife, Streetfighting, Business, Business (Criminal)

Faction: Complex, King

Description: The owner of Death Row is a dark, sleek operator whose near fanatical hatred of Mankind is linked with a snake's patience. As his adopted name suggests, Razor likes sharp things, especially when they are cutting herd flesh.

THE MORNINGSTAR CORPORATION

The Morningstar Corporation believes that the subjugation of humanity can be brought about fastest from within. To this end, they pretend to be humans moving into positions of influence in politics and big business. This faction is predominantly made up of Vampyres and Daemons.

The Morningstar Corporation seeks financial chaos on a global scale, and maneuvers its human pawns to this end. It is rumored that the Wall Street Crash of 1929 was brought about partially by the influence of Morningstar. It is their philosophy of destruction from within that makes The Morningstar Corporation one of the most dangerous anti-human factions. Many of their schemes happen outside of the normal circles of Kin influence.

The Morningstar Corporation grew out of the ashes of Norcross Conglomerate, an early giant of financing. Alexander Norcross, the then-president, had it renamed after the tragic death of his parents in a boating accident, claiming that the name was to symbolize the new dawn in the company his presidency would bring about. In terms of Big Business, it was a bloody dawn as Norcross jettisoned (without benefits) all but a few of the staff left

over from his father's reign, and brought in his own people.

In the decades since, the Morningstar Corporation has retreated from public view, becoming larger but more subtle in its movements. It is now a powerful and feared mega-corporation with branches and interests all across the globe. At its upper levels, the Corporation is run entirely by Kin.

The Corporation maintains offices on the 35th floor of the Orion Building, 412 West 77th, overlooking the river.

Kenerake, aka Arioso Norcross



Race: Daemon

Note: The Basic Abilities listed in parentheses are for Kenerake's natural, Daemonic form.

STR: 20 (51)

DEX: 18 (50)

FIT: 14 (43)

INT: 3 (34)

WILL: 3 (34)

Max Humanity: 40

Edges: Drain (life force), Alter Form, Flight, Photogenics (120), Possession (130), Travel

Skills: Pistol, Administration, Business (High Finance), Business (Criminal), Diplomacy, Intimidation, Leadership

Faction: Morningstar Corporation, Chairman

Description: Kenerake rose to power by an unusual path. Right after he came to this country, he possessed the newborn child of financial magnate Frederick Norcross and assumed his identity. For twenty years, Kenerake played the role of obedient son until he formally took control of Norcross Conglomerate. A convenient accident, which occurred shortly after his ascension, claimed the lives of Frederick Norcross and his wife. Kenerake then rechristened the company the Morningstar Corporation. He has since then three times taken a human wife, had a child, possessed the child and killed off

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his old body. He rarely uses any of his Edges, except for Possession and Drain. He says he far prefers the feeling of power his position gives him.

Westside Jackie

Race: Daemon

STR: 21

DEX: 36

FIT: 30

INT: 27

WILL: 29

PER: 24

ATT: 36

LUCK: 77

HTH: 4

SP: 107

Max Humanity: 40

Edges: Drain (life force), Aura Sight, Body Control, Flight, Mental Mapping, Possession, Send Dream, Travel

Skills: Knife, Pistol, Business (Criminal), City Knowledge (Lower Manhattan), Driving, Seduction, Kin Etiquette, Kin Lore, Lying, Persuasion

Faction: Morningstar Corporation

Description: The Corporation's principal street contact, Westside controls, through a bewildering array of connections, a healthy portion of the drug running in Lower Manhattan. He supplies, among other gangs, the Lobos and the Skullbenders. He has no official contact with the Corporation, but uses some of its subsidiaries to launder and filter back money to the Corporation. As a known criminal, Westside is a potential weak spot in Morningstar's veneer of legitimacy.

RED MOONRISE

Where The Complex and Morningstar Corporation are structured organizations, Red Moonrise is an aggregate of small gangs with a common ethic of violence. All the members of Red Moonrise have the belief that Mankind can be defeated with shocking acts of violence. Many Moonrise gangs consider themselves to be latter day Visigoths, bringing around their own form of social change. As such, they are the least subtle of the Kin factions, and have caused the most problems for The Kin in terms of publicity. Such publicity caused the Kin Colony in Boulder, Colorado, to be exterminated by Target Alpha.

Happily for the Commune, Moonrisers rarely agree on the extent of social change, or even the type of violence to be used to bring it about. Golgotha once astutely described Red Moonrise as a huge football team, all on the same side, but whose members had received conflicting game plans.

Red Moonrise was formed in 1925 by a group of Kin who rejected the tenets set down at the summit of the various major factions. Ironically, it took the concept of its organization from The Commune. It is completely decentralized, with small groups operating independently. While this makes the organization impervious to destruction, it also makes concerted action difficult.

Red Moonrise has no recognized leader, though some individual Moonrisers are quite notorious. The organization is a microcosm of Kin Society as a whole, and sometimes the individual groups fight each other over

the best way to terrorize humanity. The cells are constantly allying with each other, banding together for larger missions, or to participate in internal political squabbles. Allegiances change constantly, and the resultant infighting and maneuvering is savage.

Even without a central organization, Red Moonrise cuts a bloody swath across the nation's headlines. They specialize in extremely brutal assassinations, bombings of public areas, and random murder. Target Alpha has, thus far, kept the fact that Red Moonrise is a Kin organization out of the news. To the general public, they are a bizarre death cult, whose aims are unclear.

Red Moonrise is constantly running afoul of the City Elementals, who foil their more grandiose attempts at terrorism. Otherwise, most of the public buildings in Manhattan would have been destroyed by now. Because of this, Red Moonrise has concentrated on smaller scale operations that may cause a few dozen fatalities. This sort of thing drops below the threshold of action for most City Elementals.

There is one major target that Red Moonrise consistently tries to destroy, no matter how much time and effort is spent on failed attempts. That target is the Statue Of Liberty. In 1925, the Lady was their first target. The City Elemental of Liberty Island is the most powerful in New York, and the attempt was foiled. Since then, repeated attacks have been made. To date, all have failed, without any hint appearing in the news media.

Today, Liberty Island glows with wards to those who can sense them, and Liberty Island Elemental is backed up by several covens of Witches, numerous Sorcerers, and a bevy of other Kin. All these defenders are members of The Commune who know that the destruction of the Statue Of Liberty would give away the secret of The Kin. Even though the chance of success is extremely low, Red Moonrise keeps trying, hoping to find a chink in the defenses.

The characters described below are members of the Raw Meat cell of Red Moonrise. The CP should feel free to generate other cells.

Raw Meat

Note: The Basic Abilities for Meat are given in the following order: Human, Lycanthropic, Lupine.

Race: Werewolf

STR: 39•54•64

DEX: 17•27•37

FIT: 26

INT: 9

WILL: 11

PER: 18•28•38

ATT: 22•0•0

LUCK: 63

HTH: 8•11•13

SP: 89

Max Humanity: 20

Edges: Armor (20), Drain (pain), Claws, Lupine Form (120), Lycanthropic Form (120)

Skills: Streetfighting, Alertness, Demolitions, Driving, Explosives, Intimidation

Faction: Red Moonrise

Description: No one has ever accused Raw Meat of being a genius. Even his closest friends, of which he has few that he hasn't killed, describe Meat as being about as smart as a rock in all his forms. His rise to power within

Red Moonrise has been mainly a matter of luck, bloodthirstiness, and Meat's incredible devotion to the enhancement of his Werewolf Edges. When not in Lupine or Lycanthropic Form (which is seldom), Meat is a huge man, standing over 6 feet tall, and weighing over 300 pounds. He doesn't care much about his appearance in this state, and usually dresses in old jeans and a T-Shirt. His black hair and full beard always need washing and combing. The only grooming that Meat allows is done by IA VOL, his lover, while he is in Lupine Form.

Wally Ash Wits

Race: Animate

STR: 35

DEX: 33

FIT: 25

INT: 34

WILL: 50

Max Humanity: 54

Edges: Armor (15), Drain (life force), Crowd Control, Domination

Skills: Pistols, Throwing, Business (Criminal), Disguise, Demolitions, Explosives, Fashion Sense, Leadership, Seduction

Faction: Red Moonrise

Description: Wally Ash Wits is an animated mannequin who used to stand in one of the windows on Fifth Avenue. One day, the store caught fire, and the owner, Walter Ashe, was trapped inside. His frenzied attempts to escape culminated in a transfer of his life energy to Wally, who just managed to beat the flames out the door. Wally is fond of saying that he got his wit from the Ashes, hence his name. As a former store mannequin, he has a completely average face and build, brown hair, and brown eyes. This proves invaluable to his activities in Red Moonrise. He's so commonplace, no one remembers him.

Wally is the brains to balance Meat's brawn. He has notions of unifying all the different splinter groups of Red Moonrise. Most people who know the pair are amazed that Raw Meat hasn't torn Wally into plastic toothpicks yet, because Wally has a tendency to get on Meat's nerves. This is usually fatal, but Wally seems to live a charmed existence, instinctively knowing how far he can push Meat.

IA VOL (1689)

Race: Ghost

STR: 30

DEX: 24

FIT: 23

INT: 28

WILL: 28

Max Humanity: 60

Edges: Drain (fear), Corporeality, Fear Projection (100), Invisibility, Touch Of Ice, Weapons Immunity

Skills: City Knowledge (society gossip), Fashion Sense, Seduction

Faction: Red Moonrise

PER: 18

ATT: 22

LUCK: 17

HTH: 7

SP: 42

Description: IA VOL, Raw Meat's closest friend and lover in Red Moonrise, is the ghost of a wealthy socialite, whose husband killed her after finding out about an affair she was having. She came back and eventually adopted her name, an acronym of I Achieved Victory Over Life. A comely ghost, whose favored mode of dress is nothing at all, IA VOL figures that the police can't catch her, so why worry about stuff like that anyhow? Her favorite method of attack is to seduce a male, then use her Fear projection on him until something (his heart) gives. IA VOL's Relic is a jeweled brooch, which is buried with her body.

THE LAUGHTER FACTORY

Few find the transition from human to Kin an easy one. Experiencing one's death and rebirth can be disturbing for even the hardest souls, but most Kin are stable enough to adapt to their new situation fairly quickly. There are a few that aren't quite so hardy and find the change to be too much for their sanity. Often, their parent Kin recognizes what has happened and mercifully kills the new Kin, but not always. Those who survive often end up joining the Laughter Factory.

The term Laughter Factory is human slang for an insane asylum, and that pretty much sums up the philosophy of the anarchists who make up the membership of this, the most bizarre, faction of The Kin. The Laughter Factory is a mixed group of Kin, with a high percentage of Inuits, united only by their warped view of reality. The Yucks (as they are called by members of other factions) all share the belief that their world view of madness is the truth and that sanity is nothing but a sham. In short, the Factory desires destruction of Civilization.

Unlike factions like The Complex, the Laughter Factory has little in the way of organization. Besides, who could administrate an organization comprised entirely by lunatics? The Factory is more like a series of little cliques, all with the same goal, which will occasionally unite for a mutually desirable activity. So while individual groups of Yucks might not be dangerous, and are easy to defeat, there will always be more giggling in the wings.

Acid Aphrodite

Race: Vampyre

STR: 42

DEX: 27

FIT: 27

INT: 22

WILL: 8

Max Humanity: 30

Edges: Armor (30), Drain (blood), Claws, Batform, Mistform, Nocturnal Vision, Wolfform

Skills: Alertness, Intimidation, Kin Lore

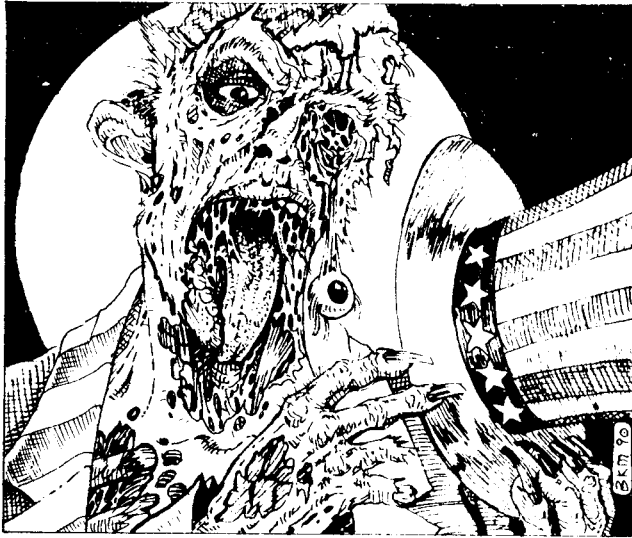
Faction: The Laughter Factory

Description: Acid Aphrodite is probably the most insane of the unbalanced crew at the Laughter Factory. Why else would she bathe nightly in sulfuric acid? Aphrodite believes in an aesthetic of absolute ugliness, an aesthetic reflected in her terrifying appearance. She

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usually scorns clothes, preferring to display her hairless, acid-etched body for her victims. The daily acid bath has destroyed most of her skin, and her flesh is a collage of old scars crisscrossed with fresh burns.

Uncle Sham



Race: Ekimmu
STR: 40 **PER:** 26
DEX: 33 **ATT:** 3
FIT: 27 **LUCK:** 30
INT: 29 **HTH:** 8
WILL: 13 **SP:** 57
Max Humanity: 50
Edges: Armor (30), Claws, Danger Sense, Fear Projection

Skills: Automatic Rifle, Knife, Pistol, Rifle, Wrestling, Disguise, History (Vietnam Era)

Faction: the Laughter Factory

Description: Uncle Sham was a soldier in Vietnam who caught an enemy grenade during the Tet Offensive. The remains were shipped home, but the vow that his family had made to watch over him was left unfulfilled. His resurrection, and the sight of his unspeakably mangled body, drove the newborn Ekimmu insane. Dressed as a parody of Uncle Sam, he seeks to bring down the government (and world) that made him what he is today.

Featherbrain

Race: Inuit
STR: 20 **PER:** 29
DEX: 27 **ATT:** 17
FIT: 24 **LUCK:** 46
INT: 17 **HTH:** 4
WILL: 29 **SP:** 70
Max Humanity: 55
Edges: Armor (10), Drain (life force), Cause Madness
Skills: Knife

Faction: The Laughter Factory

Description: Featherbrain is a natural for the Laughter Factory. An Inuit with pronounced abilities in Induce

Madness, Featherbrain has a sincere belief that madness is the natural state of existence. He got the name Featherbrain by drilling tiny holes in his skull and inserting the quills of feathers into them.

The King

Race: Inuit
STR: 28 **PER:** 23
DEX: 27 **ATT:** 15
FIT: 27 **LUCK:** 70
INT: 28 **HTH:** 6
WILL: 29 **SP:** 97
Max Humanity: 55
Edges: Armor (20), Drain (life force), Cause Madness, Invisibility

Skills: Club, Singing

Faction: The Laughter Factory

Description: The King resembles Elvis Presley, and affects a multicolored Pompadour and sideburns. He habitually dresses in tacky, sequined jumpsuits, and has the words, "Buy some of my sweat," tattooed on his forehead. It takes little to get him to start singing.

Amy "Purple" Hayes

Race: Vampyre
STR: 30 **PER:** 21
DEX: 28 **ATT:** 33
FIT: 21 **LUCK:** 56
INT: 19 **HTH:** 6
WILL: 18 **SP:** 77
Max Humanity: 40
Edges: Armor (10), Drain (blood), Claws, Mesmerize, Mistform

Skills: Knife, City Knowledge (drug culture), Pharmacology

Faction: The Laughter Factory

Description: Purple Hayes is a leftover from Haight-Ashbury, a Vampyre who got infected during the Summer of Love. She is a petite brunette, and quite attractive, but her penchant to continually smile and giggle puts most people off. Normally dressed in jeans, a Nehru shirt, love beads, and a headband, Purple Hayes is a stereotypical hippie. In one way, she is the most insane of the Yucks, as she is a consistent drug user. Thus far, she has been lucky, though she did explode once after using heroin. When asked how it felt, she usually replies that it was a gas. She has been known to spend an entire night in Mistform, mingling with the smoke from her brazier, in which she usually burns a custom mix of hash and weed.

BLACK SOLSTICE

Black Solstice is a network of Sorcerers dedicated to the goal of world domination. What makes Solstice different from other Factions is that they wish to be the sole rulers of the Earth, subjugating humanity and all other Kin. Members take a vow of Omerta (silence concerning Solstice affairs), which is lethal to break.

Black Solstice is a widespread group whose members range in social position from beggars on the street to

Senators. It is the social and political power of the more prominent members that makes them a serious threat.

Black Solstice was founded and is led by a man named Malcolm DuLac. His ideal is a ruling class of Sorcerers that would control the world. All others, including The Kin, would be slaves. DuLac became aware of the Van Helsing Society in 1985, and of Target Alpha in 1987, when the Agency foiled a plot by the newly formed Black Solstice Cult to Dominate Supreme Court Justices.

Black Solstice had its most serious brush with Target Alpha in 1993, when the Agency discovered and shut down a children's camp DuLac had established. The children of several influential statesmen, including those of the Speaker of the House, had attended the camp and been converted to the Black Solstice cause. The attendant publicity, including headlines screaming, "Camp For Junior Satanists Discovered," brought the Cult much unwanted publicity. It is believed, but has never been confirmed, that DuLac was behind the publication of the Time exposé of the Agency.

Malcolm DuLac

Race: Sorcerer

STR: 26

DEX: 23

FIT: 19

INT: 35

WILL: 30

Magic Ability: 39

Max Humanity: 80

Edges: Drain (life force)

Familiar: none

Skills: Pistol, Business (High Finance), Occult

Knowledge, Persuasion, Seduction

Faction: Black Solstice, Grandmaster of

Description: Geoffrey MacEwen, aka Malcolm DuLac, was born in 1963 to wealthy but mentally unstable parents. His father committed suicide when he was seven. Geoffrey found the body, an event that had an adverse effect on his emotional growth. His mother tended Geoffrey's needs until he was seventeen, when she had to be committed. Geoffrey majored in Philosophy and Folk Studies in college, simultaneously developing his Sorcerous abilities and an existential, supremacist belief system. It is during this time that he became friends with the clique that would later become the core of Black Solstice.

DuLac, in his Geoffrey MacEwen identity, is currently a Professor Emeritus of Philosophy at New York University, a fixture of New York Society, and has served as advisor for Governor Hammond. It appeals to his well developed sense of irony to have such influence in the society he works to undermine. He has met both Eberhardt and Petrio DuBuccio at parties on several occasions. None know of the others' true identities.

Simon Madrigal

Race: Sorcerer

STR: 25

DEX: 33

PER: 24

ATT: 14

FIT: 24

INT: 32

WILL: 40

Magic Ability: 40

Max Humanity: 40

Edges: Drain (life force)

Skills: Knife, Pistol, History (England), Occult Knowledge

Faction: Black Solstice

Description: Madrigal is a tall, spare man with thinning white hair. He habitually dresses in coal-black suits, a wardrobe that fits his evil temper. He is far older than his appearance, almost 500 years of age. He has vast respect for Malcolm Du Lac, and functions as his right hand man, adding one more layer of protection between Du Lac and the Cult's enemies.

Average Black Solstice Member

Race: Sorcerer

STR: 20

DEX: 20

FIT: 20

INT: 25

WILL: 30

Magic Ability: 23

Max Humanity: 40

Edges: Drain (life force)

Skills: Pistol, Business (Criminal)

Faction: Black Solstice

Description: Members of Black Solstice can be found at every level of society, from the punk listening to his boombox on the corner, to Congressmen buying commercial time on the major networks. Only two things cement the disparate elements together. Their Sorcerous might, and their obsession to control the world. All members of Black Solstice take a vow of Omerta. Persons who break this vow must make a successful FIT Roll or keel over dead.

CITY ELEMENTALS

New York City is divided up into numerous neighborhoods and blocks, each with its own identity. Multitudes of people have lived and died in these neighborhoods, each leaving a faint psychic residue. Over the years and decades these residues coalesce, gain sentience, and become City Elementals.

A City Elemental is a spirit that concerns itself with the lives and livelihoods of the people in its neighborhood, also referred to as its Zone of Dominion. Within that Zone, City Elementals literally know everything and can do anything. Their power is one of the reasons that plots by groups like Red Moonrise and the Laughter Factory haven't succeeded in destroying most of New York. The City Elementals step in if the actions of such groups become too extreme.

Given that New York is a city of many different identities, it should come as no surprise that the various Elementals have many different personalities. An

Kin Factions

Elemental is a representation of the collective psyche of the people it watches over.

Minor elementals of 1 to 3d10 in Basic Abilities may lay claim to smaller areas within these sections, and keep their masters well informed of what goes on. Elementals have been known to help one another and work together in the past.



Kid Amsterdam-Harlem

STR: 39 PER: 49
DEX: 54 ATT: 47
FIT: 38 LUCK: 342
INT: 39 HTH: 8
WILL: 51 SP: 380

Max Humanity: 50

Edges: Armor (40), Alter Form, Event Manipulation (150), Instantaneous Travel (Within Harlem), Omniscience (Within Harlem), Weapons Immunity (100)

Skills: Kin Etiquette, City Knowledge (Harlem)

Faction: Neutral

Description: The favored appearance of Harlem's City elemental is that of an Afro-American youth in a jogging outfit.

LowRider-East Harlem

STR: 44 PER: 38
DEX: 58 ATT: 42
FIT: 44 LUCK: 396
INT: 45 HTH: 9
WILL: 42 SP: 440

Max Humanity: 50

Edges: Armor (50), Alter Form, Event Manipulation (150), Instantaneous Travel (Within East Harlem), Omniscience (Within East Harlem), Weapons Immunity (100)

Skills: Kin Etiquette, City Knowledge (East Harlem)

Faction: Neutral

Description: the East Harlem City Elemental usually appears as a souped-up 1957 Chevy with an elaborate paint job.

