

# SONS of CAIN

An **INSANEJOURNAL** RPG

# PREMISE

In the year 2020, global warming had increased the Earth's average temperatures by more than 25 degrees year round causing expanded desert areas, more active and damaging wildfire seasons, brought on a greater occurrence of illness from insect borne diseases, severe droughts, higher sea levels, shifting seasons, the list was endless. It was in this year that an event occurred to change the face of the world forever after, the solar system's version of a do-over.

A meteor of apocalyptic proportions hurdled toward Earth causing panic among those who still had the strength and will to fight. The nations of the world united their technology in a desperate attempt to save themselves from obliteration. Nuclear warheads were fired in space in an attempt to destroy the giant rock set to collide with their planet.

The deep space explosion not only broke the meteor into 4 large sections but also shifted the Earth's orbit away from the sun. The following devastation as four meteors hit at different locations on the Earth's surface would destroy more than half of the world's population. Volcanos, tsunamis, hurricanes, tornadoes, and earthquakes forever altered the Earth's surface and the creatures living upon it. To make matters worse, a large dust cloud circled the atmosphere, throwing the entire planet into semi-darkness. Between the shifting in the Earth's path and the dust obliterating the sun, days were at the most deeply shadowed, at the worst pitch black.

While the planet and those upon it suffered and died, the vampires who shared this world merely buried themselves and waited for the dust to settle, so to speak. When they rose from their rest, they found a world where they were no longer the mysterious minority but were a powerful majority who no longer needed to seek shelter from the bright daylight. Lycans also had found shelter underground and rose to a world where they could hunt freely.

Not understanding the broad spectrum of the devastation, not thinking beyond their own hunger, the dark creatures of the world began to feed on those humans still alive, driving the population even lower.

It was in the midst of this chaos that a small group of elder vampires, The Sanguine, understanding that a diminished food source would in the end be their demise as well, made plans to protect themselves and any who wished to bow to their leadership. In the next 10 years, they worked for their own survival, recruiting those needed, finding the perfect location, making their plans into a reality.

The Las Vegas strip, still standing in its remote location, was the perfect place to settle. Overrun by lycans and under the rule of one Skyler Davis, the Sanguine soon had him and the rest of the lycan population under their thumb. They set up human breeding facilities where humans were raised as cattle and used as a commodity of trade. Crops were cultivated in greenhouses to feed the humans. The occupants, vampires and lycans alike, were well fed and decadently entertained with human servants and ghouls to do their work, and nightlife and brothels close at hand.

Those outside the area were not well fed. Roving bands of vampire gangs or lone rogues, The Caitiff, starved in their search for nourishment, forced to prey on their own in their desperation. The Cabalans, a religious group of Nosferatu type vampires lived beneath the ground and preyed on any that come close to their place of hiding. Lycan who felt it beneath them to bow to a vampire roamed the land as well.

They are far from all that remained in the battered remnants of the United States. Humans and their sympathizers also found hiding places, although they were scarce. A group called the Dilectu, vampires who felt compassion for humans and refused anything but animal blood to sustain life, fought to protect those weaker than they.

A fire and brimstone preacher had built a compound in the hills outside of Las Vegas where he housed a group of followers. He preached of God's desire for them to battle and destroy the evil that had spread across the Earth. Teaching that this was the Biblical Armeggedon. The group trained rigorously, feeling this was their destiny and their key to the gates of Heaven.

A former genetic scientist whose family was killed by Lycans and vampires had not only rebuilt his family but had collected bodies of victims, creating his own army of Frankenstein-esque creatures to fight against those who he blamed for his destroyed life.

In 2032, problems began to surface in the quaint little city the vampires and lycans had made for themselves. Soren Cronhelm, the mad scientist, sent a group of his progeny into Las Vegas to kill the leader of the Sanguine. He thought that without the direction of their leader, the vampires would dissolve and begin to fade away. But the progeny infiltrators were captured and sent to the gladiatorial pens for the vampires' entertainment. Caitiff raided the Sanguine storehouses and the human resistance freed their fellow humans from capture. A rebellious group of lycans began to appeal to those weres who felt oppressed and resentful of being ruled by vampires, and they planned an uprising.