Cement Dragon-Chinatown

STR: 42 PER: 47
DEX: 49 ATT: 52
FIT: 43 LUCK: 387
INT: 45 HTH: 8
WILL: 47 SP: 430

Max Humanity: 50

Edges: Armor (40), Alter Form, Event Manipulation (150), Instantaneous Travel (Within Chinatown), Omniscience (Within Chinatown), Weapons Immunity (!00), Fiery Breath (150)

Skills: Kin Etiquette, City Knowledge (Chinatown)

Faction: Neutral

Description: A wingless dragon composed of concrete is the favored appearance of the Chinatown Elemental. Befitting its assumed appearance, Cement Dragon is even more beneficent to its subjects than most Elementals.

The Phantom-The Theatre District

STR: 32 PER: 32
DEX: 55 ATT: 47
FIT: 40 LUCK: 360
INT: 50 HTH: 6
WILL: 50 SP: 400

Max Humanity: 50

Edges: Armor (40), Alter Form, Event Manipulation (150), Instantaneous Travel (Within The Theatre District), Omniscience (Within The Theatre District), Weapons Immunity (100)

Skills: Kin Etiquette, City Knowledge (The Theatre District), History (Theatre)

Faction: Neutral

Description: The Theatre District's Elemental chooses to appear in a dramatic and classic manner. It manifests as The Phantom of the Opera, complete with half-mask.

PinStripe-Wall Street

STR: 37 PER: 47
DEX: 43 ATT: 42
FIT: 38 LUCK: 342
INT: 56 HTH: 7
WILL: 54 SP: 380

Max Humanity: 50

Edges: Armor (40), Alter Form, Event Manipulation (150), Instantaneous Travel (On Wall Street), Omniscience (On Wall Street), Weapons Immunity (100)

Skills: Kin Etiquette, City Knowledge (On Wall Street), High Finance Business, Persuasion

Faction: Neutral

Description: As befits the more conservative atmosphere down in the financial district, the Wall Street Elemental appears as a smartly dressed businesswoman in her forties.

GANGS

They were out walking. Shagman was playing some awful pop album he had dug up, and was trying valiantly to remix it into something good, but failing miserably. Compared to that noise, the honking of cars and the shouts of the drug dealers, madmen, and prostitutes that assailed them was pleasant.

They slouched along, an incongruous pair, one in a black leather trench coat, the other in a baseball jacket, but no one really noticed. This was, after all, Lower Manhattan after dark. Samantha suddenly stopped and placed a restraining arm across Tyler's chest.

"Get behind me. Don't say a thing."

About a dozen feet down the sidewalk, a group of youths were sitting on the steps of a tenement. With exaggerated casualness, they got up from their places and approached Tyler and Sam.

"You two look lost. Maybe you don't know where you are, eh?" The speaker was around fifteen, but Tyler saw a city hardness in his eyes.

Samantha spoke softly. "We don't want any trouble, herd." Tyler noticed that her fingernails had started getting longer.

"Ey, senorita, you won't get any, but you need to pay toll across Zeroes turf."

Samantha smiled. Tyler, knowing that smile, took a step back. "How much?"

Not understanding, the youth returned the smile and gave Samantha an appreciative look. "Lose the gringo, maybe we work something out, eh?"

"I don't think so." A second later, the youth had a second smile, about two inches lower than his mouth. The rest of the Zeroes fled.

Tyler blanched. "Was that necessary?"

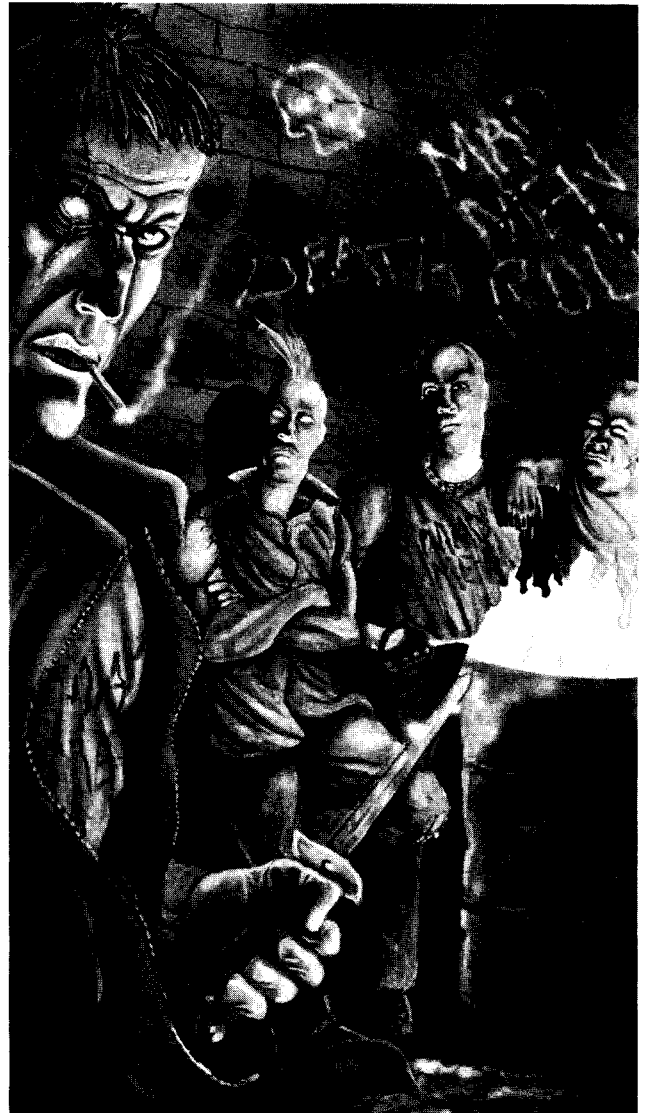
Samantha nodded. "The Zeroes have a really nasty rep. They'd have killed us both, just for kicks." She pushed the body into the mouth of an alley and looked around.

"No one in sight. Only people gonna miss this 'hood are his gang, anyway."

This is a listing of some of the gangs of Kin who roam the streets of New York. It also expands on the information given on the gangs listed in Nightlife.

PLAYING THE GANGS

The first thing that should be understood is that gangs do not refer to themselves in that manner. They are brotherhoods or, more commonly, 'hoods. Gang is an outsider term. Furthermore, most gang members are intensely loyal to each other. Once a person has joined a



'hood, they rarely leave. More details on this can be found in Initiation.

Modern 'hoods are serious organizations: Groups like the Bloods and the Crips run a drug empire that extends from coast to coast. Gun running, protection, and even contract killing, rank highly as sources of revenue, but drug sales, especially of crack cocaine, are always the numero uno fund raiser. The gangs are bad news, make no mistake. The CP who glamorizes the gang lifestyle has no idea of what they're talking about.

All this from children with an average age of fourteen.

Gangs

STREET FACE

The two gangs approached each other with swaggers and half concealed knives. Ezy Duzit, leader of the Reds, glared across the litter strewn yard to where Julio, leader of the Muertes, stood with six of his best homeboys. The Muertes had tried to cross Red territory and been caught. It looked like the peace that had been plaguing East Harlem was about to end, unless someone backed down. But backing down could mean losing Face.

FACE is a measure of both how well known a character is on the street, and how gutsy they are. It is based on WILL, but if a character has the Skills Intimidation, Diplomacy, Leadership, Persuasion, or Streetwise, they may use that score instead. Before any modifiers, the winner of a Faceoff is determined by a roll against WILL, with the successful roll being the winner of the contest. It's the modifiers that make Faceoffs interesting.

MODIFIERS

On own turf	-10
With other Gang members	Use Gang's Face instead of own
Previous successful Faceoffs against current opponent	-5
Kin knowingly facing a Kin	+10
Kin facing a Human	-(20+highest Combat Edge Score)
Human knowingly facing a Kin	+20
Weakened from combat	+1 per each SP lost

The winner of a Faceoff gains 1 FACE point, while the loser must subtract 1 point from their FACE.

Example: In the case of the Muertes and the Reds, figuring the Faceoff is simple. The Muertes have a 43 FACE, and the Reds have a 52 FACE. Percentile dice are rolled for each side. The Muertes get a 45, and blow their roll. The Reds get a 42, and subtract 10 for being on their own turf, for a final result of 32, a success. The Muertes back down, and lose 1 FACE point. The Reds gain 1 FACE point.

IF BOTH PARTIES MAKE THEIR ROLLS

If both groups or individuals involved in a Faceoff make their rolls, there is no gain or loss in Face, but honor has been satisfied and both may back off without penalty. Violence still sometimes ensues, especially if one of the groups is actively trying to increase their Face.

IF BOTH PARTIES BLOW THEIR ROLLS

If both groups or individuals involved in a Faceoff fail their rolls, there is no gain or loss in Face, but honor has been impinged upon and violence often results as both

groups try to save Face. In such a situation, the group that wins the fight gets +1 Face, because they successfully defended their honor.

Example: Freddy the Magadon, on a rare night off, meanders onto Czar turf and runs afoul of Dimitri Politburo and some of his droogs. Freddy has Intimidation of 60, so his FACE is also 60. He is a Kin facing off against a couple of herds, and has Armor of 20, so he knows their weapons can't do an awful lot against him. The Czars have a Face of 50, and are own their own turf. Dice are rolled for both sides and their modifiers are figured out. The roll for Freddy is a 72, modified by -20 for his being a Kin facing a Human, and another -20 for his Armor Edge Score, and ends up being a 32, a success. The roll for the Czars is a 53, modified by -10 for their being on their own turf, for a result of 43, also a success. The Czars, after a few tense moments, decide that they've satisfied their honor by razzing Freddy, and don't want to push the issue against a guy who looks like he could lift cars. Freddy goes on his way. Neither Freddy or the Czars gain or lose any FACE.

CALCULATING A GANG'S FACE

Gangs have a beginning Face equal to one-half their membership. They also get a +1 FACE per block of which they have at least partial control. Gangs also get up to +10 FACE for engaging in Criminal activities and another +10 for having serious Underworld activities. As mentioned before, gangs also gain +1 FACE for each successful Faceoff, and can get even more FACE according to their daily activities.

COLORS

Colors are how gang members identify themselves to the world. The most typical way to wear your 'hood's colors is as a bandanna of that color. A gang member must be wearing his colors to get the gang's FACE bonus. Colors may be much more subtle now that there are special gang task forces in all large city police forces. Football jerseys of the same color, or even cardigan sweaters have been used to identify a gang's members.

INITIATION RITES

Initiation rites for gangs serve the purpose all initiation rites have throughout history. They bind the initiate to the group psychologically by making them do something that the person would never do on their own. A character who has gone through initiation to a gang must make a WILL Roll with a penalty equal to 1/10 the gang's current Face on the roll to quit that gang.

For example, Tommy Kim is initiated into the Beijings. Six months later, he has a change of heart and tries to find the courage to quit. Tommy has a WILL of 16. He rolls, and gets a 13. The Beijings have a Face of 45, so Tommy has to add +4 to his roll. The net result is

a 17. Tommy fails his roll, his nerve breaks, and he dutifully, if regretfully, stays in the Beijings.

A character may make a new roll if the gang's Face changes.

LISTING OF GANGS

THE HEADBANGERS

Membership: Mostly Inuit, approximately 70.

Orientation: Pro-Human.

Colors: Forest Green

Current Face: 35

Turf: none

Base: The Headbangers have no base per se. Most meet at Club AfterDark and then go to wherever they plan on hanging out that night.

Initiation: Sneaking backstage and stealing something from a musician's room.

Description: The Headbangers love to use their inherent invisibility to sneak into heavy metal music clubs and jam. They are a light-hearted group and don't like to fight, but side with the Commune if necessary.

Nervous Joe Ganglia

Race: Inuit

STR: 28

DEX: 32

FIT: 28

INT: 24

WILL: 26

PER: 25

ATT: 22

LUCK: 76

HTH: 6

SP: 104

Max Humanity: 50

Edges: Drain (life force), Cause Madness, Invisibility

Skills: Knife, Streetfighting, City Knowledge (Heavy Metal Clubs), Dancing

Faction: Headbangers, Leader of

Description: Nervous Joe Ganglia is a tall, skinny Inuit whose twitchy manner earned him his current nickname. Joe's favorite band is the thrash-metal group Hellstorm.

BUBONICS

Membership: Daemons, approximately 40.

Orientation: Anti-Human

Colors: Charcoal Grey

Current Face: 70

Turf: Manhattan, above West 155th Street

Base: An abandoned tenement

Initiation: Infect a human with a deadly disease. The person must die of the disease before the initiate is accepted.

Description: The Bubonics control a fair amount of the drug sales and petty crime in extreme Upper Manhattan. They are mortal enemies with the KOLD.

Kure 4 Kancer



Race: Wyght

STR: 64

DEX: 24

FIT: 44

INT: 31

WILL: 29

PER: 36

ATT: 6

LUCK: 81

HTH: 13

SP: 125

Max Humanity: 50

Edges: Armor (10), Drain (youth), Claws, Necropathy

Skills: Automatic Rifle, Knife, Pistol, Streetfighting,

City Knowledge (Gang turfs), Leadership

Faction: Bubonics, Leader of

Description: Kure 4 Kancer is strong, even by Wyghtish standards, but clumsy by comparison. He chose the name he did because he was, in fact, dying of cancer when he was infected. Death, he explains, is the ultimate cure. He plans to cure as many herds as he can.

GOREBOYS

Membership: Mixed Kin, mostly Werewolves, approximately 80

Orientation: Extremely Anti-Human

Colors: Blood red with irregular black stripes

Current Face: 85

Turf: none

Base: Wherever they want, but Zee Zkream Klub, a Red Moonrise hangout, is a common base.

Initiation: Capture and skin a human alive.

Description: The Goreboys are a gang of younger Kin who cause as much trouble as they can, just for the fun of it. As an organization, they are strictly anarchic and anti-human. Many Goreboys eventually join Red Moonrise. They will often assist in Red Moonrise plots.

Gangs

R&T

Race: Werewolf

STR: 26•41•51

DEX: 29•39•49

FIT: 28

INT: 12

WILL: 13

Max Humanity: 50

Edges: Armor (30), Drain (pain), Claws, Lupine form, Lycanthropic form, Sense Acuity, Speed

Skills: Automatic Rifle, Knife, Pistol, Streetfighting, Business (Criminal), Intimidation, Motorcycles, Streetwise

Faction: Goreboys, Leader of

Description: R&T (short for Rip and Tear) is the younger brother of Raw Meat, the Werewolf in charge of Red Moonrise. He shares his brother's bloodthirsty attitude.

LOBOS

Membership: Werewolves and Weres, approximately 150

Orientation: Neutral

Colors: Brown

Current Face: 50

Turf: Manhattan, 14th Street and below

Base: A burnt out tenement on West 16th Street.

Initiation: Make a new contact or eliminate an enemy of the gang.

Description: The Lobos try to divorce themselves entirely from the squabbles of The Kin, usually unsuccessfully. The Lobos, as the gang name suggests, is made up primarily of Werewolves, though Cold Vince Z, the leader, is a Werebear. They control a good deal of the drug sales and protection rackets in the Lower Manhattan area.

Cold Vince Z

Race: Werebear

STR: 33 (68)

DEX: 15 (25)

FIT: 32

INT: 33

WILL: 26

Max Humanity: 50

Edges: Armor (20), Drain (pain), Bear Form, Fear Projection, Sense Acuity

Skills: Knife, Pistol, Martial Arts (Hard), Art (Poetry), Business (Criminal), Intimidation, Kin Etiquette, Tracking, Streetwise

Faction: Lobos, Leader of

Description: Cold Vince Z is huge even in human form. His size and sleepy demeanor usually lead people to believe that Vince is short on brains. They are wrong. Vince is highly intelligent, and has even published poetry in *Rap Verses* magazine under his real name, Vincent Zeppeneck.

MIRRORSHADES

Membership: Zipperheads, approximately 40

Orientation: Anti-Kin, neutral to humans

Colors: Mirrored Sunglasses

Current Face: 41

Turf: East Harlem

Base: Teen Angel, a 50s style bar

Initiation: none. All Zipperheads are welcome to join.

Description: As a gang of Zipperheads, the MirrorShades are aligned against all Kin gangs and Factions. They often clash with the Lobos over territory.

Booker T

Race: Zipperhead

STR: 19

DEX: 43

FIT: 30

INT: 19

WILL: 30

Max Humanity: 40

Edges: Armor (10), Drain (Kin or human life force), Aura Sight, Invisibility, Nocturnal Vision

Skills: Knife, Pistol, Streetfighting, Throwing (Knife), History (1950s), Kin Lore, Leadership, Motorcycles, Intimidation

Faction: MirrorShades, Leader of

Description: Booker T is a 50s aficionado and is credited with establishing the Retro-Biker Chic that all Zipperheads seem to adhere to at present. People in other Factions sarcastically refer to him as the "Original Undead Fonzie."

THE SKULLBENDERS

Membership: Mostly Animates, approximately 20

Orientation: Anti-Human

Colors: Dark Blue Skull Earrings

Current Face: 60

Turf: Western Greenwich Village

Base: None, but they spend a lot of time at Death Row.

Initiation: Dominate a human and make them kill themselves. The restrictions on Domination make this a difficult task, and accomplishing the initiation requirements shows to the gang that the initiate is intelligent and innovative.

Description: The Skullbenders are a gang of Animates who control much of the crime in Greenwich Village. Because of their slight membership, the Skullbenders usually work through human proxies they Dominate.

Comanche Joe

Race: Wooden Animate

STR: 35

DEX: 33

FIT: 39

INT: 26

WILL: 50

Max Humanity: 45

PER: 18

ATT: 22

LUCK: 117

HTH: 7

SP: 156

Edges: Armor (15), Drain (life force), Crowd Control, Domination

Skills: Pistol, Throwing (knife), Business (Criminal), Disguise, Explosives, Fashion Sense, Leadership, Seduction

Faction: Skullbenders, Leader of

Description: Comanche was an honest-to-God Dime Store Indian when a real Comanche Brave was shot in his vicinity in 1889. The Brave's spirit passed into the mannequin, animating him. After some painful self-inflicted sculpture to get rid of the headdress, Comanche Joe headed East, eventually discovering other Kin. To this day, he remembers being shot and hates humanity, especially the white man.

KNIGHTS OF LIVING DEAD

Membership: Mostly Wyghts, Ghosts and Zuvembae, approximately 90

Orientation: violently Pro-Human

Colors: Off-White Painters

Current Face: 55

Turf: None

Base: The KOLD do not maintain a true base.

Initiation: Scatter an anti-human Kin.

Description: As Kin gangs go, few have a reputation as fierce as that of the Knights. There have been, in fact, conflicts with the Commune due to the extremity of their methods. Those methods are so effective that few anti-human gangs will try anything if they know the KOLD are in the vicinity.

Willard Romero

Race: Wyght

STR: 70

PER: 50

DEX: 50

ATT: 25

FIT: 50

LUCK: 450

INT: 40

HTH: 14

WILL: 40

SP: 500

Max Humanity: 50

Edges: Armor (15), Drain (youth), Claws, Aura Sight, Danger Sense, Mental Mapping, Nocturnal Vision, Speed, Time Sense

Skills: Automatic Rifle, Knife, Martial Arts (Hard), Pistol, Streetfighting, (Note: All Combat Skills are at 100), Alertness, City Knowledge (Gang Turfs), Leadership, Stealth, Streetwise

Faction: Knights Of Living Dead, Leader of

Description: Willard Romero is the founder and leader of the KOLD. He is the Eldest Wyght in New York, and fiercely pro-human. His awesome Combat Skills have thwarted more than one Red Moonrise or Laughter Factory plot single-handedly.

SLAY-RIDERS

Membership: Mostly Succubi, Daemons and Pengallen, approximately 125. The Slay-Riders are strictly female in membership.

Orientation: Neutral to Anti-human

Colors: Orange and yellow

Current Face: 60

Turf: Lower Greenwich Village

Base: Haught's Stuf, a strip joint owned by Sleek Annie

Initiation: Kidnap a human and sell him or her into slavery.

Description: The name Slay-Riders caused a few chuckles when this biker gang blew into town in the early eighties, but the laughter quickly died as the Slay-Riders hacked out a niche in the New York crime market for themselves. The Slay-Riders control a hefty portion of the prostitution and drug rackets in lower Greenwich Village, along with white slavery, pornography, and a few other vice rackets too unpleasant to mention. They are uneasy allies with the Skullbenders, and the two gangs help each other when other gangs or the Mafia come sniffing around.

Sleek Annie

Race: Daemon

STR: 40

PER: 45

DEX: 45

ATT: 50

FIT: 40

LUCK: 360

INT: 40

HTH: 8

WILL: 45

SP: 400

Max Humanity: 30

Edges: Armor (10), Drain (life force), Claws, Alter Form, Body Control, Fiery Breath, Flight, Travel

Skills: Knife, Business (Criminal), Seduction, Streetwise

Faction: Slay-Riders, Leader of

Description: Sleek Annie's favorite form is that of a sixteen year old Afro-American girl, even though 1600 might be closer to her true age.

Sleek Annie is the second Eldest Daemon in New York, after WO Babylon. There are rumors that she is actually WO's daughter. They did meet, shortly after Annie's arrival in New York, to arrange for safe passage of WO's girls through Annie's turf. Beyond this, they seem to avoid each other, and neither will confirm or deny a relationship to the other.

Annie dresses in a punked-out version of Retro-biker chic, with lots of leather and metal, and little else. Her girls follow suit.

CORPSEGRINDERS

Membership: Mixed Kin, approximately 15, with 75 Humans

Orientation: Anti-human

Colors: Bandanna emblazoned with a picture of a hand sticking out of a meat grinder

Current Face: 40

Turf: none (yet)

Base: Terry's, a bar owned by Spike by proxy.

Initiation: None, but members who leave tend not to survive very long.

Description: Unlike other gangs, the CorpseGrinders don't seem interested in wholesale gaining of land control.

Musical Groups

Folk: A style of music derived from folk melodies. Folk music tends to be political in nature. Sample Artists: Bob Dylan, Joan Baez, Charlie Parton, Indigo Girls.

Hardcore: A type of music played with great speed, with an emphasis on energy over technical expertise. Lyrics for hardcore songs are usually short, highly political and nihilistic in tone. Sample Artists: L2K, Dark Harvest.

Heavy Metal: Loud, Blues based form of music popularized by Led Zeppelin. Sample Artists: AC/DC, Krypt.

House Music: Electronic music, similar to disco, popularized in England. Sample Artists: Shagman Doctor D, Technotronic.

Industrial: Musical form that recombines industrial and sampled sounds to create a danceable beat.

Jazz: American music derived from Blues and Ragtime with an emphasis on syncopation and improvisation. Sample Artists: Miles Davis, Professor Hell.

Pop: Top Forty Music. Sample Artists: Madonna, Barbara Streisand.

Progressive: Usually synthesizer based Sample Artists: Depeche Mode, Dead or Alive.

Rap: Music performed with lyrics spoken or chanted over a drumbeat. Sample Artists: Public Enemy, Run DMC, Boy-Os Def & Dee-Kay.

Reggae: Politically aware music of Jamaica popularized by the late Bob Marley. Reggae is also the official music of the Rastafarian religion. Sample Artists: Bob Marley, The Crucial Hours.

Rock and Roll: If you need it defined, you shouldn't be reading this book.

Speed Metal: Offshoot of Heavy Metal with a higher emphasis on Speed. Sample Artists: Metallica, Serious Statistiks.

Thrash: A fusion of Heavy Metal and Hardcore, popular among adolescents. Sample Artists: Cro-Mags, Dirty Watus.

Urban: Modern Soul Music with a thematic emphasis on romance. Sample artists: Bobby Brown, Anita Baker.

L2K (Looks 2 Kill)

The crowd at the Lighthouse was tense. It always was before a big group played. The opening act had been a bunch of preening college kids, their attitude nothing but attitude. The crowd's response had been to jeer them from the stage.

To keep the crowd from rioting until the main act kicked off, the management had been blasting the stereo for an hour. Classic Dead Boys, Black Flag, Radio Free Europe and Skinny Puppy had all been rattling the walls.

The stereo died down suddenly and the lights lowered. The crowd took the opportunity to pass the beer a little more freely. Some, off in a little clique, passed a bottle of something dark red between themselves.

A single spotlight flared on, flooding the stage and illuminating the band, silent at their instruments. A

white-skinned woman stood at the mike, dressed in a black leather teddy, hip boots, and little else. Her hair hung like a curtain over her face. Her eyes glowed crimson in the shadows.

"Are you ready?" her voice snarled from the loudspeakers.

"Yes!" Five hundred upthrust fists echoed the shouts.

"I don't think so." She paused, then continued, screaming, "Are YOU READY?"

"We're Ready!"

Her voice returned to normal volume. "And what are you ready for?" Each word was enunciated as distinctly as a death sentence.

"We're ready for L2K!"

The band ripped into its first song.

Looks 2 Kill is a conglomerate of a band, which goes by that name, as do their followers. The various members of the group are Daemons and Vampyres. As well as Kin, they attract human followers who believe that the group's anti-human stance is a publicity stunt. L2K tours to other Kin strongholds around the country, and has released three records on the Hammer label, a Kin-controlled record company. They love to incite their fans to acts of violence and destruction for the sheer pleasure of it.

L2K was formed by a group of anti-human Kin who found the Complex and Morningstar Corp. too stifling, but also considered Red Moonrise too stupid to be taken seriously. As the various members found they had a mutual interest in music, they began to play together, eventually moving up to doing gigs at Death Row and the Lighthouse Theatre. Their anarchic lyrics and raw style quickly drew a following and, to their surprise, the L2Ks became a hit with Kin and herds alike.

The band's success, fueled mostly by herd monies, has blunted their hatred of humanity over the past decade. Though the members could never be mistaken for pro-human, L2K is now more concerned with its musical ventures than its destructive ones. They do, however, still love to incite their fans to riot, a fact which has earned them a bad reputation with more moderate Kin, and a good one with anti-human ones. The truth is that even the members of L2K doubt their alliance with the anti-human factions at this point.

L2K has released three albums of finely crafted musical anarchy on the Kin-owned Hammer label over the past six years.

Commercial Releases:

Darker Than U Think (LP), including *I Luv Your Flesh*.

Looking 4 The Beast (LP), including *Drinker of Shadows* and *Fear No Evil (Just Fear Me)*.

Blood Cocktail (LP), including *RazorBaby Love* and *Luv U 2 Doomsday*.

The present lineup of L2K consists of Jenny Thumbscrews on lead vocals, Tommy No! (That ! mark is deliberate) on lead guitar, Stephanie Headlice on bass, and Moby Dick on drums.

Musical Groups

They were passing by a record store when Samantha suddenly stopped and turned in. "C'mon. The Georges have a new CD out and I need to get it."

"The Georges?"

Samantha snorted. "I loaned you one of their albums. 'Meet the Georges,' remember?"

"Oh, yeah, I remember." Tyler had listened to about three minutes of it before retreating to something he could listen to. "I really liked it a lot."

Samantha stuck her tongue out at him. "You probably didn't even play it at all."

"I did so." This banter continued as they browsed. Samantha found her CD and Tyler found a Wynton Marsalis in the used record bin.

"Sam?"

"Hmm?" She was busy looking through the alternative selection.

Tyler held up a copy of the Taint's 'Sowing and Reaping. "Isn't this the group you said was...you know?"

She nodded and glanced around. Other than the owner behind the counter, the shop was empty. "Yeah. Don't worry about it. Spinner's Kin."

The owner glanced up. "Hi, Samantha. Off tonight?"

"Yeah. You comin' to the show tomorrow?"

Spinner shook his head. "Think I'm gonna go over to Charlie's tomorrow. He's testing stuff for his new album." Tyler strolled over. Samantha made introductions. "Tyler, Spinner. Spinner, Tyler. Spinner's in the business, too. Plays with Professor Hell occasionally."

"Seems every Kin I meet is in a band of some sort. How many of you work in music?"

"A lot."

Music is a vital component of the Kin Subculture. So vital, in fact, that some gangs and factions are formed around musical groups. Listed in this section are some of the more popular groups in the Kin Subculture. Some of these groups are also well known by The Herd.

MUSICAL STYLES

Blues: Eight chord guitar based music with downbeat lyrics originating as Afro-American field songs. Sample Artists: Robert Johnson, Muddy Waters.

Classical: Not currently practiced by any of the New York Kin, classical is usually instrumental music used to convey moods and emotions. Sample Artists: Richard Wagner, Mozart, John Cage.

Country & Western: Offshoot of American folk music, originating in rural and working class America. Sample Artists: Hank Williams, Randy Travis, Sam Phillips and Rodeo.

Ethnic: Covers a wide array of musical styles, all of which attempt to be authentic recreations of the sounds of a particular foreign culture. Sample Artist: Johnny Clegg & Savuka.



Musical Groups

Folk: A style of music derived from folk melodies. Folk music tends to be political in nature. Sample Artists: Bob Dylan, Joan Baez, Charlie Parton, Indigo Girls.

Hardcore: A type of music played with great speed, with an emphasis on energy over technical expertise. Lyrics for hardcore songs are usually short, highly political and nihilistic in tone. Sample Artists: L2K, Dark Harvest.

Heavy Metal: Loud, Blues based form of music popularized by Led Zeppelin. Sample Artists: AC/DC, Krypt.

House Music: Electronic music, similar to disco, popularized in England. Sample Artists: Shagman Doctor D, Technotronic.

Industrial: Musical form that recombines industrial and sampled sounds to create a danceable beat.

Jazz: American music derived from Blues and Ragtime with an emphasis on syncopation and improvisation. Sample Artists: Miles Davis, Professor Hell.

Pop: Top Forty Music. Sample Artists: Madonna, Barbara Streisand.

Progressive: Usually synthesizer based Sample Artists: Depeche Mode, Dead or Alive.

Rap: Music performed with lyrics spoken or chanted over a drumbeat. Sample Artists: Public Enemy, Run DMC, Boy-Os Def & Dee-Kay.

Reggae: Politically aware music of Jamaica popularized by the late Bob Marley. Reggae is also the official music of the Rastafarian religion. Sample Artists: Bob Marley, The Crucial Hours.

Rock and Roll: If you need it defined, you shouldn't be reading this book.

Speed Metal: Offshoot of Heavy Metal with a higher emphasis on Speed. Sample Artists: Metallica, Serious Statistiks.

Thrash: A fusion of Heavy Metal and Hardcore, popular among adolescents. Sample Artists: Cro-Mags, Durty Wators.

Urban: Modern Soul Music with a thematic emphasis on romance. Sample artists: Bobby Brown, Anita Baker.

L2K (Looks 2 Kill)

The crowd at the Lighthouse was tense. It always was before a big group played. The opening act had been a bunch of preening college kids, their attitude nothing but attitude. The crowd's response had been to jeer them from the stage.

To keep the crowd from rioting until the main act kicked off, the management had been blasting the stereo for an hour. Classic Dead Boys, Black Flag, Radio Free Europe and Skinny Puppy had all been rattling the walls.

The stereo died down suddenly and the lights lowered. The crowd took the opportunity to pass the beer a little more freely. Some, off in a little clique, passed a bottle of something dark red between themselves.

A single spotlight flared on, flooding the stage and illuminating the band, silent at their instruments. A

white-skinned woman stood at the mike, dressed in a black leather teddy, hip boots, and little else. Her hair hung like a curtain over her face. Her eyes glowed crimson in the shadows.

"Are you ready?" her voice snarled from the loudspeakers.

"Yes!" Five hundred upthrust fists echoed the shouts.

"I don't think so." She paused, then continued, screaming, "Are YOU READY?"

"We're Ready!"

Her voice returned to normal volume. "And what are you ready for?" Each word was enunciated as distinctly as a death sentence.

"We're ready for L2K!"

The band ripped into its first song.

Looks 2 Kill is a conglomerate of a band, which goes by that name, as do their followers. The various members of the group are Daemons and Vampyres. As well as Kin, they attract human followers who believe that the group's anti-human stance is a publicity stunt. L2K tours to other Kin strongholds around the country, and has released three records on the Hammer label, a Kin-controlled record company. They love to incite their fans to acts of violence and destruction for the sheer pleasure of it.

L2K was formed by a group of anti-human Kin who found the Complex and Morningstar Corp. too stifling, but also considered Red Moonrise too stupid to be taken seriously. As the various members found they had a mutual interest in music, they began to play together, eventually moving up to doing gigs at Death Row and the Lighthouse Theatre. Their anarchic lyrics and raw style quickly drew a following and, to their surprise, the L2Ks became a hit with Kin and herds alike.

The band's success, fueled mostly by herd monies, has blunted their hatred of humanity over the past decade. Though the members could never be mistaken for pro-human, L2K is now more concerned with its musical ventures than its destructive ones. They do, however, still love to incite their fans to riot, a fact which has earned them a bad reputation with more moderate Kin, and a good one with anti-human ones. The truth is that even the members of L2K doubt their alliance with the anti-human factions at this point.

L2K has released three albums of finely crafted musical anarchy on the Kin-owned Hammer label over the past six years.

Commercial Releases:

Darker Than U Think (LP), including *I Luv Your Flesh*.

Looking 4 The Beast (LP), including *Drinker of Shadows* and *Fear No Evil (Just Fear Me)*.

Blood Cocktail (LP), including *RazorBaby Love* and *Luv U 2 Doomsday*.

The present lineup of L2K consists of Jenny Thumbscrews on lead vocals, Tommy No! (That ! mark is deliberate) on lead guitar, Stephanie Headlice on bass, and Moby Dick on drums.

Jenny Thumbscrews**Race:** Vampyre**STR:** 45**DEX:** 45**FIT:** 26**INT:** 25**WILL:** 24**Max Humanity:** 50**Edges:** Armor (20), Drain (blood), Claws, Mesmerize, Mistform, Ratform, Photogenics, Wolfform**Skills:** Knife, Business, Dancing, History (Spanish Inquisition), Fashion Sense, Language (Spanish), Seduction, Singing, Songwriting, Streetwise**Faction:** L2K**Description:** Of all the things she claims she has done during her seven hundred year life, Jenny Thumbscrews says she likes singing with L2K the best. It is certainly more fun, she points out, than being on the run from the Spanish Inquisition, the inspiration for many of the darker images in the group's songs.**Tommy No!****Race:** Vampyre**STR:** 41**DEX:** 31**FIT:** 22**INT:** 23**WILL:** 26**Max Humanity:** 50**Edges:** Drain (blood), Mesmerize, Photogenics**Skills:** Pistol, History (U.S. Depression), Musical Style (Thrash), Musical Instrument (Guitar), Singing, Songwriting**Faction:** L2K**Description:** Tommy No! was Jenny Thumbscrew's lover when she was working at a cabaret in the 1920s. A mugging left him almost dead, but Jenny saved his life, after a fashion, by infecting him with Vampirism. The two have drifted apart over the years, but remain friends, confidantes, and successful business partners.**Stephanie Headlice****Race:** Succubus**STR:** 24**DEX:** 45**FIT:** 25**INT:** 40**WILL:** 23**Max Humanity:** 40**Edges:** Armor (5), Drain (vitality), Claws, Alter Form, Body Control, Flight, Photogenics, Possession, Travel**Skills:** Knife, Pistol, History (plague-era Europe), Musical Instrument (Bass Guitar), Seduction, Torture**Faction:** L2K**Description:** Stephanie has also been roaming the earth for around 700 years in one guise or another. She and Jenny have known each other since the 1800s. Stephanie is more vehemently anti-human than the rest of

the group, having learned torture methods by example at the hands of humans.

Moby Dick**Race:** Incubus**STR:** 32**DEX:** 23**FIT:** 34**INT:** 26**WILL:** 26**Max Humanity:** 40**Edges:** Armor (5), Drain (vitality), Claws, Alter Form, Body Control, Flight (in true form), Photogenics, Possession, Travel**Skills:** Pistol, Spear, Rifle, Musical Instrument (Drums), Musical Style (Thrash, Jazz, Ethnic), Seduction**Faction:** L2K**Description:** The most bookish member of L2K, Moby Dick leads a quiet life off stage. On stage, he has been known to break sticks from the force of his drumming. A drummer of many styles, Moby says he once took lessons from jazz drummer giant Buddy Rich. He has also travelled the world and spent many years in Africa learning the intricate polyrhythmic techniques of that continent's drummers.**THE TAINT***Uptown at the Zone-Zone, the crowd waited expectantly as the opening band's roadies tore down, and the main act's roadies set up. It was all very orderly, and all the time it took wasn't even enough for one side of Husker Du's "Warehouse."**The lights went down. The band approached their instruments quietly. The lead singer, bearded, and wearing jeans and a tee-shirt, stepped up to the mike and lifted it free of its stand. He faced the silent audience almost formally. "I'd like to dedicate this set to you, our fans. Without you, we'd probably all be working in fast food." There was polite clapping in response.**Silence fell for a moment.**"Now, let's contribute to the noise pollution!"**The Taint in concert was always eager to please, and "The Ramble" was a proven crowd pleaser.*

Unlike L2K, the Taint encourages a peaceful outlook on existence. To wit, their music, though punk in content, is much more folksy and laid back than the normal music heard on the Kin scene.

Just like many bands, The Taint began as a group of friends with similar tastes in music who got together to jam for fun and then decided to jam in public. The only difference in this all-American story is that the friends happen to have been Kin.

Uncle Wiggly had been a fan of the Grateful Dead ever since their days as the Warlocks back in Haight-Ashbury, and borrowed much of his musical style from them. Jumpin' Joe and RobRoy added their country-punk-

Musical Groups

blues sound on twin lead guitars, and T.J. "Rolling Thunder" Harrier on drums rounded out the core of the new group. Bassist Bobby Thumbs and keyboardist Kate-Kate 88 added new dimensions to the sound. The Taint made its public debut at the Zone-Zone, where it is still a Saturday night feature.

The Taint has a contract with Blue Elephant Records, and has released several albums over the past few years. Unfortunately, none have succeeded in capturing the camaraderie that makes The Taint so wonderful live.

Commercial Releases:

The Same Old Thing (EP), including *Mister Quale's Blues*, which was also released as a single.

Sowing and Reaping (LP), including *The Ramble*.

The Taint Live (But Just Barely) (2 LP set), including *The Mountain In Your Eyes*, *Doing Time In The City*, and *Sweet Home Chicago*.

Uncle Wiggly (Werewolf), the founder of the group, sings the lead. He also plays the fiddle and mandolin. Jumpin' Joe and RobRoy, an Inuit and a Vampyre, play dual lead guitar and sing backing vocals. T.J. "Rolling Thunder" Harrier, an Homunculus, handles Drums. The Daemon Kate-Kate 88 plays keyboards, and bass is played by Bobby Thumbs, a Vampyre.

The current membership of The Taint has not changed since its inception, but Jumpin' Joe and RobRoy have publicly announced that they will soon be taking a leave of absence to record independently.

Uncle Wiggly

Race: Werewolf

STR: 29•44•54

DEX: 32•42•62

FIT: 40

INT: 18

WILL: 23

PER: 13•23•33

ATT: 15•0•0

LUCK: 30

HTH: 6•9•11

SP: 70

Max Humanity: 70

Edges: Drain (pain), Claws, Lupine Form, Lycanthropic Form, Photogenics

Skills: Martial Arts (Soft), Business, Leadership, Musical Instrument (fiddle, mandolin), Musical Style (country, folk, punk), Singing, Songwriting

Faction: Neutral

Special: Uncle Wiggly's temper flaw is weaker than most Werewolves'. Apply a -20 modifier to his Humanity Roll to determine if he loses his temper and shapeshifts when angry.

Description: No one is absolutely sure how Uncle Wiggly got his nickname, even Uncle Wiggly himself, though some fans theorize it comes from his wiggly style of dancing on stage while singing.

Wiggly is only 5 feet tall, and slightly built. He wears his brown hair long, in a style more in keeping with the sixties than the present. The culture of the sixties is also where he got his philosophy of peace, and he believes in it so strongly that he has learned to control his temper, a difficult feat for a Werewolf.

Jumpin' Joe

Race: Inuit

STR: 40

DEX: 40

FIT: 45

INT: 40

WILL: 40

PER: 50

ATT: 40

LUCK: 405

HTH: 8

SP: 450

Max Humanity: 60

Edges: Drain (life force), Infection, Invisibility, Levitation, Photogenics

Skills: Wrestling, Musical Instrument (guitar), Musical Style (punk, country, bluegrass)

Faction: Neutral

Description: Jumpin' Joe had been living in California since time immemorial when he first heard rock'n'roll. It roused him out his apathy, and he went to find out what this vigorous new sound was. He was quickly seduced into the lifestyle and has never looked back, preferring the rough and tumble of modern life to his former woodlands life.

Joe has strong Amerindian features, and wears his black hair in traditional braids under a headband. The rest of his clothing is completely modern, except for an eagle feather he keeps clipped to the collar of his leather jacket.

T.J. "Rolling Thunder" Harrier

Race: Vampyre

STR: 38

DEX: 38

FIT: 32

INT: 24

WILL: 25

PER: 24

ATT: 35

LUCK: 30

HTH: 8

SP: 62

Max Humanity: 85

Edges: Drain (blood), Claws, Mesmerize, Photogenics

Skills: Disguise, Musical Instrument (drums), Musical Style (punk)

Faction: Neutral

Description: T.J. leads a marginal existence among the Kin, being married and holding down a job as a night guard at a blood bank. This is reflected in his noticeable lack of Edges. T.J. has developed only those Edges that he needs for survival.

RobRoy

Race: Vampyre

STR: 36

DEX: 29

FIT: 30

INT: 20

WILL: 25

PER: 27

ATT: 32

LUCK: 30

HTH: 7

SP: 60

Max Humanity: 60

Edges: Drain (blood), Claws, Mesmerize, Mistform, Photogenics, Time Sense

Skills: Rifle, Disguise, Musical Instrument (guitar, fiddle), Musical Style (country, folk, punk)

Faction: Neutral

Description: RobRoy doesn't like to talk about his past, even around other Kin. A strapping 6 foot tall country body, he is native to the blue hills of Kentucky.

Because of this, he feels that his stories can't match the ones told by his friends, stories about the glory days of New York, Paris, or London. On the other hand, RobRoy knows he can play guitar with the best of them, and know one else in New York can match his country fiddling.

Kate-Kate 88

Race: Daemon

STR: 29

DEX: 19

FIT: 30

INT: 21

WILL: 25

Max Humanity: 40

Edges: Drain (life force), Alter Form, Aura Sight, Fiery Breath, Flight (in true form only), Photogenics, Travel

Skills: Knife, Pistol, City Knowledge (Los Angeles, general, New York, general), Musical Instrument (keyboards, piano)

Faction: Failsafe Coalition

Description: Kate-Kate had settled into a normal lifestyle, and might have stayed there if gang violence hadn't taken her human boyfriend. The trauma pushed her away from humanity and back into Kin society, where she came to be part of the Failsafe Coalition.

Bobby Thumbs

Race: Vampyre

STR: 48

DEX: 37

FIT: 30

INT: 26

WILL: 24

Max Humanity: 60

Edges: Drain (blood), Claws, Animal Control (wolves), Mesmerize, Photogenics, Wolfform

Skills: Knife, Pistol, Musical Instrument (bass), Musical Style (rock, country, blues)

Faction: Commune

Description: Bobby has been hanging around New York ever since the 1890s. He was infected by no less than Golgotha himself, who knew the talented youngster and took pity on him when he was dying of consumption. Bobby has been grateful ever since, and played in a band at Club AfterDark for a few years before Golgotha hired Shagman Doctor D.

BOY-OS DEF & DEE-KAY

Saturday night at the Death Row was usually a pretty bloody affair. Razor had long before established a rule that anyone who killed a herd in the Club in a spectacular manner got all their drinks for the evening free. In the past, the competition had occasionally been fierce for the

most inventive murder. Tonight, however, it seemed that no one had brought any herds. It was a mellow crowd, as Death Row crowds go. They were just here to listen to the band.