And a very old vampire, with a grudge against the Sanguine, came to Las Vegas to wreak havoc. A good number of vampires and lycans important to the city were killed by the murderous vampire who called himself Thanatos, and left calling cards of Greek gods whenever he made a kill. Thanatos was finally taken down by Thorne Whittier, the Commander of the city's Peace Keeper Forces, and the New Las Vegas felt the enormous weight of fear lift off their shoulders. There was still the fear of the Sanguine, but that was a fear they were used to. Another problem had begun to plague them in the form of a rogue pack of weres living outside the city. When they captured the siblings of Chancellor Skyler Davis, they had to be taken care of. The pack was destroyed; many of the lycans pledged their allegiance to Skyler and others either escaped or forfeited their lives.

Thorne and his officers investigated and put a stop to many of the city's other problems, as well. The leader of the Lycan Domination Front, Caliban, was run out of town for the last time and the rest of the unknown members faded into the background. And in an effort to keep peace in their precious city, the Sanguine and Lycans began to hunt and clean up the area surrounding them. The Caitiff, Cabalans, and rogue weres were either destroyed or driven far from the area. The Human Resistance, the Believers and other Random Human Tribes were rounded up and captured for food, breeding or slaves and still others were driven to join the Progeny at the Hoover Dam.

And now, a year later in 2033, there seems to be an uneasy peace in the city. The Sanguine still rule, Chancellor Davis still tries to keep the peace among the lycans, and there are still rebellions and uprisings being planned. But everyday life has returned to normal for the most part, and it couldn't be sweeter for those living within the city limits.

# RULES

## OUT OF CHARACTER

1. Original Characters only. We are not looking for Angel (Buffy the Vampire Slayer), Selene (Underworld), or Lestat (Anne Rice's Vampire Chronicles).
2. Do not cross IC with OOC. Keep OOC feelings from affecting your character and this RP. Remember that a bitchy character does not always equal a bitchy mun.
3. There is no current character limit, however we ask that you display an ability to handle multiple characters if you wish to have more than one.
4. You may start with (2) characters. Please contact the mods if you would like to apply for additional characters. If you have displayed an ability to handle the ones you have, you may apply for others.
5. Character deaths are allowed. However, this must be cleared by a mod first. Both characters (the killer and the victim) must be in agreement.
6. Some form of activity is expected at least every (4) weeks. More often would be preferable. Please do not join this RP unless you plan to be active. We welcome new members but want players who plan to post and reply in a timely manner.
7. If you are not going to be able to play for a period of more than (2) weeks, please let a mod know.
8. This game is rated NC-17. It is slash and smut friendly. Must be of age to play. The RP is full of adult situations, violence and sexual acts. Although your character is yours to play as you see fit, we cannot imagine why you would join this RP if you don't wish to read such things.
9. No godmodding. If you are controlling another character's actions you should have permission from the player. If you wish to write about something that was not RPed out, get the other mun's consent.
10. No one is perfect. Your character shouldn't be, either.
11. No netspeak.
12. Killing of characters is not allowed without mod permission, unless it is an NPC.
13. Icons must be used. PBs are mandatory.
14. Day advancement happens in real time. A weekly newspaper will come out with any announcements, birthdays, job postings or weather reports as necessary.
15. An accepted character and journal to this RPG should be exclusive to this game.

## IN CHARACTER

1. Each resident of Las Vegas, with the exception of slaves and cattle, receive weekly pay vouchers. Vamps and Lycan can exchange these vouchers for humans for pets or food as well as goods and services. Humans and ghouls cannot buy humans with their vouchers.
2. Lycans are charged a 10% tax on their wages for Lycan Affairs. This tax goes to pay the employees who work for Lycan Affairs as well as settle new lycans into the city.
3. New lycans must register with Lycan Affairs before seeking employment within the city.
4. Humans within the city should have some form of identification on their person to denote who they belong to. Anyone without it is seen as free game.
5. Do not abuse, detain, feed from, kill, etc. another owner's human.
6. For the disposal of dead human waste products, you are asked to have any bodies or parts delivered for incineration behind the Stratosphere. Ghouls will be on duty 24 hours a day to accept deliveries.
7. Destruction of city property is strictly forbidden; casinos, clubs, hotels, etc.
8. No protests, strikes or gatherings of angry mobs. These are especially frowned on by the Sanguine.
9. No inciting of vampire/lycan incidents.
10. No stealing.
11. No killing of vampires or lycans.