Sound started from the loudspeakers, a heavily remixed melange of screams. The crowd warmed. This was going to be good. A variety of colored lights began to play across the the crowd, showing their inhuman features. The band came out, the lead singer dragging a gagged, teenage boy behind him.

"We are Boy-Os Def & Dee-Kay, and we are here to learn you how to Dis these herds. Like so!" With a single slice of a switchblade he had up his sleeve, the singer disemboweled the teenager and then did a few more things to the body that really shook the crowd out of its torpor.

By the time Def grasped the mike in bloody hands again to start the set, the entire crowd was on its feet and ready to party.

Def and Dee-Kay are, respectively, an Incubi and a Rakshasa, who burst onto New York's music scene when they performed "I Evil, You Dead" for the patrons of Death Row. Their hard-edged raps about sexual prowess, life on the streets, and especially the indiscriminate slaughter of humans, won them a quick following among the anti-human Kin factions. Razor, impressed by their talent and their consummate commitment to evil, invited them to join the Complex, and also maneuvered to sign them on the Urban Death label, which he holds stock in.

Since that seminal performance, the Boy-Os have recorded two albums, which have both been great successes.

Commercial Releases:

Illin' and Killin' (LP), including *I Evil, You Dead* and *You Gonna Die For Me*.

In Your Face And In Your Flesh (LP), including *A Needle (Only for You)*, *The Sex Boutique* and *Def's Rap*.

Besides Boy-Os Def and Dee-Kay, the group includes Vermin, a Vampyre guitarist, and Chunk, a Ghoul who handles sampling, the drum machines, and keyboards. Three Succubi dancers (Dava Cadaver, Bambi, and Sonnie Sex) round out the act. They also provide backing vocals.

Boy-O Def

Race: Incubus

STR: 10

DEX: 34

FIT: 25

INT: 34

WILL: 23

Max Humanity: 24

Edges: Armor (15), Drain (vitality), Claws, Alter Form, Body Control, Flight, Photogenics, Possession, Travel

Skills: Knife, Singing, Songwriting

Faction: Complex

PER: 24

ATT: 46

LUCK: 70

HTH: 2

SP: 95

Musical Groups

Description: No one knows what inspired Boy-O Def's fanatical hatred of Humanity. He has not even confided in Dee-Kay on that matter, but the hatred colors his every action. His anger has even caused some concern within The Complex, who are afraid he might tip off the world about their plans if he were allowed free rein.

Dee-Kay

Race: Rakshasa

STR: 18

DEX: 26

FIT: 9

INT: 32

WILL: 31

Max Humanity: 20

Edges: Armor (10), Drain (blood), Claws, Alter Form, Body Control, Photogenics, Poison (Class II)

Skills: Kin Etiquette, Seduction, Singing

Faction: Complex

Description: Dee-Kay takes a somewhat subsidiary position to Boy-O Def, more due to the force of Boy-O's personality than any fault of Dee's. His position within the group is vital, however, as he has the task of interacting with normal humans, a job that Boy-O detests.

Vermin

Race: Vampire

STR: 41

DEX: 33

FIT: 39

INT: 28

WILL: 25

Max Humanity: 40

Edges: Armor (20), Drain (blood), Mesmerize, Nocturnal Vision, Photogenics, Sense Acuity

Skills: Fashion Sense, Musical Instrument (guitar), Musical Style (rap), Seduction

Faction: Complex

Description: Vermin doesn't really care about humans, one way or another. His only concerns are playing guitar and cheeking the ladies. If Boy-O Def wants to chill a herd while he's playing, who cares? Vermin is a compulsive womanizer, preferring to cheek victims for weeks before ending the relationship. He jokes with Def about the latter's hatred of humanity, and always offers to bring Def something that will make him just love humanity.

Chunk

Race: Ghoul

STR: 21

DEX: 35

FIT: 32

INT: 23

WILL: 16

Max Humanity: 30

Edges: Armor (10), Claws, Sense Acuity, Danger Sense, Photogenics

PER: 37

ATT: 25

LUCK: 23

HTH: 4

SP: 32

PER: 19

ATT: 32

LUCK: 25

HTH: 8

SP: 64

PER: 42

ATT: 15

LUCK: 19

HTH: 4

SP: 51

Skills: City Knowledge (morgues, graveyards), Disguise, Kin Etiquette, Musical Instrument (sampler), Musical Style (Hip-Hop, House), Stealth, Streetwise

Faction: Complex

Description: Chunk lurks in the darkened backstage behind the Boy-O's act. A loner, he shies away from any contact with other Kin (his body odor doesn't help either), preferring to search out new and rotten morsels or hide in his studio in upper Harlem, practicing his music.

Dava Cadaver, Bambi & Sonnie Sex

Race: Succubi

STR: 20

DEX: 25

FIT: 20

INT: 20

WILL: 25

Max Humanity: 20

Edges: Armor (10), Drain (vitality), Claws, Alter Form, Body Control

Skills: Business, Dance, Fashion Sense, Seduction, Singing

Faction: Complex

Description: The three dancers for the Boy-Os have been acting as backup singers and dancers for music groups since the 1940s, altering their appearances and names to hide their longevity. Dava is the informal leader of the trio, even though Bambi is almost a century older. Since their recruitment by The Complex, the three have been engaged in a variety of blackmail schemes for Razor.

KRYPT

From *Big Apple Magazine*:

This article is from me, Big Daddy G, to all you cats who've been, like, living under a rock or in Ohio for the past coupla years. It's about the hottest band on the Island right now. So dig.

Bass is cool. Bass is heavy. Bass is the base, basically, and nobody lays down a thicker bass than Thumper from the Krypt. You could build a freakin' house on it, which is what the rest of the group does. We're talkin' a haunted house. Lisa Blood Bath screams down these tracks that could give Poe nightmares. No heavy metal cliches here, just lyrics about death and what lies beyond it, scary enough to make L2K sound like gospel. Dig the names of some of their songs from last night's gig at the DownTime: "The Skinned Lovers," "Road of Eyes," and "Blood is Eternal." This stuff is so heavy. It's cool, I'm out, check it out. (The Krypt'll be appearing at the DownTime till the 8th of the month).

The Krypt is a collection of master musicians Lisa Blood Bath relies on to back her up when on stage. The lineup of the group changes occasionally, as Bath considers herself the only important member, and fires or hires musicians on a whim. As such, she has a reputation within the music industry as a real prima donna. The current incarnation of the Krypt includes Ebony and Ivory

(a pair of Ubos) on guitar and keyboards, respectively. Thumper (a Werewolf) handles bass, and Viper B Deadly (Vampyre) is the drummer.

Lisa "Blood" Bath

Race: Vampyre

STR: 40

DEX: 45

FIT: 20

INT: 37

WILL: 32

Max Humanity: 30

Edges: Armor (20), Drain (blood), Claws, Animal Control (Cat), Mesmerize, Nocturnal Vision, Photogenics, Send Dream

Skills: Knife, Pistol, Court Etiquette, Fashion Sense, History (Hungary), Language (Hungarian), Musical Instrument (Guitar), Musical Style (Hardcore), Seduction

Faction: Neutral

Description: In all of New York, there is no unsigned band that is watched closer by the talent agents than Krypt, the five person hardcore heavy metal band led by Lisa "Blood" Bath. To the outside world, her reluctance to sign is strange. To The Kin, it is all-important, for Lisa Bath is no mere being, but a Vampyre of epic proportions. She is the infamous Elizabeth Bathory, Blood Countess of Hungary, who killed 600 during her lifetime, and who has killed many more in the three centuries of her unlife.

A woman secure in the knowledge of her own beauty, Lisa has thrown herself into the heavy metal scene completely. She normally wears leather outfits held together with belts and iron rings, which accent her voluptuous figure

Ebony Negative

Race: Ubo

STR: 35

DEX: 17

FIT: 24

INT: 31

WILL: 26

Max Humanity: 40

Edges: Armor (10), Drain (blood), Claws, Danger Sense, Mesmerize, Nocturnal Vision, Photogenics, Shapeshift (white butterfly)

Skills: All Combat Skills. Aircraft (planes), Alertness, Ambidexterity, Driving, Explosives, Fashion Sense, Language (French, Chinese, Japanese), Musical Instrument (guitar), Musical Style (heavy metal) Smuggling, Stealth, Tailing

Faction: Neutral

Description: Her stint as guitarist for the Krypt is only one facet of Ebony's existence. A stunning Afro-american, she has tried prostitution, chauffeuring, being a mercenary, and professional terrorism. Her exploits have earned her a reputation on four continents. She regards her work with the Krypt as a vacation.

KRYPT



Musical Groups

Ivory Blanc

Race: Ubo

STR: 32

DEX: 32

FIT: 36

INT: 29

WILL: 23

PER: 15

ATT: 23

LUCK: 124

HTH: 6

SP: 160

Max Humanity: 40

Edges: Armor (20), Drain (blood), Aura Sight, Claws, Mesmerize, Nocturnal Vision, Photogenics, Shapeshift

Skills: All Combat Skills, Alertness, Driving, Explosives, Fashion Sense, Language (French, Chinese, Japanese), Motorcycles, Musical Instrument (guitar), Musical Style (heavy metal), Smuggling, Stealth, Tailing

Faction: Neutral

Description: Ivory is a native of South Africa Ebony infected while working in that country as a mercenary during the 1930s. Ivory has since become Ebony's constant companion and cohort, assisting her on all her missions. She finds working with the Krypt boring, but the money is good, and it's safer than some of the pair's other endeavors. She normally wears her black hair in a ponytail, and keeps her fingers adorned with rings.

Thumper

Race: Werewolf

STR: 28

DEX: 27

FIT: 35

INT: 27

WILL: 25

PER: 18

ATT: 18

LUCK: 31

HTH: 6

SP: 66

Max Humanity: 70

Edges: Armor (10), Drain (pain), Lupine Form, Nocturnal Vision, Photogenics, Sense Acuity

Skills: City knowledge (NYU area), Musical Instrument (bass), Musical Style (Blues, Classical Guitar)

Description: Thumper lives in awe of his band members. A simple New Yorker of 23, Thumper attends NYU most of the time and exists, at best, on the fringes of Kin society.

Viper B Deadly

Race: Vampyre

STR: 48

DEX: 35

FIT: 22

INT: 17

WILL: 34

PER: 18

ATT: 28

LUCK: 55

HTH: 10

SP: 107

Max Humanity: 50

Edges: Drain (blood), Claws, Animal Control (Wolves), Mesmerize, Mistform, Photogenics, Wolfform

Skills: Pistol, Sword, City Knowledge (general), City Knowledge (general, Paris), Language (French), Musical Instrument (drum, drum machine, piano), Musical Style (Thrash, Classical), Streetwise

Faction: Complex affiliate

Description: Viper B Deadly spent many years happily playing lounges in Paris before moving to New York. He has had classical training on piano, but admits that playing drums for a heavy metal band is more fun, and much easier.

DARK HARVEST

Dark Harvest exists because Club AfterDark didn't have a house band, and Golgotha got tired of Shagman Doctor D's endless rounds of canned music. One night, he just bought a bunch of instruments, set them on the normally unused stage, and dared anyone to play. Some people took him up on the dare and "Band AfterDark" was born. After they really got their act together, and Golgotha hired them on as the permanent house band, the various members changed their name to Dark Harvest.

The current lineup consists of Goddess (Medusa) doing vocals, Shiv 17 (Wyght) on guitar, Samantha X on bass, and Bobby Blank (Ogre) on drums.

Goddess

Race: Medusa

STR: 40

DEX: 45

FIT: 40

INT: 45

WILL: 45

PER: 50

ATT: 50

LUCK: 360

HTH: 8

SP: 400

Max Humanity: 50

Edges: Armor (20), Photogenics, Turn to Stone

Skills: Automatic Rifle, Bow, Knife, Rifle, Sword, Archaic Instrument (Lute), History (Classical Greece, Southern Africa), Language (Greek, Kalishi), Seduction, Streetwise, Singing, Songwriting

Faction: Commune

Note: Goddess's Skills with Automatic Rifle and Rifle are only 30, due to her only recent familiarity and a dislike for such noisy weapons.

Description: Goddess came to the States after a long reign as, as she calls it, "Deity in Residence" among the Kalishi tribe in South Africa. The imperialism that swept the continent in the 1900s, however, forced her hasty evacuation to these shores. Many of her original pieces are about her time with the Kalishi. Goddess prefers an expensive lifestyle, and is rarely without some wealthy Kin to support her. She and Helena Athenopolis know each other from Greece (about 3000 years ago) and the two hate each other. She will, if motivated, work with Samantha's cell.

Shiv 17

Race: Wyght

STR: 56

DEX: 25

FIT: 31

INT: 19

WILL: 17

PER: 31

ATT: 12

LUCK: 19

HTH: 11

SP: 50

Max Humanity: 40

Edges: Drain (youth), Claws, Reanimate Dead, Necropathy, Photogenics
Skills: Pistol, Streetfighting, City Knowledge (Morgues), Intimidation, Musical Instrument (guitar), Musical Style (Hardcore, Punk, Country & Western), Stealth, Streetwise

Faction: Neutral

Description: When not playing the club, Shiv 17 likes to hang around morgues and try to find attractive corpses to use his Reanimate Dead Edge on. This unpleasant habit has led to more than a few arguments with Samantha X and Goddess, and Shiv may not be part of the band for much longer.

Bobby Blank

Race: Ogre

STR: 63 **PER:** 13
DEX: 19 **ATT:** 9
FIT: 38 **LUCK:** 29
INT: 5 **HTH:** 13
WILL: 6 **SP:** 67

Max Humanity: 40

Edges: Armor (20), Aura Sight, Time Sense, Mental Mapping, Photogenics

Skills: Wrestling, City Knowledge (general), City Knowledge (Moscow, general), Disguise, Fashion sense, Language (Russian), Musical Instrument (drums), Musical Style (Hardcore, Russian Ethnic)

Faction: Commune

Description: One of the more jovial Ogres around, Bobby is a recent Russian emigre. He learned to play drums while working with some of the unsanctioned rock bands in Moscow before Gorbachev's reign. When the opportunity to come to America presented itself, Bobby took it. While his drumming technique cannot be matched, his knowledge of English is still rather dubious, and it takes an extensive briefing before each show to get Bobby to play the right songs at the right time. Bobby likes a good fight and needs little convincing before he will help Samantha's cell, especially if Trixie 13 is along.

SOLO ARTISTS

From *Wheatfields Records Catalogue*, "Everybody's Blues," Charlie Parton.

The best-loved folkie to emerge in the late 80s continues to widen his musical breadth with his new album, an examination of the woes of life and loves among the working class. Highlights are the cover of Jimmy Reed's "Big Boss Man" (with wonderful slide guitar by Long Frank Bellagio) and Parton's own "Ticket to Nowhere," which displays the power of Parton's whiskey roughened voice. Overall, rather sombre. "Everybody's Blues" acts as a powerful contrast to Parton's humorous work, but we hope he cheers up in time for his next album.

Charlie Parton

Race: Vampyre

STR: 48 **PER:** 24
DEX: 33 **ATT:** 27
FIT: 30 **LUCK:** 250
INT: 29 **HTH:** 10
WILL: 33 **SP:** 280

Max Humanity: 80

Edges: Armor (30), Drain (blood), Claws, Aura Sight, Mesmerize, Photogenics

Skills: Pistol, Rifle, Streetfighting, Diplomacy, Driving, First Aid, History (American Civil War), Kin Etiquette, Kin Lore, Musical Instrument (acoustic guitar), Musical Style (Folk, Blues, Spirituals, Work songs), Rifle, Singing, Songwriting

Faction: Commune affiliate

Special: Charlie has never seriously worked on improving his Edges, and has them at a score of 40, except for Photogenics, which has a score of 120. His Musical Skills are all at a score of 120.

Description: Charlie Parton leads a risky life. On one hand, he is a famous folk singer, perhaps the most famous since Dylan. On the other hand, he is also a Vampyre. Unlike many Vampyres, however, Charlie never felt the urge to become powerful, and has used the past 140 years to widen the repertoire of his Musical Skills. He is a peaceful soul at heart, and will fight only when no other option exists.

Shagman Doctor D

Race: Werewolf

STR: 38•53•63 **PER:** 12•22•32
DEX: 25•35•45 **ATT:** 23•0•0
FIT: 23 **LUCK:** 41
INT: 15 **HTH:** 8•11•13
WILL: 28 **SP:** 64

Max Humanity: 50

Edges: Armor (25), Drain (pain), Claws, Lupine Form, Lycanthropic Form, Photogenics, Sense Acuity

Skills: Automatic Rifle, Acting, Electronics

Faction: Neutral

Description: The DeeJay at Club AfterDark has always liked House music, enjoying the sounds he could create by "scratching" records long before it became an established musical form. Some of his more bizarre musical creations have been points of contention between him and Golgotha, but the two have been friends too long for the disagreement to ever become serious.

Professor Hell

Race: Vampyre

STR: 49 **PER:** 33
DEX: 29 **ATT:** 29
FIT: 26 **LUCK:** 42
INT: 20 **HTH:** 10
WILL: 23 **SP:** 68

Max Humanity: 60

Edges: Drain (blood), Mesmerize, Photogenics

Musical Groups

Skills: Pistol, City Knowledge (clubs), Musical Instrument (Saxophone), Musical Style (Improvisational Jazz)

Faction: Commune

Description: The intricate atonalities of jazz always fascinated the man who would become Professor Hell, but during his life, he just never seemed to find the time to

pursue his interest in it. Becoming a Vampyre fit his view of life as being slightly off-kilter anyway, and while it meant separation from his family, it did leave him time to study jazz. The long, mournful notes he pulls out of his sax are the only indication of his sadness at his new life.

STAKES



They were back at Club AfterDark, listening to the Georges. Samantha had sweet talked Shagman into playing it after his last break and was enjoying Tyler's unhappiness with the music. To distract himself from the cacophony, Tyler attempted to return to the subject they had been discussing before their walk.

"The men we ran into earlier. You said they were with AIOSS, right?"

Samantha shrugged. "AIOSS, maybe even Van Helsing Society. Could be any number of stake organizations. I guess we should have checked their pockets."

"Any number of stake organizations?"

"Yeah. You want to know about them too, I bet."

"Let me start taking notes"

Kin hunting is not a sport for the faint of heart. While some stakes hunt The Kin for excitement, and others out of a sense of duty, most are seeking revenge for the death of a friend or family member killed by a Kin.

Stakes are vigilantes, and as such, are not condoned by the authorities. Target Alpha actually keeps an eye out for stake activity, and tries to dissuade such people from hunting Kin. Alpha believes that the only outcome of amateur Kin hunting can be tragedy. Many innocent humans have died under a stake because they were

eccentric enough to fit Kin lifestyle patterns. And when amateur stakes have found real Kin, they rarely survive.

Even though they are caught between the law and The Kin, many stakes are successful in their hunts. For every success, however, there are a dozen failures, who die, or become the very thing they hunted.

The Van Helsing Society

The Van Helsing Society, or VHS as its members call it for short, was founded in 1973 by Wallace Eberhardt, one of the world's foremost scholars on the Occult. Ostensibly an informal if national club for people interested in the Supernatural, the Society is actually comprised of serious monster hunters who back their mission with Sorcery. All the members of the VHS are aware of The Kin, and actively seek to destroy them. While not as well armed or as numerous as Target Alpha, the Society's magical power makes them a serious threat to The Kin.

The Society's founding chapter in New York is run out of Eberhardt's home in Morningside Heights, a veritable castle that could easily withstand most attacks, and which is heavily warded.

Professor Wallace Eberhardt

Race: Sorcerer

STR: 15

DEX: 18

FIT: 22

INT: 33

WILL: 39

Magic Ability: 37

Max Humanity: 50

Edges: Drain (life force)

Familiar: A crow named Poe.

Skills: Pistol, Alertness, Computer Operation, Kin Lore, Occult Knowledge, Persuasion

Faction: Van Helsing Society

Description: The founder and present head of the Van Helsing Society, Eberhardt's vendetta against The Kin is personal. When he was a young child, a vampyre killed the parents of this world famous author on books of the occult. For most of his adult life, Eberhardt has led a personal crusade against what he calls the forces of evil. This crusade has brought him into conflict with The Complex, Red Moonrise, and Black Solstice, on

numerous occasions, but his high visibility, and Sorcerous might, prevent any sort of direct action against him. The professor is aided by a staff of dedicated followers, some of whom are also knowledgeable in magic. His Familiar is a crow he calls Poe. Eberhardt is also aware that his dabbling in the Occult has had an adverse effect on his Humanity, and fears that some day he may become just like what he is fighting against.

PrettyBoy Scaffria

Race: Human

STR: 32

DEX: 37

FIT: 25

INT: 28

WILL: 31

Magic Ability: 27

Max Humanity: 45

Skills: Automatic Rifle, Martial Arts (Hard), Pistols, Streetfighting, Alertness, City Knowledge (clubs), Fear Resistance, Kin Lore, Seduction, Stealth, Trade (Modelling)

Special: PrettyBoy uses an enchanted Uzi that gives him a -30 modifier on all rolls to hit Kin. His Seduction and Modelling Skills are left over from his former lifestyle. While he retains the knowledge of these Skills, his appearance means that he cannot use them. He has poor hearing (+25 to any hearing PER Rolls).

Description: Antonio Scaffria used to be one of the top male models in New York until he jilted his girlfriend. The girlfriend happened to be a Daemon. When she was done with Scaffria, no amount of plastic surgery could ever restore his face and body to anything but grotesque. Scaffria then set out to destroy The Kin, after torturing a Vampyre with Garlic oil until he gained a Kin Lore Skill Score of 60. He was approached by Eberhardt for recruitment. Scaffria accepted, nicknaming himself PrettyBoy as a constant reminder of what the forces of the supernatural had done to him. Scaffria is bitter and unethical. The shallowness of his former lifestyle has been replaced by an all-consuming desire for revenge.

HEXENBANNER

Hexenbanner is a covert international organization of humans dedicated to the hunting down and extermination of Sorcerers and Witches. The members of Hexenbanner are of all nationalities, some even possessing diplomatic immunity. Hexenbanner operatives have access to sophisticated equipment (comparable to that of Target Alpha) that allows them to hold their own against the magic Sorcerers can bring to bear against them. The strict anonymity in which Hexenbanner members work also make them difficult to combat on a more than one-to-one basis.

Hexenbanner was founded by the German industrialist, Frederick Müller, whose wife had been killed by a Witch. Müller found others who had reason to hate

the practitioners of Magic, and formed Hexenbanner. They are the primary enemy of Black Solstice, and have shut down several Solstice operations.

Hexenbanner's effectiveness is hampered by their unwillingness to negotiate with any Sorcerers. While they do not actively oppose them, they rarely aid Target Alpha or The Van Helsing Society. They also monitor Solution 2000 activities, but consider this collection of Sorcerers to be of secondary importance.

Hexenbanner operatives work in groups of five, referred to as pentagons, with only one person knowing the true identities of the other members. The other members only know each other by code names. This is to prevent any security leaks. The contact person is responsible for receiving data on missions, collecting equipment, and paying operatives within his pentagon.

Hexenbanner Operative

Race: Human

STR: 15

DEX: 15

FIT: 15

INT: 20

WILL: 20

Magic Ability: 15

Max Humanity: 50

Skills: Automatic Rifle, Martial Arts (Soft), Pistol, City Knowledge (general), Computer Operation, Kin Lore, Lying, Persuasion, Research, Stealth

Faction: Hexenbanner

Description: Hexenbanner operatives can be anyone, from mercenaries who got tired of fighting bush wars, to wide-eyed fanatics with a mission. All, however, have access to highly sophisticated equipment, often using the same weaponry as Target Alpha.

SOLUTION 2000

Solution 2000 is a group of Sorcerers dedicated to the purification of the Earth by the year 2000. This purification entails the destruction of all non-human races (they consider themselves fully human), namely the Kin and all their supernatural enemies. It doesn't look like they will accomplish this task, but their repeated attempts have destroyed many Kin.

Solution believes that the ability to do magic is the foremost indicator of being human. Because of this, there are actually several non-human Kin in the organization who are capable of performing magic.

The Inner Circle of Solution 2000 is composed of Tony Englund (a Daemon), Janet Englund (a Stone Animate), and Cabal Carr (a Sorcerer).

THE SP POOL

Through a Ritual Cabal Carr has developed, the members of Solution 2000 may draw upon a pool of SP created by the loyalty and dedication of their fellows. Each loyal member creates 1/10 of an SP. The current membership is 1500, so the pool is now at 150 SP. Members may use these SP as if they were their own.

Phelaborgas, aka Tony Englund

Race: Daemon and Sorcerer

STR: 28 PER: 29
DEX: 24 ATT: 39
FIT: 18 LUCK: 162
INT: 28 HTH: 6
WILL: 26 SP: 180

Magic Ability: 38

Max Humanity: 40

Edges: Armor (10), Drain (life force), Alter Form,
Flight, Photogenics, Travel

Skills: Automatic Rifle, Knife, Pistol, Administration,
Business (High Finance), Diplomacy, Lying,
Persuasion, Seduction, Theology

Faction: Solution 2000

Description: Phelaborgas is a typical member of his race, a slim and dark haired master of seduction, with a joke or pickup line ready at all times. Though not physically weak, Phelaborgas prefers to talk his way out of sticky situations, and leaves the combat to his wife, Janet.

Granite Janet, aka Alice Englund

Race: Living Statue Animate and Sorcerer

STR: 37 PER: 23
DEX: 28 ATT: 26
FIT: 25 LUCK: 73
INT: 25 HTH: 7
WILL: 37 SP: 98

Magic Ability: 16

Max Humanity: 40

Edges: Armor (20), Drain (life force), Crowd Control,
Domination

Skills: Martial Arts (Hard), Alertness, Ambidexterity,
Art (Sculpture), Disguise, Fashion Sense,
Photogenics

Faction: Solution 2000

Description: Granite Janet was created when a graduate student in sculpture died of an embolism while finishing her thesis work. Some of her personality passed into the sculpture, which became Janet. She was recruited into Solution by Phelaborgas, whom she eventually married.

Cabal Carr, aka William Henry Carr

Race: Sorcerer

STR: 13 PER: 25
DEX: 22 ATT: 16
FIT: 22 LUCK: 67
INT: 32 HTH: 3
WILL: 27 SP: 89

Magic Ability: 32

Max Humanity: 40

Edges: Drain (life force)

Familiar: none

Skills: Automatic Rifle, Pistol, Administration, Boats,
Kin Lore, Languages (Latin, Ancient Greek, Hebrew,
Celtic, Old English), Medicine, Occult Knowledge,
Occult Etiquette, Research, Sciences (Biology,
Chemistry, Physics)

Faction: Solution 2000

Description: Pudgy and apparently middle-aged, Cabal Carr looks like a typical librarian, which was his occupation in London before he found a book on Sorcery. One of the rare Sorcerers that does his own Spell research, Cabal Carr founded Solution 2000 in the late 1960s.

AMERICAN INSTITUTE OF SUPERNATURAL STUDIES (AIOSS)

The AIOSS began as a mail order house, specializing in books on the supernatural. These books had little to do with reality, as the head of AIOSS, James Forsythe, was looking to make a fast buck. Their ads can still be found in the *Enquirer* and *USA Exposé*. Sometime in the mid-eighties, however, the quality of publications increased. Forsythe received a visit from a Vampyre, and found that The Kin were as real as his books said they were. The Vampyre was irritated because Forsythe's books were too realistic, and Forsythe barely survived the encounter, driving the Vampyre away with a cross. The Vampyre then killed Forsythe's wife. Forsythe tracked the Vampyre, and staked him.

After this Forsythe began soliciting for members who paid dues for a national AIOSS club. Most members are simply credulous souls, who would never dream of going out to hunt Kin. They act as an information gathering network that rivals that of Target Alpha, for members are encouraged to report anything that resembles Kin activity. Forsythe has formed a core group of dedicated Kin hunters, people who have lost family or friends to The Kin. These hunters check out sightings that have a high probability of being Kin related.

Ironically enough, the AIOSS club and subsequent publications have made Forsythe a wealthy man. He uses most of his income to fund the real AIOSS, seeking revenge for his murdered wife.

The AIOSS has frequently teamed up with the Van Helsing Society.

James Forsythe

STR: 27 PER: 26
DEX: 16 ATT: 21
FIT: 18 LUCK: 41
INT: 22 HTH: 4
WILL: 18 SP: 59

Max Humanity: 100

Skills: Pistols, Martial Arts (Hard, Soft), Business,
Computer Operation, Fear Resistance, Kin Lore,
Trade (Writing)

Faction: AIOSS

Description: Though by no means as fanatical as Wallace Eberhardt, Forsythe rarely thinks about anything but his commitment to the battle against the supernatural. He has delegated most of the daily chores of the AIOSS to secretaries and spends most of his time working out and studying methods for dealing with The Kin.

Rebecca Fairview

STR: 22 PER: 34
DEX: 19 ATT: 22
FIT: 23 LUCK: 19
INT: 31 HTH: 4
WILL: 24 SP: 42

Max Humanity: 100

Skills: Knife, Pistols, Martial Arts (Soft), City
Knowledge (general), Kin Lore, Research, Streetwise

Faction: AIOSS

Description: Rebecca Fairview experienced something that goes beyond most parents' nightmares when her eight year old daughter died. That, however, was not the worst trauma. Rebecca went to the cemetery one night, and found a ghoul already visiting her daughter's grave. The .38 Special she always kept in the car took care of the ghoul, but one look at her daughter's remains put Rebecca in a sanitarium for two years. Since then, she has transformed herself into an iron willed woman who will stop at nothing to rid the world of the menace of The Kin.

DEAD MAN'S HAND CLUB

The Dead Man's Hand Club is a loose affiliation of Kin, consisting primarily of stakes who got infected by the Kin they were stalking. It was founded by a former member of the Van Helsing Society who was, as he puts it, dealt the ultimate dead man's hand.

Rather than commit suicide in revulsion over his new existence, however, Jack King continued his career as a stake, taking a dark satisfaction in finding that his new

abilities made his old job so much easier. He eventually gathered to his side other Kin of like mind to form the Dead Man's Hand Club, which now has members nationwide.

As Kin, the members of the Club can easily insinuate themselves into Kin society, then move to destroy them. Its members have occasionally teamed up with Target Alpha in the past decade, though DuBuccio loathes them. King himself has occasionally allied himself with the Van Helsing society, but such alliances are tenuous at best, due to the fanaticism of all involved.

Jack "One-Eyed Jack" King

Race: Vampyre

STR: 43 PER: 23
DEX: 33 ATT: 33
FIT: 37 LUCK: 27
INT: 25 HTH: 9
WILL: 26 SP: 64

Max Humanity: 50

Edges: Drain (blood), Claws, Batform, Mesmerize,
Mistform, Time Sense

Skills: Pistols, Streetfighting, History (American
West), Kin Lore, Leadership, Poker

Faction: Dead Man's Hand Club

Description: As his nickname and choice of name for the organization suggests, Jack King is an avid card player, and once lived in Atlantic City making his living off the tables. He fancies himself a latter day version of a Riverboat gambler, and often dresses the part.



GOVERNMENT

US GOVERNMENT

The US Government has no definitive Kin policy. Target Alpha is theoretically in charge of negotiating with or controlling Kin, but other government organizations have their own policies. Both the Army and the CIA utilize Kin personnel, and before the mid-eighties, the FBI had its own Kin investigation squad.

As can be expected, the different agencies do not cooperate, pulling in different directions.

Several attempts have been made to develop a unified Kin policy. Such attempts have foundered on bureaucratic snarls, layers of secrecy, and political infighting. The last attempt to bring Kin affairs under a single command occurred in the mid-eighties, when Lawrence Carmichaels, Director of Target Alpha, demanded that all Kin affairs be run through his office. He succeeded, up to a point, because it was established that all domestic Kin investigations were the sole jurisdiction of Target Alpha. International operations remained hazy, with Target Alpha and the CIA both claiming jurisdiction. Also, the Army refused to give up its Kin personnel.

The situation at the close of the twentieth century has stabilized somewhat, though there is almost no communication between the branches of government involved in Kin affairs. There is a feeling among government insiders, however, that another battle will be fought for the jurisdiction over Kin affairs. Recent publicity has brought Target Alpha into the limelight, and some question whether it can continue to function in this new environment. There is a push to integrate Target Alpha into the FBI, but few believe this will occur.

WHO'S IN THE KNOW?

At present, the President, the Cabinet, key members of Congress, and the Joint Chiefs of Staff receive information on The Kin. Anyone lower in the federal hierarchy is told of The Kin on a need to know basis only.

CIA

The CIA maintains a special team of Kin agents, and investigates signs of Kin activity abroad. This brings them into constant conflict with Target Alpha, which has its own international system for investigating Kin.

THE NOWHERE MEN

Deep in the swamps of the Okefenokee is a small military base. It is not listed in any official roster of army installations and can be reached by only one waterway, which is heavily guarded. Most people in the military do not know it exists. Those who do know of it deny it. Its name is Fort Carrington, though its staff has called it everything from Fort Carrion, to Pepperland, to just plain Hell. It is the home base of the 151st Airborne Division, the most covert and elite of the Army's Special Forces. The combat troops of the 151st are all Kin.

HISTORY OF THE NOWHERE MEN



Most Kin were smart enough to evade the draft. Not Joe Maxwell. Joe, a Werewolf, was inducted into the Army in 1917. He lost his temper during his first day at boot camp, shifted to Lycanthropic Form, and bit his Drill Sergeant, among others. Joe was shot by MPs, and taken to the morgue. His victims were hospitalized. The Army thought that the episode was finished, until Joe woke up, and the people he bit exhibited signs of Lycanthropy. The Army took advantage of the situation, forming the unit that would eventually become the 151st.

The primary function of the 151st is counteraction of enemy Kin. The Nowhere Men have fought against KALF, Lenin's Ghosts of the KGB, and the Jungle Shadows of Red China and North Vietnam. They were on hand to counter the actions of Los Diablos, the Cuban Kin Squad in Grenada.

The Nowhere Men became the 151st's nickname during Vietnam, inspired by the Beatles song of similar title. Their shadowy existence and presence on the battlefield had earned the 151st other nicknames among the army rank and file in the past, but Nowhere Men is the name they chose for their own. Starting in 1969, the Nowhere Men adopted an armpatch depicting J. Hillary Boob (from the movie *Yellow Submarine*) as part of their uniform.

ORGANIZATION OF THE 151ST

Though technically a full division, the 151st has less than 100 Kin troops. An additional 1500 humans provide support services and security for Fort Carrington. The Kin Troops are broken up into squads of 3-5 people. The squads usually operate independently, but may join with other squads for large operations.

The commander of the 151st is human. This has been a sore point for The Kin in the past, for most of

them believe that a Kin should command. A General is a very public figure, however, and must be appointed by Congress. Few Kin could withstand such scrutiny. Grumbles about the command structure stopped when General Mackenzie Forrester took command in 1982. He is respected by all his troops as a hard, but fair, commander.

THE NOWHERE MEN IN NEW YORK

As a military unit, the Nowhere Men are rarely encountered in New York. Several hail from there, however, and may be encountered if several come back on leave at the same time. CPs wishing to use the Nowhere Men may also use Loopie Pendergast, a 151st alumni, as a starting point.

The National Guard Armories in New York also have at least one Nowhere Man permanently on duty. They are ostensibly recruiters or liaison officers, but watch for attempts by other Kin to steal weapons.

General Mackenzie Forrester

Race: Human

STR: 27

DEX: 31

FIT: 24

INT: 21

WILL: 33

Magic Ability: 25

Max Humanity: 50

Skills: All Combat Skills at score of 80,

Administration, Alertness, Diplomacy, Driving, Stealth, Tracking

Faction: Nowhere Men, Commander of

Description: Mackenzie Forrester graduated from West Point in the early sixties. As the commander of an airborne company, and later as a staff officer, he served in Vietnam. During this time, he often acted as a liaison to the 151st, and unofficially joined in several missions. He impressed the Kin he worked with so greatly that he was made an honorary Werewolf, and was allowed to wear the J. Hillary Boob patch, the only human that may. His early promotion to General and assignment as commander of the 151st was applauded by the Nowhere Men.

Forrester knows Lawrence Carmichaels from his time in Vietnam. The two men do not like one another, and Carmichaels's attempts to gain control of the Nowhere Men has made matters worse.

Lt. Gerrold "Hemoglobin" Ernst

Race: Vampyre

STR: 44

DEX: 31

FIT: 28

INT: 28

WILL: 24

Max Humanity: 50

Edges: Armor (15), Drain (blood), Claws, Aura Sight, Batform, Locate Human, Mental Mapping, Mesmerize, Mistform, Nocturnal Vision

PER: 23

ATT: 24

LUCK: 252

HTH: 9

SP: 280

Skills: All Combat Skills at score of 100, Aircraft (helicopter), Alertness, First Aid, History (American Civil War), Stealth

Faction: The Nowhere Men

Description: Ernst is an ex-slave, whose parting gift from his master was to be turned into a Vampyre. He now fights with the Nowhere Men, enjoying the pay, but chafes at the restriction of free movement. He also encourages Forrester to take more of a role in domestic affairs. Ernst is painfully aware of the plans of the Complex, and vowed to fight the greatest potential slave holders of all time.

Jay "Loopie" Pendergast



Race: Werewolf

STR: 24•39•49

DEX: 27•37•47

FIT: 28

INT: 25

WILL: 27

Max Humanity: 47

Edges: Drain (pain), Lupine Form, Fear Projection

Skills: All Combat Skills at score of 90,

Ambidexterity, Business (Criminal), Explosives, History (Vietnam War), Military Intelligence, Stealth, Tailing, Tracking

Faction: Neutral

Description: Few of The Kin have official enough of an existence to be caught by things like the Draft, but Jay was, and became one of the few Werewolves to stalk the fields of the 'Nam. Jay can often be found at Club AfterDark, ready to sell his talents to the highest bidder, human or Kin. Tough and war-cynical, his disregard for human life, he says, was something he learned from The Herd, not from The Kin.

Loopie served in the 151st Airborne Division, the Nowhere Men. While he refuses to go back on active duty, he will occasionally perform services for the Army, but not always voluntarily. This adds to his bitterness.

Government

Lt. Timothy Maplethorn

Race: Werewolf

STR: 30•45•55

DEX: 21•30•40

FIT: 20

INT: 18

WILL: 17

Max Humanity: 50

Edges: Drain (pain), Lupine Form, Lycanthropic Form, Sense Acuity

Skills: All Combat Skills, Aircraft (Helicopter), Alertness, First Aid, Stealth

Faction: the Nowhere Men

Description: Timothy was a fresh faced youth of 21 from South Dakota when he got infected with Lycanthropy. He was attacked by a Red Moonrise member during a visit to New York before entering the Army. He manifested his infection in boot camp, and was quickly ushered into the 151st. Because the infection got him into an elite outfit (something he'd wanted since childhood), Timothy is not at all bitter about becoming Kin.

OTHER GOVERNMENTS

MI5-SECTION O

Section O serves as a cover for the British government's Kin operations. Very few people know of its actual function, as MI5 prefers to downplay Section O's role in British Intelligence.

Section O operatives often come stateside acting as security for travelling diplomats, or to coordinate operations with Target Alpha. The two organizations, while not friendly, have mutual respect for each other. Most recently, Section O has been investigating Kin sponsored terrorism.

Johnny Fog

Race: Vampire

STR: 45

DEX: 25

FIT: 32

INT: 25

WILL: 31

Max Humanity: 60

Edges: Armor (20), Drain (blood), Claws, Animal Control (dogs), Aura Sight, Danger Sense, Mesmerize, Mistform, Nocturnal Vision

Skills: Martial Arts (Hard), Acting, Alertness, City Knowledge (London, New York, Washington, Paris, Berlin, general), Computer Operation, Cryptology, Diplomacy, Disguise, Driving, Fear Resistance, Language (French, German, Russian, Chinese), Memory Training, Seduction, Stealth, Streetwise, Surveillance, Tailing

Faction: MI5-Section O

Description: As his impressive array of skills indicates, Johnny knows the espionage business like the

back of his hand. He loves the intrigue and the double-dealing, treating it like a game, one that he has mastered. Quite to the distress of his superiors, Johnny leads a spy's life much more in tune with a James Bond movie than the silent reality of the Intelligence business. When the job calls, however, Johnny is all professional, except that he refuses to use weapons, preferring to use his own supernatural abilities. As he puts it, "You can't get the serial number of a pair of claws."

LENIN'S GHOSTS

Glasnost is all well and good, but the intelligence business goes on as it always has. Lenin's Ghosts are the KGB's answer to the CIA's ENO squad. Made up primarily of Daemons and Vampyres, Lenin's Ghosts are used for crucial operations that require abilities beyond the human ken.

The only member of Lenin's Ghosts known to the West is Dimitri Yuroskini, their leader. The exact strength of the Ghosts is not known to Western intelligence, but groups of more than five are rarely seen.

Dimitri Yuroskini, Colonel, KGB

Race: Vampire

STR: 60

DEX: 45

FIT: 45

INT: 40

WILL: 40

Max Humanity: 50

Edges: Drain (blood), Claws, Batform, Mesmerize, Mistform, Necropathy, Photogenics

Skills: All Combat Skills at score of 100, Cryptology, Language (English), Military Intelligence, Stealth

Faction: Lenin's Ghosts

Description: No one really knows how long Yuroskini has served the rulers of Russia. There is a court painting of someone that looks like him that dates from the early 1700s. If asked, he laughs and says that the person was his younger brother.

Beyond that, he rarely comments on his age, but rumors abound that he is as old as Mother Russia herself, having been present in Kiev around 800 AD to witness the nation's birth.

It is said that he cares little for ideology, and his first loyalty is to Russia and its people. Some say that he is a friend of Golgotha's, though neither will comment on the subject.

MOSSAD SPECIAL OPERATIONS

Mossad, the Israeli Intelligence agency, knows a great deal about the Kin, and started recruiting them as operatives as soon as it was founded. It is fully aware of the activities of Target Alpha, Lenin's Ghosts and especially KALF. Perversely, the director, Hiram Rosenberg, chose the misleadingly bland name Special Operations for his small but highly effective Kin squad.

Susan "Pussycat" Hermann**Race:** Weretiger**STR:** 22 (62)**DEX:** 35 (60)**FIT:** 28**INT:** 25**WILL:** 26**PER:** 25 (45)**ATT:** 19**LUCK:** 93**HTH:** 4 (12)**SP:** 121**Max Humanity:** 60**Edges:** Armor (10), Drain (pain), Claws, Animal Control (cats), Fear Projection, Nocturnal Vision, Sense Acuity, Tiger Form**Skills:** Automatic Rifle, Pistols, Martial Arts (Soft), City Knowledge (Moscow, New York, Washington, Paris, Berlin, general), Computer Operation, Cryptology, Diplomacy, Disguise, Driving, Language (French, Japanese, Russian, Hebrew), Memory Training, Seduction, Stealth, Surveillance, Tailing**Faction:** Mossad Special Operations**Description:** A native of the United States, Susan had fled to Israel, hoping to leave behind the problems that her Lycanthropy caused. After being apprehended for a grisly murder in Tiger Form, Susan was turned over to Special Operations at Mossad, which gave her the choice of life in a sanitarium or a job as a Mossad operative. A striking, red-haired woman of 41, Susan has spent the past few years trying to gain control of the animalistic side of her nature.**Data Jack****Race:** Data Haunt**STR:** 0**DEX:** 25**FIT:** 20**INT:** 38**WILL:** 32**PER:** 28**ATT:** 0**LUCK:** 28**HTH:** 0**SP:** 48**Max Humanity:** 50**Edges:** Invisibility, Mental Mapping, Possession, Time Sense**Skills:** City Knowledge (New York, London, Moscow, Berlin, Paris, Peking), Computer Operation, Computer Programming, Cryptology, Electronics, Memory Training, Research**Faction:** Mossad Special Operations**Description:** A report circulated in Mossad's upper echelon recently stated that Data Jack was probably the most useful operative currently functioning in intelligence gathering, since he can enter even the most secure databases at will. Some of his latest acquisitions have included Target Alpha's plans for the Daedalus I and II right out of Alpha's Washington HQ, and the names of all the KGB operatives in Israel, a feat which set Soviet Intelligence back for years.**KIN-ARAB LIBERATION FRONT (KALF)**

KALF is an international terrorist organization. Though there are rumors of ties to Libya and Iraq, KALF is an independent entity. They are dedicated to the goal of destroying Israel and ending UN involvement in the

Middle East. KALF has carried out numerous successful terrorist actions against Israel, and the CIA suspects that they operated in Saudi Arabia during the Gulf Crisis of the early 1990s. KALF participated in only one known operation in the United States. Working with Raw Meat's Red Moonrise cell, they attempted to destroy the Statue of Liberty. The attempt was foiled by Target Alpha and The Commune, and KALF has not been active in the United States since.