# F.A.Q.

## Character FAQ

**WHAT KIND OF CHARACTERS CAN PLAY IN SONS OF CAIN?** Original characters only. While this is a supernatural game, not all supernatural creatures are allowed. Vampires, Lycans, Progeny and Humans are allowed in the game. For more information on these particular races, please see the Race Guidelines.

**ARE THERE ANY CHARACTERS THAT ARE NOT ALLOWED?** The only characters not allowed in the game are those that do not fall into the guidelines of our races. If you are not sure or have questions, please direct them to the mods.

**CAN I HAVE A HYBRID OR COMBINATION OF RACES?** Some species can have hybrids. There are however no vamp/lycans. If you have a specific question that is not addressed in our species rules, please ask the mods for approval.

**CAN VAMPIRES CHANGE THEIR FACIAL EXPRESSION? WHAT ABOUT THE COLOR OF THEIR IRISES?** Vamps do not have a stony expression, they show emotion as anyone would. Irises do not change to red with blood lust or anger. They have eye color as they did in life. For more information on vampires, please see our guidelines for vampires.

**IF LYCANS HEAL INSTANTLY, HOW WOULD THEY BLEED TO DEATH?** Lycans heal from most injuries quickly but if a Lycan is ripped open so that their blood gushes out, they are not going to be able to heal fast enough to survive.

**DO ZOMBIES NEED TO FEED FROM FLESH OR DEVOUR PEOPLE LIKE IN THE MOVIES?** Nope, they need to feed though. Human food is needed to nourish their bodies.

**CAN MY CHARACTER BE A SANGUINE CHILDER?** Right now we have set a limit to the number of Sanguine Childer that can be in the game at one time. That limit is 4 childer per Sanguine. These are the Sanguine and their current in-game Childer:

LUCIAN- Thorne (There are 3 childer spots available for Lucian)

VALERIAN- Clay (There are 3 childer spots available for Valerian)

LILY- Tristan, Breeze (There are 2 childer spots available for Lily)

There is the possibility that if any of these characters were to leave the game it would open up a slot for someone else to apply with one. The Sanguine are about 2500 years old, and we know they probably sired more than four childer each, but flooding the game with Sanguine Childer is not something we're looking to do.

If you are still looking for your character to be related to the Sanguine in some way, their childer can still have childer. At this point, there is no limit.

**HOW MANY CHARACTERS CAN I HAVE?** There is no character limit. However, you may only start with two. Please contact the mods if you would like to apply for additional characters for an appropriate time to submit applications.

**WHERE DOES THE GAME TAKE PLACE?** Las Vegas, Nevada, USA the year 2034 after an apocalyptic meteor hit and devastated the rest of the world.

**CAN CHARACTERS COME AND GO AS THEY CHOOSE?** Yes. No one is keeping them there. Unless they are humans. Humans cannot freely roam the streets of Las Vegas without proper identification from their owners. Any humans found wandering the streets without paperwork are free game for vampires and lycans.

**WHAT IS THE CITY LIKE?** Our game is mostly centered around the Las Vegas Strip, however some scenes may take place elsewhere in Nevada. The city and strip are basically the same as they were before the meteor strike. Las Vegas is one of the only surviving cities in the US to be left mostly intact. Obviously, with the chaos that must have ensued after the strike, various facilities and homes were pilfered, looted and destroyed. Some of the hotels and their amenities have been remodeled and renovated. But most of the hotel rooms will look the way they did before the strike.

**ARE THERE GUARDS POSTED?** Yes, ghouls man watchtowers on either end of the strip and near the I-15 freeway. They watch for large numbers of lycans or vampires, stray humans, and things of that nature. Lone travelers rarely come under suspicion and should not be bothered with interrogations or searches.

**WHERE WILL MY CHARACTER LIVE?** Vampires and Lycans can live in any of the designated hotels. Humans live with their masters or in the breeding facilities, holding facilities, etc., unless they are part of the Human Resistance who live at the Hoover Dam. Progeny live at the dam unless they've been captured and are being kept as slaves or gladiators.