Sirocco**Race:** Ekimmu**STR:** 44**DEX:** 37**FIT:** 42**INT:** 26**WILL:** 22**PER:** 27**ATT:** 2**LUCK:** 95**HTH:** 9**SP:** 121**Max Humanity:** 25**Edges:** Armor (20), Claws, Aura Sight, Fear Projection, Locate Human, Mental Mapping, Nocturnal Vision, Time Sense, Weather Control**Skills:** Automatic Rifle, Knife, Pistol, Wrestling, Disguise, Stealth**Faction:** KALF**Description:** Sirocco died in the early years of the Iran-Iraqi conflict, and was surprised as any to find he had been given a second life. He is extremely idealistic, having been spared the worldly cynicism that pervades much of Kin society, but is tormented by the fact that he is a monster, a "blight in the vision of Allah." This makes him all the more devoted to the cause of trying to redeem himself, and he has deliberately martyred himself several times. When in a desert setting, Sirocco likes to use his his Weather Control to summon punishing winds.**Ereshkigal****Race:** Succubus**STR:** 13**DEX:** 30**FIT:** 25**INT:** 18**WILL:** 34**PER:** 28**ATT:** 41**LUCK:** 81**HTH:** 3**SP:** 106**Max Humanity:** 40**Edges:** Armor (15), Drain (vitality), Claws, Alter Form, Body Control, Flight, Possession, Send Dream, Travel**Skills:** Automatic Rifle, Knife, Pistol, Intimidation, Psychology, Research, Seduction**Faction:** KALF**Description:** the original Ereshkigal was the queen of the Underworld in Babylonian myth. It amused this particular Succubus to choose a name so fraught with dire implications. Worse, she has done her best to live up to her fearsome codename. She functions as a psychological terrorist. After studying her target, she uses her Send Dream edge to create dream situations tailored to the target's personal weaknesses. To date, Ereshkigal is suspected of causing fatal heart attacks in at least thirty Israeli and American officials. There are reports that her present target is Lawrence Carmichaels.

TARGET ALPHA

Tyler glanced up. Golgotha was at his normal table, his huge girth squeezed improbably into a corner of the booth. He was not alone. Two men sat with him and the three were discussing something with serious expressions on their faces. Even odder, both were dressed in conservative business suits, out of place among the stylish fashions The Kin sported.

With a shock, Tyler realized they too were human.

"Who are those men talking to Golgotha?"

Samantha studied them for a moment, then whistled softly. "DuBuccio must have some serious stones to come back here. The other guy I don't recognize, but the chubby one is Petrio DuBuccio." She paused for a moment. "He's the New York Director for Target Alpha."

Tyler blinked. "Target Alpha? I remember you mentioning them. Don't they..."

Samantha nodded slowly and finished his sentence.

"Hunt Kin."

THE PURPOSE OF TARGET ALPHA

Simply stated, the purpose of Target Alpha is to protect the United States from The Kin. Alpha takes little interest in the actions of individual Kin, but concentrates on penetrating and disabling Kin Factions dedicated to the overthrow of humanity or that pose threats to national security. The Complex, The Morningstar Corporation, and Red Moonrise are its main opponents. Target Alpha also tries to keep track of smaller Factions and gangs, with mixed success.

HISTORY OF TARGET ALPHA

Target Alpha has its roots in a defunct intelligence agency called FISA. The Federal Internal Security Agency was formed in 1906 to deal with threats to national security that the FBI was incapable of combatting.

FISA had a schedule of threats they had targeted for investigation, listed by perceived importance using the Greek Alphabet.

The following is an excerpt of a speech given to newly recruited Target Alpha personnel by DDTA Petrio DuBuccio, New York Station Chief.

Much has changed within this Agency since the Time magazine exposé which shed so much light on its workings. You have, no doubt, read that article, which described Target Alpha as ghost hunters, and showed the Agency up as charlatans and buffoons. I will assume that since you have signed on as a new operative, you hold a different opinion.

During preliminary interviews, you probably wondered what Target Alpha actually does, and perhaps even posed that question to your interviewer. If you did, you got vague and inconclusive answers. That time is now over.

Most new operatives find the next statement hard to believe. Trust me, it is true, and I will soon prove it to you.

Mankind is not the only race on Earth.

As a child, and as an adult, you must have seen monster movies, and perhaps even read the fiction of authors like Stephen King or Tyler Darrow. Such movies and books talk about

creatures like Vampires, Werewolves, Ghosts, Goblins, you name it. You read or watched, enjoyed and got a shiver, then forgot about the whole matter.

Target Alpha has been aware of a certain problem for many years now. The creatures described in such books are real. The enemies of Target Alpha, and potentially of every human on the face of the Earth, are monsters. I do not mean this metaphorically.

Right now, you are incredulous, and wondering what kind of idiots you have fallen in with. I can sympathize. This is a rather strong statement, and you have no reason to believe me, at least, not yet. I know from past experience that only the first hand examination of the evidence will make you believe.

In one of your first seminars during your training here, you will meet a gentleman by the name of Lazlo Wadejolski. He is proof that these creatures do exist, as I am sure you will agree after meeting him.

There are also other threats to the stability of this country that you will be dealing with. We have federal authority to investigate Cult Activities, especially those involving the Black Solstice Cult, whom you may remember from the news last year.

Target Gamma was to be an exploration of occult phenomena. Over the next six years, Target Gamma gathered enough data to discern the existence of the subculture of The Kin. The Director at that time shifted its importance to Target Alpha

It took another year for the full significance of the existence of The Kin to filter up to the highest offices. In 1913, President Roosevelt gave FISA sanction to negotiate with any Kin they could contact.

First contact was made two months later. The FISA representatives were slaughtered. An amendment was made to the sanction: negotiate or neutralize.

Given that muscle, and a hefty budget for Kin Neutralization research, FISA was able to contact The Kin on better footing in 1914. Negotiations went well, and some Kin volunteered to help FISA.

During the Harding administration, FISA and Target Alpha fell into some unsavory hands while that President was giving away parts of the government piecemeal to his friends. FISA's operatives were turned away from their tasks to perform some questionable duties for the new director. All this fortunately ended when the Teapot Dome scandal brought an end to Harding's presidency.

It was shortly after Harding's administration that FISA was reorganized. Target Alpha, which had been the only important project undertaken by the Agency for the previous decade, became its new name at the suggestion of its third director.

The next few decades passed quietly, with Target Alpha covertly recruiting or eradicating Kin as necessary. It seemed that Target Alpha had reached equilibrium until Lawrence Carmichaels took office in '73. A hardliner, he took the *laizzes-faire* attitude Target Alpha had adopted and turned it tough. The Kin, who had gotten used to the Agency occasionally requesting their help, suddenly found that Target Alpha had turned into a virtually implacable foe

Some communities of Kin fought back, and found out just how powerful Target Alpha was on its own. In 1986, The Kin in Boulder, Colorado were wiped out of existence in a season long campaign of terrorism and murder. The game had turned rough.

Recent years have been nervous ones, with Target Alpha demanding Kin help, and threatening retaliations if it isn't provided. At present, violence is liable to erupt from under the calm at any moment, and a true war between Target Alpha and The Kin seems inevitable.

SCOPE OF TARGET ALPHA OPERATIONS

Target Alpha is primarily concerned with Kin activity in the United States. Their directive from the federal government, however, does not restrict Target Alpha to domestic affairs. Foreign operations are allowed, and Target Alpha has an information gathering net that spreads worldwide.

When in the United States, Target Alpha has jurisdiction over all civilian Kin affairs. Overseas, the jurisdictional lines get blurred, and Target Alpha often finds itself working counter to the CIA or the US Army.

This gets messy, and Target Alpha and the CIA have a longstanding enmity.

DEALING WITH RECENT NEGATIVE PUBLICITY

When you are in the field, avoid mentioning your connection to the Agency. It has proven to be more of a hindrance than a benefit. The Agency has sufficient cover stories for you if you have to explain why you are asking odd questions.

The Time article that labelled the Agency "Uncle Sam's Ghostbusters" has seriously hurt its credibility, but Target Alpha couldn't do anything to defend itself without revealing proof of the existence of The Kin. Even though The Kin represent a serious threat to humanity, Target Alpha decided it could not risk Witch hunts. The Kin have developed ways to hide themselves that would thwart any of the Agency's efforts to expose them.

GLOSSARY OF TERMS

Like most Government Agencies, Target Alpha has a love affair with acronyms and code names. Following is a list of some of the terms commonly used by Target Alpha, some of which have filtered over from the CIA. Ironically, because of the contact most operatives have had with The Kin, many of them have fallen into the habit of using Kin Slang.

Big List: Specific group of people with access to information on High Security Clearance operatives and operations

DTA: Director of Target Alpha. Only a Director may have a Security Clearance of One

Finding: Term used to indicate that the Director feels action should be taken.

Gray Man: An undercover operative in the field.

INR: The Bureau of Intelligence and Research, the State Department's intelligence gathering office. The INR has a standing Executive Order to provide Target Alpha with any information that could involve The Kin or Cult Activities.

COA: Course of Action. Recommendation from Surveillance to Field Operations on how to proceed after initial investigations have been conducted.

SIP: Sensitive Information Packet. Information on important developments within the Agency. Only members on the Big List are authorized to study a SIP.

Target: Any matter of importance to the Agency. Kin activity is designated Target Alpha, and Cult Activities are designated Target Beta. A holdover from the days of FISA that usually confuses new operatives.

ExtraNatural: Any person or persons having proven Occult Abilities. Also the Agency designation for The Kin.

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SC: Security Clearance. Running from 10 to 1, with 10 being a new recruit, and 1 being the DTA. A character's security clearance indicates their standing within the power structure of Target Alpha. Security Clearance also determines the type of equipment that may be used by the character.

Control Team: An Assault Force equipped to eradicate Kin. The size of a Control Team is usually set at twice the projected size of the target group. Control Teams are called in when Negotiations have proven ineffective.

BRANCHES OF TARGET ALPHA

Directorate: Operatives who have a SC 1 are able to be the Director or Deputy Directors. The Directorate is responsible for overseeing operations and setting policy. Due to the nature of its work, the various branches and stations of Target Alpha need to be semi-autonomous. A Deputy Director wields a great deal of power, and has the authority to make all but the most top level decisions.

Intelligence: Intelligence has the task of monitoring print and broadcast media for signs of Cult or Kin activities. Information is gathered by a network of operatives stationed across the country. Every major metropolitan police force has at least one Intelligence operative in place. For many operatives, this is their only task, and they are unaware of their position with Target Alpha. Many are led to believe they are correspondents for *USA Exposé*, one of the Agency's cover operations. Intelligence Branch also functions outside the country. Every major US embassy is assigned an Intelligence operative.

Research & Development: R&D is responsible for designing and testing the high-tech equipment used by field operatives. Though cursed by operatives when faulty designs are issued, R&D is vital to the Agency's ongoing battle against The Kin. R&D is also responsible for providing Spells to field operatives who are Sorcerers.

Field Operations: Field Operations performs investigations, negotiations, and neutralizations. Field Operations Branch is made up of a number of small teams, which may act independently, or join other teams for larger operations. The minimum Security Clearance for a field operative is 7.

ADVANCEMENT WITHIN THE AGENCY

Operatives can increase in rank and Security Clearance, allowing them to use more powerful equipment. Security Clearances advance in ten steps starting from Ten to One.

Characters start with a monthly income of \$2000 dollars. This salary increases by \$500 dollars a month per level of Security Clearance above 10. Characters start with \$1500 dollars in liquid assets which may be spent on equipment or other items.

OPERATIVE TRAINING

As an operative of Target Alpha, you will need special training before you will be qualified for field operations.

These skills will be, at times, virtually all that stands between you and death...or worse.

All Target Alpha field operatives are required to have the following Skills before they are allowed in the field. The CP may require that Players use their initial allotment of 20 1d10 rolls to generate these Skills. The CP may also have operatives begin with a score of 20 in each of these Skills, before rolling any dice for Skills. This decision is completely up to the CP.

- | | |
|---------------------|---------------|
| •Administration | •Knife |
| •Club | •Martial Arts |
| •Computer Operation | •Pistol |
| •First Aid | •Rifle |
| •Kin Lore | •Tailing |

Beyond these required Skills, the operative may choose Skills to match the tasks they must perform. For example, it would be advisable for a person working undercover as a musician to have Musical Instrument or Singing Skills.

MAGIC

In the closing days of the 20th century, the idea of using magic would seem rather quaint to most people, but most people do not realize the immensity of the problem we face with The Kin. To the people who do, magic is a vital tool. To this end, Research and Development has spent years developing Spells for those operatives who are capable of using magic.

Oddly enough, Target Alpha does not group Sorcerers and Witches with other Kin. They are usually considered human, and are allowed to hold higher positions within the Agency. The investigation and control of Sorcerers and Witches is considered to be of secondary importance to control of the rest of The Kin.

FIELD PROCEDURES

Target Alpha functions as an undercover information gathering network, but assault teams are used on occasion. We avoid this action whenever possible, due to the high occurrence of negative publicity that follows armed intervention.

Target Alpha is a covert agency, but it is far from the agencies found in James Bond movies. Target Alpha is not really a secret intelligence agency. It is more of a

secret police force, whose task is the control of The Kin. Within its narrow sphere of influence, Target Alpha's powers far outstrip those of the CIA or the FBI. The fact that few of the people Target Alpha deals with have any legal existence frees them of many of the constraints other agencies have to operate under. Target Alpha has little to worry about from Kin filing lawsuits against it, and knows it. This paralegal aspect of Target Alpha should direct the theme and tone of scenarios involving Target Alpha. Never forget that Target Alpha is a dirty tricks agency.

The need to maintain a low profile is extremely important, especially since the *Time* article on the Agency. Enough adverse publicity could lead to official investigations of Target Alpha. For this reason, the Directorate always takes into account the probable amount of publicity that an action could cause before that action is taken.

COVER

Operatives in the field usually need some sort of cover identity. Target Alpha has several dummy companies to act as fronts for operatives. The most commonly used cover identity is that of a reporter for *USA Exposé*, a tabloid with a huge supermarket crowd following. Most Target Alpha operatives have found that the reputation of *USA Exposé* allows them to ask the most outrageous questions with impunity. Other fronts include telephone companies (a deception carried out with the cooperation of the real companies), detective agencies, and even the census bureau (but only in certain years). The Agency has had to drop some of these fronts since the *Time* article, but the *USA Exposé* cover has thus far escaped scrutiny or detection.

EXTRANATURAL KEY BEHAVIOR PATTERNS

One way to recognize ExtraNaturals is their language. These self-styled "Kin" have a whole lexicon of language which they use as a means of self identification. You should learn the lexicon provided at the back of this pamphlet and listen for uses of it at all times when in the field. While use of Kin Slang doesn't absolutely mean that the user is an ExtraNatural, there is a good chance that they are.

ExtraNatural Key Behavior Patterns is the Agency's way of referring to Kin Lore. Operatives must be familiar with the habits, restrictions, and powers of all Kin. This includes knowledge of Kin Slang. This training is drummed in so hard that many operatives use Kin Slang between themselves.

NEGOTIATING WITH EXTRANATURALS

The goal of this Agency has never been the extermination of The Kin. Though many shun a legal existence, most are American citizens, with the rights that accompany that distinction.

We sometimes need the help of The Kin, however, and that means persuading a target to volunteer for a mission or continual employment. There are two methods of persuasion: the soft option, and the hard option.

SOFT OPTION

There are better things to do on a Saturday Night than tracking a suspected monster. Joe Griswell smiled ruefully. For the past four hours, he had tailed his target across Lower Manhattan, moving from one nightspot to the next.

His target was out on the dance floor right now, writhing to the sound of the latest L2K hit, "RazorBaby Love." Joe grimaced into the beer that had cost him \$5.00. His tastes ran more to Bob Dylan and Charlie Parton, but to keep an eye on his tail, he had to endure the stuff this club called music. The song ended, and he looked around, to see his target wrapping one slim arm around the waist of her dancing partner.

Joe nodded to himself. She was "cheeking" the victim right now, if his briefing on Kin slang had been correct. Soon, he knew, he'd have enough evidence to pass along to Field Operations. She didn't seem too dangerous. He'd definitely suggest that they go soft option on the COA. He glanced up again.

She was gone.

Damn. If he'd lost her, his ass was in a sling. He'd...a hand, cold, feminine, and inhumanly strong landed on his shoulder.

A voice that was anything but feminine hissed in his ear. "Alright, herd. You wanna tell me why you've been trailing me before I snap your neck?"

Joe grimaced. He wasn't supposed to contact the target, but that option had just disappeared. He turned and smiled into the Kin's white, fanged face.

"I'm from Target Alpha. We want to hire you."

Under the soft option, a Kin is offered employment with Target Alpha. Part of the deal is a quiet whitewash of any facts that could haunt the potential ExtraNatural operative, and impact negatively upon their existence. This service includes the closing and sealing of case files relating to any crimes the Kin committed (mostly feeding related homicides), the creation of an official identity, and so forth. It is the Agency's official opinion that ExtraNaturals who accept this option are more trustworthy and can be allowed more autonomy in field operations.

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HARD OPTION

The thrust of a hard recruitment is the presentation of the fact that the Agency knows of the ExtraNatural's existence and location. From this data, Target Alpha can usually discover any crimes they have committed, and use evidence of these crimes, as well as the threat of neutralization, against them. If Target Alpha cannot find any record of crimes committed, they often get creative.

WEAPONS AND FIELD GEAR

Do not attempt physical confrontations with the ExtraNaturals you encounter unless you are fully prepared and equipped.

The Kin are far too powerful to be apprehended without the use of special weapons and tactics. One of two events will transpire if you make an unplanned attempt to confront Kin: a severe reprimanding, or the Agency's claiming of your body from the local morgue.

Target Alpha uses sophisticated weapons and equipment when dealing with The Kin. This helps close the power gap. Of course, some of the best weapons are simple. A wooden club always works against a Vampire, and silver bullets can just ruin a Werewolf's day.

Note: SC is short for Security Clearance, and indicates the minimum Security Clearance necessary to be issued the gear.

CLASSIFIED GEAR

Disguise Kit: Provides a -10 modifier on any Disguise Skill Rolls. A disguise kit normally comes in a small briefcase and contains makeup, skin dyes, wigs, various colors of contact lenses, false tooth fittings, and wires for distorting nostril shape. SC: Ten.

Wristband Recorder And Radio: The WRR transmits and receives radio messages. It will also record sound on a microcassette.

Microfilm Camera: Small enough to fit in the end of a normal lighter, this camera has sufficient film to photograph 15 pages of information.

GPS Transceiver: Global Positioning Satellite Transceiver. A hand held unit that will receive radio waves bounced off a satellite from a listening device or matching transceiver. The GPST can track another transceiver to within 16 meters from any location on Earth. Competence in Computer Operation Skill is needed to read and decode the complex location readout. Field operatives are required to carry a GPST at all times when on assignment

Limpet FD6 Transmitter: A 1 mm square microphone that will pick up sound waves and broadcast them on a tight beam to a receiver.

Blood Analysis Kit: Will identify the blood type of a sample, and any extraneous elements in the plasma. There are specific tests for identification of the blood of those infected with Lycanthropy or Vampirism. Competence in Science (Biochemistry) is required to use the kit.

Briefcase: This piece of standard equipment is issued to all operatives in the field. It has compartments along the bottom and the sides lined with X-Ray absorbing plastics. May be used to conceal X-Ray sensitive, illegal, or security equipment. Standard features include a remote alarm in case of tampering, a built in radio, and a nerve gas cannister that is triggered if the briefcase is opened by force.

Daedalus II: The standard PC for field operatives is the Daedalus II, a hyper-powerful portable computer. Dad, as it is nicknamed, has a built in video camera to transmit pictures and can double as an audiovisual communication deck. It has a modem for normal downloading, and can also be connected to any telephone wire. When connected to the Daedalus I, the mainframe located in New York's Central HQ, it acts as a remote terminal.

Daedalus Laser Scanner: A peripheral for the Dad. Can scan a page into memory in 1 BT.

Daedalus Laser Printer: A small printer with a speed of 20 pages a minute. Will do color prints.

Daedalus Microwave Link: Used to connect the Dad to the Agency computer network when other means are unavailable.

Thermovision Glasses: Allows for normal sight and PER Rolls in darkness. Will also spot non-heat emitting Kin. SC: 7

Field Radio: A powerful, hand-held transceiver with a range of 5 miles. SC: 10

Religious Symbol: If the symbol is from a religion the operative believes in, then it will act as a holy object. SC: 10

WEAPONS

Garlic Atomizer

Skill: Pistol

SC: 7

Damage: 5

Range: 10 feet

Hide: 8

Legal: yes

Ammo: Built-in reservoir for 8 oz. of garlic oil. Good for 8 shots.

Description: A small atomizer loaded with a garlic suspension. For use against Vampyres. Powered by compressed air, it looks like a paint gun.

Ultraviolet Laser

Skill: Pistol
SC: 7
Damage: 5 (15 against sunlight sensitive Kin)
Range: 25 feet
Hide: 8
Legal: yes
Ammo: 10 shots per battery
Description: This weapon is a laser which utilizes ultraviolet light. It has proven effective against ExtraNaturals with a vulnerability to Sunlight. Note that damage may vary due to Humanity Damage Modifier.

Armstrong Neural Disrupter

Skill: Pistol
SC: 4
Damage: Special
Range: 20 feet
Hide: 7
Legal: Yes
Ammo: 1 shot per battery
Description: Disrupts the target's nervous system for a number of BT equal to 20+Damage Modifier. Disrupted targets must make a successful FIT Roll or go unconscious. Otherwise, they are +20 on all Skill or Edge Rolls.

Dervish Portable Rocket Launcher

Skill: Other (Heavy Weapons)
SC: 3
Damage: 100
Range: 1000 feet
Hide: 4
Legal: No
Ammo: 4 rocket clip
Description: The DPRL, also known as the Deep Purple, comes with a clip of four rockets. Each rocket is tipped with an Armor Piercing Explosive warhead. DPRLs are rarely used except during full assaults.

Dynamite

Skill: Explosives
SC: 8
Damage: 50
Range: Special (20 foot radius)
Hide: 4
Legal: no
Description: A simple explosive, mainly used to blow up obstructions. It can be used in a trap (Trapping Skill is needed). Throwing dynamite that is about to explode is not recommended, but if it is tried, range is 20+STR meters, and the Throwing Skill is used. Primercord or some other form of detonation device is required to make dynamite explode.

Plastic Explosives (Shaped Charges)

Skill: Explosives
SC: 7
Damage: 100
Range: Special (full damage out to 10 feet, 1/2 damage out to 25 feet, 10 points out to 50 feet, and 0 damage at greater distances)
Hide: 4
Legal: no
Description: Plastic explosives are used much like dynamite, except that a special electrical detonator must be used. The shaped charge sends most of its blast in one direction, so it would be useless to throw it.

SPECIAL AMMUNITION

There are problems with many types of special ammunition. The materials used tend to jam in a gun barrel, or lose their form after being fired. To combat this, most special ammunition must be coated with plastic, which sloughs away after being fired.

Razortops: Expand into four point stars that hit, increasing the size of the entry wound by 300%. Will do double the damage of a normal round for the same gun. SC: 7.

Silver Bullets. SC: 8.

Wooden Bullets. SC: 8.

Cold-Wrought Iron Bullets. SC: 8.

Flintheads: SC: 8.

Meteor Point: SC: 5.

Combination Magazine: For use in automatic weapons. A magazine with ammunition loaded in the following order: One silver bullet, one wooden bullet, one cold-wrought iron bullet, one flinthead. When fired at a human target, damage for a burst is unchanged. When fired at a Kin target that has a Substance Vulnerability to one of the bullets, the burst does half the listed damage for the weapon in question, but ignores Armor Edge. SC: 8.

Combination Round: A bullet made up of layers of wood, cold-wrought iron, flint, and silver around a hollow core. The core is half-filled with mercury. When the bullet hits something, the mercury surges forward, and causes the bullet to explode into fragments. This round does normal damage against humans. Against Kin with a Substance Vulnerability to one of the layers, it does half the listed damage for the weapon in question, but ignores Armor. SC: 5.

Combination Load: A shotgun round loaded with shards of wood, cold-wrought iron, flint, and silver. This round does normal damage against humans. Against Kin with a Substance Vulnerability to one of the shards, it does half the listed damage for the weapon in question, but ignores Armor. SC: 8.

ARMOR

The Agency has spent years (and millions of dollars) trying to develop an armored suit that would duplicate the effects of the Kin Armor Edge. To date, Tex Holstein has

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managed to produce a prototype that provides an Armor Score of ten. Unfortunately, the suit restricts movement to the point where it is nearly useless in combat. This situation could change, but until then, the Agency issues partial body armor for high-risk situations.

Please note that of all the armor types listed below, only the Light Kevlar Vest may be hidden. The use of armor is usually restricted for heavy combat situations, and not for normal field work.

Kevlar Body Armor: Covers the torso, groin, and most of the neck area. Will cause attackers to apply a +40 modifier to their Combat Skill Rolls. The wearer must apply a +5 modifier to all DEX Rolls.

Kevlar Vest, Light: A less effective version of Kevlar Body Armor, this vest can be hidden under clothing. Will cause attackers to add +30 to Combat Skill Rolls. May not be used with Kevlar Body Armor. No effect on DEX Rolls.

Helmet: A Kevlar helmet with a Lexan face shield. Will cover the entire head. Contains a built-in radio. Causes attackers to apply a +10 modifier to Combat Skill Rolls. May be used with any other type of armor. The wearer must apply +5 to all PER Rolls.

Lexan Shield: A clear shield made of Lexan. Its main use is to allow the user to observe a situation without danger from small arms fire. Will cause an attacker to apply a +50 modifier if the user is standing or attempting to fire on someone. Will cause a +90 modifier if the user is crouched and stationary.

EXTRANATURAL OPERATIVES (ENOS)

Griswell knocked on the door to the ENO office. A gruff voice from within informed him the door wasn't locked.

He went in. The office was empty.

"Hello? Uh, Sanchez sent me down here for briefing on the ENO Branch."

The voice had come from the inner office. Its owner shouldered out of the door, a huge creature with greenish skin and a brutal countenance. The monster wore jeans and a "Boss" T-shirt.

"Uh... You must be an ENO."

The creature sat down in a reinforced chair. "Wow. You must be from the think tank. Of course I'm an ENO. Chug Chug at your service." The creature extended a hand the size of an automobile wheel. "What do you need to know?"

The exact number of ENOs that have served in Target Alpha is classified. It is rumored that human operatives who die in the line of duty make up most of these ranks.

Most Kin, other than those who were affiliated with the Agency before Infection, never achieve a Security Clearance higher than 5 or 6. Target Alpha does not fully trust the motives of ENOs.

NEW YORK STATIONS

After the headquarters in Washington, D. C., the New York operation is the most important. More resources are committed to keeping the New York personnel going than to any other station.

COMMAND CENTER

412 East 64th is the office of *USA Exposé* to most people. Few are aware of its status as the primary cover operation for Target Alpha. The offices take up the entire tenth floor, and few visitors are allowed to see more than the front office.

Those visitors are usually impressed with the quiet efficiency with which the staff conducts their business, a marked contrast to the decor. Framed headlines from past issues of *USA Exposé* decorate the walls, including the infamous "I had an Alien's 3-Headed Baby! Shocking Photos Inside!" cover from 1992.

The offices of *USA Exposé* function as the nerve center for Target Alpha in New York. Being a news organization, the office is perfectly suited as a communication center. Most of the staff does not realize that the back offices contain the Daedalus I mainframe, and the offices of Petrio DuBuccio and his staff. Petrio DuBuccio, as well as being head of Target Alpha in New York, is the publisher of *USA Exposé*.

The New York Intelligence Branch is run directly out of the *USA Exposé* office. Reporters are sent to investigate any odd stories. This information is then examined by the head of New York Intelligence, Jay Berger, who makes recommendations to Field Operations when he suspects Kin activity. Jay Berger is also the managing editor of *USA Exposé*.

RESEARCH LAB

Much of the equipment that Target Alpha utilizes is designed and tested in New York. The Research Labs are in Brooklyn, operating under the cover of a small factory. The Lab is run by James Holstein.

ARMORY

The Armory is actually several mobile units. Each mobile unit is an armored car, and is assigned a control team. The control teams stand by in case heavy action is needed. They wear security guard uniforms and make stops at all Alpha offices and several other random locations. Andrea Delvecchio is the most prominent of the control team commanders.

MAGIC RESEARCH

Located on Central Park West, this is the home of Harvey Falconi. Falconi is a Crowley, and does most of his work for Target Alpha. Falconi is a rarity among Crowleys, a married man. His wife, Natasha, is a Sorceress, she works with Field Operations to coordinate ENO operations.

FIELD OPERATIONS

Field Operations has no permanent base. Most operatives never come into any of the other stations due to security restrictions. Contact to the rest of Target Alpha is maintained via meetings at bars, restaurants, nightclubs, etc. James nGao tBuku is in charge of Field Operations.

TARGET ALPHA PERSONNEL

General Lawrence Carmichaels, USMC, ret. Director, Target Alpha

Race: Human

STR: 26

DEX: 22

FIT: 38

INT: 17

WILL: 36

PER: 26

ATT: 22

LUCK: 72

HTH: 5

SP: 110

Magic Ability: 20

Max Humanity: 50

Skills: Club, Knife, Martial Arts (Soft), Pistol, Rifle, Administration, City Knowledge (Washington D.C.), Computer Operation, First Aid, Kin Lore, Military Intelligence, Tailing

Description: Describing Lawrence Carmichaels as tough as nails is a compliment to the nails. Carmichaels is infinitely tougher. General Carmichaels is a grizzled veteran whose military record goes back to Korea, when he became affiliated with the Nowhere Men. Looking very much the image, Carmichaels keeps his hair in a tight crew cut and is rarely without a cigar. A heart attack in the late 1960s forced his retreat behind a desk, and his assignment as Target Alpha's Director came a few years later in '71. He is rarely seen in New York, preferring to stay in Washington.

James nGao tBuku Commander, Field Ops

Race: Human

STR: 29

DEX: 31

FIT: 26

INT: 25

WILL: 21

PER: 25

ATT: 32

LUCK: 98

HTH: 6

SP: 124

Magic Ability: 14

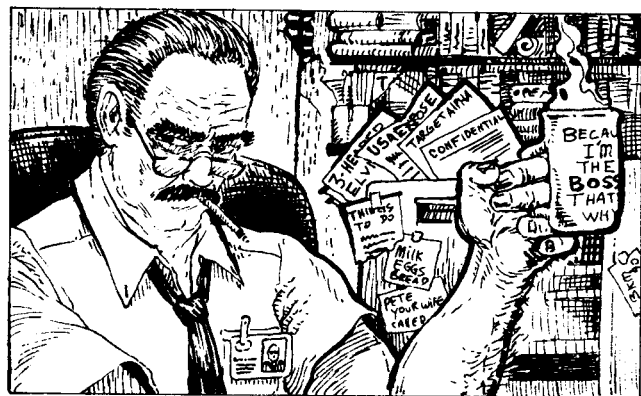
Max Humanity: 50

Skills: Club, Knife, Martial Arts (Soft), Pistol, Rifle, Administration, Computer Operation, First Aid, Kin Lore, Military Intelligence, Persuasion, Stealth, Tailing, Tracking

Description: In spite of his richly ethnic name, tBuku is actually a native of the San Francisco Bay area who received a degree in Philosophy from Berkeley. He is the present commander of Field Operations in New York. A handsome Afro-American, tBuku is no armchair warrior. He will often take a significant part in street

investigations and assaults, stunts that have earned DuBuccio's ire and the admiration of his operatives. Though it has earned him severe reprimands, tBuku likes to take care of negotiations himself whenever possible.

Petrio DuBuccio Deputy Director, TA New York



Race: Human

STR: 16

DEX: 16

FIT: 33

INT: 29

WILL: 32

PER: 34

ATT: 24

LUCK: 74

HTH: 3

SP: 87

Magic Ability: 31

Max Humanity: 50

Skills: Club, Knife, Martial Arts (Soft), Pistol, Rifle, Administration, City Knowledge (Little Italy, Kin Hangouts), Computer Operation, Diplomacy, First Aid, Kin Lore, Military Intelligence, Streetwise, Tailing

Faction: Target Alpha

Description: Petrio DuBuccio grew up on the streets of New York, a tough and wily child of Little Italy. Along the way, he also learned about The Kin, and when Target Alpha recruited him, already knew more about The Kin in New York than some Kin do. In contrast to the hardline policies instated by Carmichaels, DuBuccio tries to get The Kin to work for Target Alpha entirely of their own will. This liberal attitude has not endeared him to his superiors, but no one else could possibly do as good a job.

DuBuccio likes to work in an environment that he calls structured chaos. Some time ago, a smart alec put a sign on his door reading "No Vacuum Cleaners Allowed." While his office is not really that messy, it's close enough for the matter to be academic. The only areas DuBuccio keeps tidy are his computer terminal and a mini-putting green he practices on when concentrating. Other than these dubious havens of orderliness, his office is stacked high with books, magazines, newspapers, and field reports.

Target Alpha

Dr. Doctor ENO Operative



Race: Vampyre
STR: 55 **PER:** 29
DEX: 38 **ATT:** 30
FIT: 36 **LUCK:** 324
INT: 20 **HTH:** 11
WILL: 33 **SP:** 360
Max Humanity: 50

Edges: Batform, Mistform, Nocturnal Vision, Drain, Infection, Ratform, Lupine Form, Mesmerization
Skills: Automatic Rifle, Pistol, Computer Operation, History (Polish), Kin Etiquette, Occult Knowledge

Faction: Target Alpha

Description: Target Alpha's resident Kin in New York, Dr. Doctor is a 300 year old Vampyre who has had his eyes opened to the fact that The Kin really can't defeat Mankind, and has decided to side with those he thinks will be the winners. He trains new operatives to deal with Kin, to respond to use of Edges effectively, and will occasionally work with assault teams as support.

Jay Berger NYC Intelligence Coordinator

Race: Human
STR: 11 **PER:** 36
DEX: 21 **ATT:** 20
FIT: 19 **LUCK:** 69
INT: 19 **HTH:** 2
WILL: 27 **SP:** 88

Magic Ability: 28

Max Humanity: 50

Skills: Club, Knife, Martial Arts (Soft), Pistol, Rifle, Administration, Computer Operation, First Aid, Kin Lore, Military Intelligence, Tailing

Faction: Target Alpha

Description: Jay Berger is a man totally devoid of humor. Some of his staff claim that he is actually a

robot, created by Carmichaels as the perfect Intelligence Operative. Berger is a perfectionist, and runs his division by the book. As Intelligence Coordinator, he also acts as managing editor for *USA Exposé*.

James "Texas" Holstein R&D Coordinator

Race: Human
STR: 12 **PER:** 28
DEX: 30 **ATT:** 21
FIT: 17 **LUCK:** 49
INT: 22 **HTH:** 2
WILL: 31 **SP:** 66

Magic Ability: 17

Max Humanity: 50

Skills: Chemistry, Electronics, Mechanics, Physics

Faction: Target Alpha

Description: Holstein actually hails from Connecticut, but his surname and his predilection for playing country music in his lab has guaranteed his nickname.

There is little Texas can't do with a machine. His lab also conducts research on the Infection abilities of The Kin. He is famed for having the only office messier than DuBuccio's. His private work area is dominated by a wall sized poster of Dolly Parton. Texas claims she inspires him during his frequent brainstorming.

Harvey Falconi Magical Research Consultant



Race: Human
STR: 17 **PER:** 27
DEX: 19 **ATT:** 20
FIT: 21 **LUCK:** 27
INT: 30 **HTH:** 3
WILL: 36 **SP:** 48

Max Humanity: 50

Skills: Pistol, City Knowledge (occult bookstores), Kin Lore, Languages (Latin, Ancient Greek, Hebrew, Celtic, Old English, Library Research, Medicine, Occult Etiquette, Occult Knowledge, Sciences (Biology, Chemistry, Physics)

Faction: Target Alpha

Description: Harvey Falconi is a pudgy Italian immigrant in his late 40s. He is rumored to know more dirty jokes than anyone else on Earth. His overriding passion is research into the forces of magic. His wife, Natasha, is a Sorceress, who also works for Target Alpha. The two of them maintain an apartment on Central Park West.

Natasha Falconi
ENO Liaison Officer



Race: Sorcerer
STR: 22
DEX: 26
FIT: 19
INT: 25
WILL: 36
PER: 26
ATT: 20
LUCK: 47
HTH: 4
SP: 72

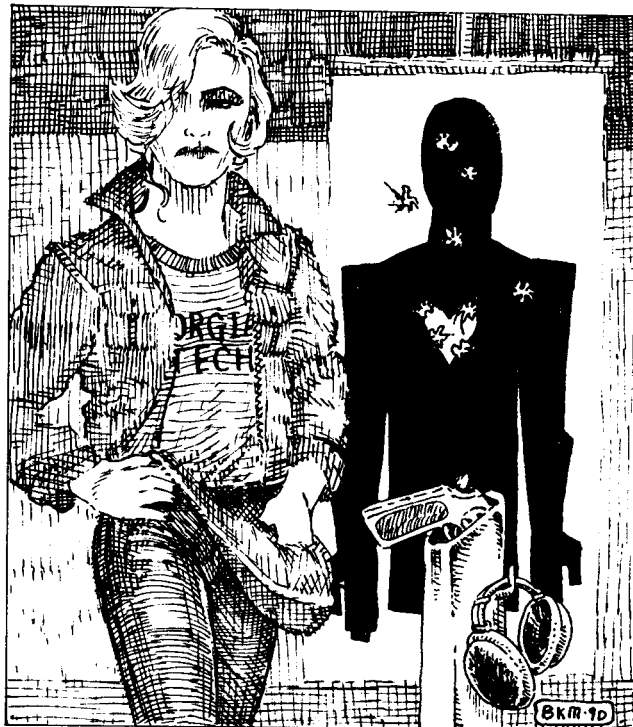
Magic Ability: 35
Max Humanity: 50
Edges: Drain (life force)
Familiar: none

Faction: Target Alpha

Skills: Club, Knife, Martial Arts (Soft), Pistol, Rifle, Administration, Computer Operation, Diplomacy, First Aid, Kin Lore, Military Intelligence, Tailing, Administration

Description: Natasha Falconi is coordinator of ENO (ExtraNatural Operatives) affairs. Though she takes part in many operations, her main duties are keeping the lines of communication between tBuku and ENOs in New York. Her politics are more Kin than Human, which has led to conflicts with tBuku in the past. She is an immigrant from Great Britain, and still retains a trace of her native accent. Though over 60 years old, she appears to be in her mid-twenties. She met Harvey Falconi, her husband, when she joined Target Alpha, and married him shortly thereafter. No one who knows this couple can figure out what they have in common, but they seem to be happy together.

Andrea Delvecchio
Control Team Commander



Race: Human
STR: 25
DEX: 32
FIT: 22
INT: 21
WILL: 31
PER: 34
ATT: 38
LUCK: 127
HTH: 5
SP: 149

Max Humanity: 50

Skills: Club, Knife, Martial Arts (Soft), Pistol, Rifle, Administration, Computer Operation, First Aid, Kin Lore, Military Intelligence, Occult Knowledge, Tailing

Faction: Target Alpha

Description: Andrea Delvecchio was stationed in South Eastern United States Operations before being transferred to New York. She retains a trace of southern drawl, which, when coupled with her looks, makes her seem like a fragile southern belle. Appearances can be deceiving, however. Andrea is the leader of one of the New York Control Teams, and her team knows that she is a canny, tough commander.

TARGET ALPHA IN A NIGHTLIFE CAMPAIGN

The Kin and Target Alpha are usually enemies. DuBuccio has, however, trained some of his operatives to work with The Kin, as a way to bridge that gap. Unlike his superiors, he has no problem trying to deal straight with The Kin. PCs could possibly be part of this team, code name TriBorough.