**WHO'S RUNNING THINGS?** The Sanguine (**LUCIAN**, **VALERIAN** and **LILY**) run Las Vegas. **THORNE WHITTIER** is the head of the Peace Keeper Forces and **JO FAIRCHILD** is his Sub-Commander. **SKYLER DAVIS** is the Lycan Chancellor and head of Lycan Affairs and the Chief of the Enforcement Bureau of Lycan Affairs, a small group of investigators in Chancellor Davis' employ.

**ARE THERE RULES MY CHARACTERS HAVE TO FOLLOW?** Yes. Please see the In Character Rules.

**CAN MY CHARACTER DIE?** If you want them to, yes. However, they will not be able to come back from the dead.

## Game FAQs

**HOW DO PERSONAL JOURNALS WORK?** They are used to write first-person journal entries, ooc information, send letters, notes and messages to others and sometimes for entries written out with other players that take place in the past and aren't appropriate to post for the current in-game day.

**WHAT TIME PERIOD DOES THIS TAKE PLACE IN?** Future, the year 2034.

**HOW DOES DAY ADVANCEMENT WORK?** It runs in real time. This means that when it is Valentine's Day in the real world, it is Valentine's Day in Sons of Cain, only in the year 2034.

# F.A.Q. (CONTINUED)

**HOW WILL I KNOW WHAT THE WEATHER IS AND STUFF LIKE THAT?** A weekly “newspaper” that is produced by the printing press of Lily’s childe, Tristan Fitzpatrick, will be released with information that is both IC and OOC. Birthdays, weather announcements, city announcements, job postings and welcoming new players and characters will all be a part of this circular.

**WHAT’S THE BIG DEAL ABOUT THE SANGUINE?** The Sanguine are a trio of vampires that date back to about 460 BC. Almost two and a half millenia old, these vampires are the strongest of their kind. Their power is such that they could destroy the city of Las Vegas within minutes. Each of the trio have special gifts and they continue to work on and hone their gifts with each passing year. Even another vampire with similar gifts would find the Sanguine hundreds of times stronger in their abilities. They rule Las Vegas because people fear and revere them as royalty. Much as those in Britain feared their kings and queens. The Sanguine trio are capable of killing other vampires with a mere thought, especially Lucian who can ignite their blood. Valerian is a prince, and the Liderc. The Liderc is a special kind of vampire who can change his appearance. There is only ever one Liderc at a time, and only among the Sanguine. Lily, while perhaps the most compassionate of the three, is still just as powerful as her brothers. No one messes with them. They are worshiped. Other vampires, and especially lycans and humans, should avoid eye contact, directly speaking to them, mouthing off, being aggressive, etc. A ruler does not tolerate this from their subjects. They expect reverence, humility, deference, submissiveness, prostrating oneself and begging for forgiveness.

The Sanguine Childer (those sired by the Sanguine) are also much stronger than other vampires, despite their age, because they were sired by the Sanguine. They also have a cerebral connection. For example, if a childe of the Sanguine was perhaps only 300 years old, and another vampire of about 500 years tried to take them on, they might do some damage, but the Sanguine childer would come out on top simply because of their parentage. If you have any questions, please direct them to the mod email.

**IS AIM THREADING ALLOWED?** Yes. Please post them in the main community, but be sure that the logs are easy to decipher. There should be a clear distinction between the two writers.

**ARE THERE AOL, MSN, YAHOO CHAT ROLE-PLAYS TOO OR JUST JOURNAL ROLE-PLAY?** Unless it is an AIM thread, all character interaction should be done on the journals in the main community.

## HOW SHOULD COMMUNITY POSTS BE FORMATTED?

Who:

When:

What:

Where:

Rating:

Status:

**WHEN AND HOW OFTEN CAN I POST?** You may post as often as you like. Just try to make sure that your posts don’t overlap so there isn’t contradictory things happening in your thread. Because if your character gets knocked out in the morning, they may not be bright and cheery or even

conscious in the afternoon.

**WHERE DO I SEND MY APPLICATION?** Send applications to: [sonsofcain.mods\[at\]gmail\[dot\]com](mailto:sonsofcain.mods[at]gmail[dot]com)

**HOW LONG WILL IT TAKE TO PROCESS THE APPLICATION?** Hopefully not more than a day or two. You should have feedback by that time.