INDEX OF SPELLS BY MAGIC TYPE

STREET MAGIC SPELLS

Blackout	Crank It Up	Fire Hydrant	Graffiti	Limo	SDI	Sweat
Bloat	Deflection	Fireworks	Granite	Meathooks	Shadowpaths	Torch
Brakes	Escape	Flight	Heavyweight	Paralysis	Shooting Star	Toxic Cloud
Breakdance	Explosive	Goodbye	Hotwire	Preemptive Strike	Shrapnel	
Compel	Decompression	Grabber	Lighter	Rack	Skywalk	

BLACK MAGIC SPELLS

Animation	Chernobyl	Creeping Crud	Exploding Orbs	Kiss of Death	Reanimate Dead	Secret
Binding	Chopper	Dead Air	Flaming Skull	Omerta	Replicate	Summoning
Bleeding	Circle Of	Deportation	Glasnost	Open	Resurrect Kin	Swarm
Boneyard	Imprisonment	Drowning	Heat Wave	Puppet	Rot	Wither
Brainburn	Con-Ed	Evil Eye	Hit Man	Rags to Riches	Scars	

WHITE MAGIC SPELLS

Bodybuilder	Chill Out	EMT	Flashlight	Magic Bubble	Porcupine	Soup Kitchen
Bonding	Cutting Torch	Exorcism	Friendship	Magic Sight	Resurrect Human	Switch Off
Boombox	Dispel Magic	Fade	Gas Mask	Nine Eleven	Retard Decay	Vibes
Bug	Dispossession	Featherweight	Keyhole	Pacify	Shag It	Ward

ALPHABETICAL INDEX OF SPELLS

Key To Alphabetical Index Of Spells			
ft.....	foot or feet	NE	No Effect
lbs.....	pounds	pts.....	points
LOS	Line Of Sight	S.....	Special, see Spell Description
MH	Max Humanity	yds	yards

Page Ref	Spell	Cost	Type	Base Price Money	MH	Duration	Target	Range	Escape Roll	Magic Ritual
24	Animation	Special	Black	\$500,000	25	Instantaneous	1 Construct	Touch	FIT for NE	S
25	Binding	3 SP	Black	\$3,000	5	24 hours or until Deed is fulfilled	1 Demon	10 ft	WILL for NE	V
18	Blackout	1 SP	Street	\$1,000	1	MA in min	A hemisphere of space, MA in ft in diameter	50 ft	Special	none
25	Bleeding	5 SP	Black	\$5,000	5	1 day	1 person	MA in ft	FIT for NE	V
18	Bloat	10 SP	Street	\$10,000	7	1 BT	1 creature	MA in ft	FIT for 3d10 damage	none
31	Bodybuilder	2 SP/5 pts STR gained	White	\$30,000	1	MA in min	1 person	Touch	none	III

Page Ref	Spell	Cost	Type	Base Price Money	MH	Duration	Target	Range	Escape Roll	Magic Ritual
31	Bonding	3 SP	White	\$1,000	2	Special	1 animal	Touch	none	III
25	Boneyard	4 SP	Black	\$4,000	3	MA in BT	1 person	MA in ft	DEX to avoid	I
32	Boombbox	1 SP	White	\$1,000	1	1 hour	1 inorganic object	Touch	none	I
25	Brainburn	1 SP	Black	\$1,000	2	MA in BT	1 person	Touch	INT for NE	II
19	Brakes	2 SP	Street	\$2,000	1	MA in BT	1 vehicle	MA in ft	none	none
19	Breakdance	1 SP	Street	\$1,000	3	3 BT	1 person	MA in ft	Special	none
32	Bug	2 SP	White	\$2,000	1	1 hour	1 person	MA in miles	WILL for NE	II
25	Chernobyl	10 SP	Black	\$10,000	10	Instantaneous	Creatures in the 45° arc of area in front of the Caster	MA in yds	FIT for 1/2 effect	V
32	Chill Out	1 SP	White	\$1,000	2	MA in min	20 ft diameter area	MA in ft	n/a	I
25	Chopper	3 SP	Black	\$3,000	3	MA in BT	n/a	n/a	none	II
26	Circle Of Imprisonment	3 SP	Black	\$3,000	5	MA in min or until broken	1 Demon	10 ft	Special	V
19	Compel	5 SP	Street	\$5,000	5	MA in min	1 person	Voice	WILL for NE	none
26	Con-Ed	1 SP/5 pts damage	Black	\$50,000	7	Instantaneous	Persons or objects in a 5' by 5' area	MA in yds	FIT for 1/2 damage	III
19	Crank It Up	5 SP	Street	\$5,000	5	MA in min	1 person	MA in ft	FIT for NE	none
26	Creeping Crud	3 SP	Black	\$3,000	7	Until dispelled, broken, or the target succumbs	1 person	Touch	FIT for NE	III
32	Cutting Torch	5 SP	White	\$5,000	2	MA in BT	1 object	5'	none	III
26	Dead Air	1 SP	Black	\$1,000	2	MA in min	n/a	Self	FIT for NE	I
20	Deflection	5 SP	Street	\$5,000	5	Special (1 hr maximum)	1 Person	Touch	none	none
26	Deportation	1/2 WILL of target in SP	Black	\$25,000	5	Instantaneous	1 Demon	Unlimited	WILL for NE	V
32	Dispel Magic	10 SP	White	\$10,000	3	Instantaneous	1 person, object, or area under the influence of a Spell	Touch	Special	IV
32	Dispossession	1/2 target's WILL in SP	White	\$20,000	3	MA in days	1 Demon or Daemon	10 ft	WILL for NE	IV
27	Drowning	7 SP	Black	\$7,000	10	MA in BT	1 person	Touch	FIT for NE	IV
32	EMT	1 SP	White	\$1,000	1	Instantaneous	Self or 1 person	Touch	none	I
20	Escape	3 SP	Street	\$3,000	2	Instantaneous	Self	n/a	none	none
27	Evil Eye	2 SP	Black	\$2,000	2	Until dispelled or broken	1 person	Line of sight	FIT for NE	II
33	Exorcism	SP=WILL of target	White	\$60,000	5	Instantaneous	1 Ghost or Inuit	Touch	WILL for NE	IV
27	Exploding Orbs	5 SP	Black	\$5,000	15	Instantaneous	Everyone within 10 ft of the Caster	10 ft	PER for NE	IV
20	Explosive Decompression	FIT of Victim in SP	Street	\$45,000	12	Instantaneous	1 person	MA in ft	FIT for NE	none

Page Ref	Spell	Base Price			Type	Duration			Target	Range	Escape Roll	Magic Ritual
		Cost	Money	MH		Duration	Target	Range				
33	Fade	2 SP+1 SP/ extra person	\$10,000	3	White	MA in min	1 group of people, up to MA in number	MA in ft	PER for NE			III
33	Featherweight	1 SP/100 lbs	\$5,000	1	White	MA in BT	1 object	Touch	none			II
20	Fire Hydrant	1 SP	\$1,000	2	Street	MA in seconds	1 person or object	25 ft	DEX to avoid spray			none
20	Fireworks	2 SP	\$2,000	2	Street	MA in BT	1 person	MA in yds	INT for 1/2 Duration			none
27	Flaming Skull	5 SP	\$5,000	10	Black	MA in BT, or until target is dead	1 person	MA of Flinger+WIL L of skull in ft	none			V
33	Flashlight	1 SP	\$1,000	1	White	MA in min	n/a	50 ft	none			I
20	Flight	5 SP	\$5,000	10	Street	WILL in min	1 person	n/a	none			none
33	Friendship	1 SP	\$1,000	3	White	MA in min	1 person	Touch	INT for NE			I
33	Gas Mask	3 SP	\$3,000	2	White	MA in min	1 person	Touch	none			III
28	Glasnost	2 SP	\$2,000	7	Black	MA in BT	1 person	10 ft	Special			II
21	Goodbye	1 SP	\$1,000	3	Street	MA in hours	1 person	Touch	WILL for NE			none
21	Grabber	2 SP	\$2,000	1	Street	MA in BT	1 person	MA in ft	DEX to avoid, STR to break free			none
21	Graffiti	1 SP	\$1,000	1	Street	MA in days	1 surface, 3' x 3'	Touch	none			none
21	Granite	5 SP	\$5,000	3	Street	MA in BT	1 person	MA in ft	FIT for NE			none
28	Heat Wave	3 SP	\$3,000	5	Black	MA in BT	1 20 ft by 20 ft area	MA in ft	none			III
21	Heavyweight	5 SP	\$5,000	4	Street	MA in BT	1 person	10 ft	FIT for NE.			none
28	Hit Man	75 SP, plus 1 MA point	\$100,000	25	Black	Instantaneous	1 dead body	Touch	none			V
21	Hotwire	1 SP	\$1,000	1	Street	MA in min	1 vehicle	Touch	none			none
34	Keyhole	1 SP	\$1,000	1	White	MA in BT	1 opaque object	Touch	none			II
28	Kiss of Death	1 SP per level of poison class	\$10,000	8	Black	Instantaneous	1 person	Touch	Special			I-IV
22	Lighter	1 SP	\$1,000	1	Street	1 BT	1 object	MA in ft	n/a			none
22	Limo	2 SP per passenger	\$15,000	6	Street	WILL of Caster in BT	n/a	Special	none			none
34	Magic Bubble	2 SP	\$2,000	2	White	MA in BT	1 person	MA in yds	MA for NE			III
34	Magic Sight	1 SP	\$1,000	1	White	MA in min	n/a	10 ft	none			II
22	Meathooks	1 SP	\$1,000	5	Street	MA in BT	1 person	MA in ft	DEX to avoid			none
34	Nine Eleven	3 SP	\$3,000	3	White	Instantaneous	1 person	Touch	none			IV
28	Omerta	10 SP	\$10,000	10	Black	Instantaneous	self	n/a	none			IV
29	Open	1 SP	\$1,000	2	Black	Instantaneous	1 object	MA in ft	none			I
34	Pacify	1 SP	\$1,000	5	White	MA in BT	up to MA in number of persons	MA in ft radius about Caster	WILL for NE			II

ANIMAL ABILITY TABLE

Animal	STR	DEX	FIT	INT	WILL	PER	LUCK	SP	CSR	Damage
Alligator	57	1	53	0	12	4	10	63	71	30
Anaconda	11	2	3	0	1	3	1	4	47	7/BT
Armadillo	0	0	3	0	2	0	1	4	0	0
Baboon	22	10	4	2	3	12	10	14	50	8
Badger	4	3	2	1	30	8	10	12	60	2
Bat	0	31	0	1	2	4/22 hearing	1	1	60	1
Bear	185	25	108	1	16	8/27 smell	10	118	85	22
Beaver	1	8	2	1	12	6	10	12	20	1
Boa	2	3	1	0	1	4	10	11	50	2/BT
Bobcat	7	11	3	1	29	44	10	13	83	8
Canary	0	12	0	0	1	2	1	1	2	1
Cat	1	21	1	1	2	6	3	4	60	2
Chipmunk	0	20	0	1	0	4	1	1	3	1
Cougar	130	37	90	1	33	32	10	100	85	20
Coyote	6	7	4	1	9	7/37 smell	10	14	65	6
Deer	3	5	7	1	3	8	10	17	17	5
Dog	2	7	3	1	7	5/30 smell	10	13	60	5
Duck	0	1	0	0	0	3	1	1	4	1
Elephant	132	7	211	1	19	4	10	221	60	15
Elk	63	2	17	1	8	8	10	27	30	10
Ferret	2	22	1	1	2	8	3	4	60	2
Fox	4	9	2	1	13	8	10	12	60	6
Goat	3	4	2	1	4	8	7	9	12	2
Gopher	0	4	0	1	0	8	1	1	2	1
Hawk	0	2	0	1	33	8/55sight	6	6	60	2
Hippo	127	3	152	1	6	3	10	162	60	22
Horse	87	3	41	1	3	8	2	43	30	12
Iguana	0	1	0	0	0	2	1	1	0	0
Lion	185	12	78	1	36	26	10	88	85	25
Llama	73	3	51	1	4	3	1	52	7	3
Marmot	2	7	2	1	1	8	2	4	3	1
Monkey	11	11	7	2	3	22	2	9	36	4
Mouse	0	6	0	1	0	2	1	1	1	1
Opossum	1	1	1	1	1	2	1	2	2	1
Orangutan	26	9	28	2	4	29	10	38	60	9
Otter	1	2	1	1	1	14	10	11	42	1
Parrakeet	0	0	0	0	0	2	1	1	1	1
Parrot	0	0	0	0	0	1	1	1	2	1
Pigeon	0	0	0	0	0	0	1	1	2	1
Porcupine	1	0	1	1	13	1	3	4	60	6
Python	2	3	1	0	1	1	1	2	43	3/BT
Rabbit	0	0	0	1	0	21	1	1	1	1
Raccoon	1	1	1	1	2	12	2	3	7	1
Rat	0	2	2	1	3	32	1	3	1	1
Rattlesnake	0	0	0	0	1	1	1	1	30	1+Poison III
Skunk	1	1	1	1	2	2	1	2	87	0+smell
Squirrel	0	7	0	1	1	2	1	1	2	1
Starling	0	0	0	0	0	1	1	1	1	1
Tarantula	0	0	0	0	1	1	1	1	60	1+Poison I
Tiger	192	26	92	1	38	26	10	102	85	30
Toad	9	0	0	0	0	1	1	1	0	0
Weasel	1	7	1	1	2	11	1	2	9	1
Wolf	21	6	5	1	8	9/40 smell	10	15	60	12
Wolverine	20	9	17	1	17	8	10	27	85	20

ANIMAL ABILITY TABLE

Animal	STR	DEX	FIT	INT	WILL	PER	LUCK	SP	CSR	Damage
Alligator	57	1	53	0	12	4	10	63	71	30
Anaconda	11	2	3	0	1	3	1	4	47	7/BT
Armadillo	0	0	3	0	2	0	1	4	0	0
Baboon	22	10	4	2	3	12	10	14	50	8
Badger	4	3	2	1	30	8	10	12	60	2
Bat	0	31	0	1	2	4/22 hearing	1	1	60	1
Bear	185	25	108	1	16	8/27 smell	10	118	85	22
Beaver	1	8	2	1	12	6	10	12	20	1
Boa	2	3	1	0	1	4	10	11	50	2/BT
Bobcat	7	11	3	1	29	44	10	13	83	8
Canary	0	12	0	0	1	2	1	1	2	1
Cat	1	21	1	1	2	6	3	4	60	2
Chipmunk	0	20	0	1	0	4	1	1	3	1
Cougar	130	37	90	1	33	32	10	100	85	20
Coyote	6	7	4	1	9	7/37 smell	10	14	65	6
Deer	3	5	7	1	3	8	10	17	17	5
Dog	2	7	3	1	7	5/30 smell	10	13	60	5
Duck	0	1	0	0	0	3	1	1	4	1
Elephant	132	7	211	1	19	4	10	221	60	15
Elk	63	2	17	1	8	8	10	27	30	10
Ferret	2	22	1	1	2	8	3	4	60	2
Fox	4	9	2	1	13	8	10	12	60	6
Goat	3	4	2	1	4	8	7	9	12	2
Gopher	0	4	0	1	0	8	1	1	2	1
Hawk	0	2	0	1	33	8/55sight	6	6	60	2
Hippo	127	3	152	1	6	3	10	162	60	22
Horse	87	3	41	1	3	8	2	43	30	12
Iguana	0	1	0	0	0	2	1	1	0	0
Lion	185	12	78	1	36	26	10	88	85	25
Llama	73	3	51	1	4	3	1	52	7	3
Marmot	2	7	2	1	1	8	2	4	3	1
Monkey	11	11	7	2	3	22	2	9	36	4
Mouse	0	6	0	1	0	2	1	1	1	1
Opossum	1	1	1	1	1	2	1	2	2	1
Orangutan	26	9	28	2	4	29	10	38	60	9
Otter	1	2	1	1	1	14	10	11	42	1
Parrakeet	0	0	0	0	0	2	1	1	1	1
Parrot	0	0	0	0	0	1	1	1	2	1
Pigeon	0	0	0	0	0	0	1	1	2	1
Porcupine	1	0	1	1	13	1	3	4	60	6
Python	2	3	1	0	1	1	1	2	43	3/BT
Rabbit	0	0	0	1	0	21	1	1	1	1
Raccoon	1	1	1	1	2	12	2	3	7	1
Rat	0	2	2	1	3	32	1	3	1	1
Rattlesnake	0	0	0	0	1	1	1	1	30	1+Poison III
Skunk	1	1	1	1	2	2	1	2	87	0+smell
Squirrel	0	7	0	1	1	2	1	1	2	1
Starling	0	0	0	0	0	1	1	1	1	1
Tarantula	0	0	0	0	1	1	1	1	60	1+Poison I
Tiger	192	26	92	1	38	26	10	102	85	30
Toad	9	0	0	0	0	1	1	1	0	0
Weasel	1	7	1	1	2	11	1	2	9	1
Wolf	21	6	5	1	8	9/40 smell	10	15	60	12
Wolverine	20	9	17	1	17	8	10	27	85	20

NIGHTLIFE KIN CONTROL SHEET

Name: _____
Race: _____
Faction: _____
Age: _____

Physical Description: _____

Favored Mode of Dress: _____

Abilities

Roll 4d10 for Strength through Luck. Only roll for Magic Ability if character is human or Sorcerer. Apply Racial Ability Modifiers. Base HTH Damage is equal to 1/5 of STR. Max Humanity begins at 100, and Humanity begins at 50. Survival Points are equal to LUCK+FIT. Luck increases by 1d10 after every adventure. Retotal SP after every adventure.

Strength (STR).....
Dexterity (DEX).....
Fitness (FIT).....
Intellect (INT).....

Will.....
 Perception (PER)
 Attractiveness (ATT).....
 Luck.....
 Magic Ability (MA)

Base HTH Damage _____
 Max Humanity _____
 Humanity _____
 Street Face..... _____
 Survival Points..... _____

Edges and Flaws

Acquire Edges by spending Max Humanity. The number or Ability in parentheses after the Edge Name is the Edge Base. The numbers at the end are the costs of the Edge in the following order: Acquisition Cost, Cost Ratio, and Use Cost. Sorcerers are limited to the Drain Edge.

All Races

- ___ Armor (5) 10•5/1•0
- ___ Aura Sight (PER) 2•1/10•1
- ___ Claws (FIT) 5•1/5•1
- ___ Danger Sense (PER) 2•1/10•1
- ___ Drain (FIT) 10•1/2•S
- ___ Event Manip (WILL) 20•2/1•5
- ___ Locate Human (PER) 4•1/5•1
- ___ Mental Map (INT) 2•1/10•0
- ___ Noct Vision (PER) 4•1/5•1
- ___ Photogenics (WILL) 2•1/10•0
- ___ Send Dream (WILL) 5•1/2•1
- ___ Speed (DEX) 0•1/1•0
- ___ Time Sense (PER) 2•1/10•0
- ___ Weather Cont (WILL) 10•1/1•1

Racial Edges

[illegible]

Flaws

[illegible]

Skills

20 1d10 are rolled in Skills initially. Each roll may be placed in one Skill, and may not be split between more than one Skills. The Associated Basic Ability listed is added to the first roll made in that Skill it follows, and only to the first roll.

Combat Skills

- ___ Automatic Rifle (DEX)
- ___ Bow (DEX)
- ___ Breakaway (DEX)
- ___ Club (STR)
- ___ Knife (STR)
- ___ Pistol (DEX)
- ___ Rifle (DEX)

___ Spear (DEX)
 ___ Sword (STR)
 ___ Throwing (DEX) _____
 Unarmed Combat
 ___ Boxing (DEX)
 ___ Kickboxing (DEX)
 ___ Martial Arts, Hard (STR)
 ___ Martial Arts, Soft (DEX)

☐ Streetfighting (DEX)
☐ Wing Chi (DEX)
☐ Wrestling (STR)

Skills Selected

[illegible]

NIGHTLIFE KIN CONTROL SHEET

Archaic Skills

- ___ Blacksmithing (DEX)
- ___ Brewing (INT)
- ___ Charioteering (DEX)
- ___ Etiquette, Court (INT)
- ___ Etiquette, Kin (INT)
- ___ Farming (INT)
- ___ Fishing (specify net or line) (INT)
- ___ Heraldry (INT)
- ___ Horsemanship (DEX)
- ___ Hunting (INT)
- ___ Kin Lore (INT)
- ___ Manuscript Illumination (DEX)
- ___ Musical Inst, Archaic (specify) (DEX)
- ___ Tanning (INT)
- ___ Taxidermy (DEX)
- ___ Torture (INT)
- ___ Tracking (PER)
- ___ Trapping (INT)

General Skills

- ___ Acting (INT)
- ___ Administration (INT)
- ___ Aircraft (specify) (DEX)
- ___ Alertness (PER)
- ___ Ambidexterity (DEX)
- ___ Art (specify) (DEX)
- ___ Boats (specify power or sail) (DEX)
- ___ Business (INT)
- ___ Business, Criminal (INT)
- ___ Business, High Finance (INT)
- ___ Bicycles (DEX)

- ___ City Knowledge (specify) (INT)
- ___ Communications (INT)
- ___ Computer Operation (INT)
- ___ Computer Programming (INT)
- ___ Cooking (INT)
- ___ Counterfeiting (DEX)
- ___ CPR (DEX)
- ___ Cryptology (INT)
- ___ Dancing (DEX)
- ___ Demolitions (INT)
- ___ Diplomacy (WILL)
- ___ Disguise (INT)
- ___ Driving (DEX)
- ___ Electronics (DEX)
- ___ Explosives (DEX)
- ___ Fashion Sense (PER)
- ___ Fear Resistance (WILL)
- ___ First Aid (INT)
- ___ Forgery (DEX)
- ___ Gambling (specify game) (LUCK)
- ___ History (specify) (INT)
- ___ Intimidation (WILL)
- ___ Juggling (DEX)
- ___ Language (specify) (INT)
- ___ Law (INT)
- ___ Leadership (WILL)
- ___ Linguistics (INT)
- ___ Lying (WILL)
- ___ Mechanics (DEX)
- ___ Medicine (INT)
- ___ Memory Training (INT)
- ___ Mime (DEX)
- ___ Mimic (PER)
- ___ Motorcycles (DEX)

- ___ Musical Instrument (specify) (DEX)
- ___ Musical Style (specify) (INT)
- ___ Parking (PER)
- ___ Persuasion (WILL)
- ___ Pharmacology (INT)
- ___ Photography (DEX)
- ___ Profession (specify) (INT)
- ___ Psychology (INT)
- ___ Research (INT)
- ___ Scavenging (PER)
- ___ Science (specify) (INT)
- ___ Security Systems (INT)
- ___ Seduction (ATT)
- ___ Singing (INT)
- ___ Skateboards (DEX)
- ___ Skating (DEX)
- ___ Smuggling (INT)
- ___ Songwriting (INT)
- ___ Stage Presence (ATT)
- ___ Stealth (DEX)
- ___ Streetwise (WILL)
- ___ Surveillance (INT)
- ___ Swimming (STR)
- ___ Tailing (PER)
- ___ Theology (specify) (INT)
- ___ Throwing (DEX)
- ___ Trade (specify) (DEX)

Occult Skills

- ___ Library Research (specify) (INT)
- ___ Talismanic Magic (DEX)
- ___ Herbal Magic (INT)
- ___ Occult Knowledge (INT)

NIGHTLIFE MAGIC

Sorcerers, Witches, Cults, and Organizations

PLAY A VAMPYRE...

Magick don't come easy, sometimes it hurts, sometimes it's easier to just shoot'em. There was somebody who said, "There ain't no such thing as a free lunch, TANSTAAFL," wise man. But hey! When the spells start poppin' and the herds start droppin', there's nothin' can beat it!

PLAY A WEREWOLF...

- More Street Gangs!
- New Factions!
- The Sorcerer-A new PC!
- Secrets of Target Alpha!
- Terrifying New Monsters!
- New Info on Elder Kin!

PLAY A SORCERER...

There were three of them in the alley. They closed in fast, faces smug at the prospect of an easy target. They were wrong.

Anne-Marie stared at a bottle in front of two of the muggers. It shattered, throwing them back, as fragments of glass stripped away clothes and flesh. Blood flowed over the curb in a spreading pool. Two down.

Pawtucket's eyes glowed. Two meathooks sprouted out of the pavement, snagging the legs of the third mugger. He stared at Anne-Marie, too shocked to scream.

She smiled, looking into his scared, blue eyes. They bulged, growing larger and larger. He seemed to realize what was happening, and managed a strangled, "please...no." The mugger's eyes exploded. He collapsed, tearing free of the hooks.

"You ruined my dress," she said, as she caressed his neck, feeding on what little remained of his life.

STELLAR GAMES