**WHEN ARE ADDS DONE?** Once a week, usually on Sundays.

**DO I HAVE TO INTRODUCE MYSELF ONCE ACCEPTED?** It would be nice. That way everyone can greet you and tell you about themselves and their characters.

**SHOULD I GREET NEW PLAYERS?** Absolutely. Introduce yourself and the characters you play. It isn’t cool to be ignored, as a new player especially.

**WHERE DO I PLOT NEW STORYLINES?** In the plotting community, [soc\\_plots](#). Put up a thread asking for storylines and plots and get to know each other.

**WHO CONTROLS THE TAGS?** The mods control the tags being added to the journal, but you are more than welcome, and even encouraged to tag your threads with your character name, species, location, etc. The tags help determine if a thread is complete or not and who is participating.

## General FAQs

**CAN I HOLD A PB?** Yes.

**WHAT IF THE PB FOR MY CHARACTER IS THE SAME AS SOMEONE ELSE’S?** Then you need to find another person to represent your character.

**HOW LONG ARE CHARACTER/PB HOLDS?** We will hold them as long as you need them, but if it has been more than a week or two and someone else wants to hold that PB, we’ll ask if you are still interested. If we don’t get a reply, we’ll give the other person the hold.

**CAN I CHALLENGE A HOLD?** Yes. If it has been more than a week.

**WHAT KINDS OF PBs ARE ALLOWED?** We would prefer PBs of real people, celebrities, models, musicians, etc. However, [myspace](#) people, friends, family, etc. are not allowed to be used as PBs.

**WHERE DO I GET ICONS?** Premade icons for certain celebs can be found by googling that celeb along with the word icons, i.e. “brad pitt icons”. Making your own icons can be done with whatever paint or photo program you have on your computer using guidelines for size from IJ’s FAQ (usually about 100x100px). There is also an online icon site at [HOLLOW-ART.COM](#).

**WHAT ARE NPC CHARACTERS?** Non Playable Characters. Meaning that they are not a constantly manned character. They may only be needed for one or two storylines and don’t need to be in the game all the time.



# WRITING STYLE

1. Spell check is your friend. Please use it.

2. Posts and replies need to be of a length that they give enough info to play from. That means posts should be a minimum of four nice sized paragraphs. Replies should be detailed and at least two good sized paragraphs unless there is obvious reason. Absolutely no one-liners.

Some suggestions for lengthening your posts:

- Describe feelings, thoughts, surroundings. Consider all senses and variables in order to help the reader to 'see' the scene you have created.
- Explain reasons for the way a character feels. Grace us with insight into the internal struggles and insecurities of these people we are getting to know.
- Reread your writing before posting and try to count the number of building blocks that you offer your partner. Make sure you offer at least three.
- Also ask yourself if you progressed the storyline. Don't just follow your partner's cues but make those of your own.

3. Posts in the main community should be written in 3rd person past tense. Your character's journal can be used to post as a first person present tense journal, post letters, emails, or even private third person scenes that do not require further RP.

4. The OOC journal is where you put any OOC notes or announcements or questions you might have.

5. Each main community post will begin with a heading stating the day of play. Below that will be listed where, when, and who is to be involved in the thread.

6. All posts need to be public.

9. If a thread is OTA then it definitely is. But if several characters are already in the middle of playing something out, be good enough to speak with them before jumping in to be sure they haven't planned out how it is going to go.

10. We would prefer it if you used correct grammar. Here are 10 common grammar mistakes:

a. Your vs. You're  
"Your" is a possessive pronoun, as in "your car" or "your blog." "You're" is a contraction for "you are," as in "you're screwing up your writing by using your when you really mean you are."

b. It's vs. Its  
"It's" is a contraction of "it is" or "it has." "Its" is a possessive pronoun, as in "this blog has lost its mojo." Here's an easy rule of thumb—repeat your sentence out loud using "it is" instead. If that sounds goofy, "its" is likely the correct choice.

c. There vs. Their  
"There" is used many ways, including as a reference to a place ("let's go there") or as a pronoun ("there is no hope"). "Their" is a plural possessive pronoun, as in "their bags" or "their opinions." Always do the "that's ours!" test—are you talking about more than one person and something that they possess? If so, "their" will get you there.

d. Affect vs. Effect

"Affect" is a verb, as in "Your ability to communicate clearly will affect your income immensely." "Effect" is a noun, as in "The effect of a parent's low income on a child's future is well documented." By thinking in terms of "the effect," you can usually sort out which is which, because you can't stick a "the" in front of a verb. While some people do use "effect" as a verb ("a strategy to effect a settlement"), they are usually lawyers, and you should therefore ignore them if you want to write like a human.

e. Then vs. Than

"Then", an adverb, is used with descriptions of time as in "Then, suddenly, Mr. Perez shouted." "Than", a conjunction, is used to compare things as in "I'm a better diver than you'll ever be!"

f. Who vs. Whom

Never use "whom" incorrectly just because you think it sounds more educated. Wrong: "Matt, whom is a Duke fan, wants to see a Carolina/Duke rematch." Right: "Matt, who is a Duke fan, wants to see a Carolina/Duke rematch." Wrong: "Matt, who I am married to, was one hot soccer player in high school." Right: "Matt, to whom I am married, was one hot soccer player in high school." Hint: Loosely rephrase the sentence using he/him, she/her, we/us, they/them: "He is a Duke fan." "I am married to him." If you would replace "Matt" with he/she/we/they (as in the first example), you should use "who" in that sentence. If you would replace "Matt" with him/her/us/them (second example), use "whom."

g. Less vs. Fewer

Generally, use "fewer" for individual items and "less" for quantity. Wrong: "I wonder why there are always less people at Jersey Mike's than at Subway." Right: "I wonder why there are always fewer people at Jersey Mike's than at Subway." Wrong: "The amount of rain we've gotten this year is fewer than we got last year." Right: "The amount of rain we've gotten this year is less than we got last year."

h. To vs. Too

Yes, they sound the same, but they are two (ha!) different words. Don't use them interchangeably! Wrong: "Carolina won the ACC championship, and I think they're going too win the NCAA tournament to." Right: "Carolina won the ACC championship, and I think they're going to win the NCAA championship too." Wrong: "I drink to much Coke." Right: "I drink too much Coke." Hint: "Too" means "also" or "overly." "To" just means ... "to."

i. Could of vs. Could have

You should never use "could of". It sounds a little like "could've" which is probably where the mistake is made. However, "could have" or "could've" is the appropriate usage of the word. Right: She could have taken that necklace, but she didn't. Wrong: She could of taken that necklace, but she didn't.

j. Hear vs. Here

"Here" refers to a location as in "Come here, Junior". "Hear" refers to the sense of hearing as in "I can hear the music through the wall". "Hear" is easy to remember because part of the word is "ear".

# GUIDELINES

## VAMPIRES

- A vampire's fangs do not extend or grow before feeding or when angry. They are not harmed by garlic.
- A vampire's heart beats faintly after feeding, his skin grows warm. Otherwise he has no heartbeat and is cool to the touch.
- Older vamps do not fall into a sleep of death at day. They rest when it is needed.
- Direct sunlight burns them, blinds their eyes. Will destroy a young vamp immediately.
- Heart trauma or decapitation will destroy a vampire.
- A vampire's blood is more flammable than a human's. Fire can kill a vampire.
- Only the Cabalans are affected by holy objects.
- Vampires, although they may feel a change in weather, do not have issues with wide temp changes.
- Vampires do not catch human illnesses.
- Vampires cannot reproduce sexually.
- Vampires have heightened senses and superhuman strength.
- Vampires bleed but they cannot bleed to death.
- Vampires heal near instantly. This includes getting over drunkenness, sobering quickly when they stop drinking. They cannot regenerate limbs.
- Vampires are naturally bisexual. No exceptions.
- Vampires can eat and drink human food but have no hunger for it.
- Vampire blood can be used to speed healing in humans.
- Vampires do not turn into bats.
- Vampires do not have wings.
- Vampires can be bestowed with dark gifts and abilities (i.e. levitation, telepathy, hypnosis, etc.)
- Vampires can mesmerize a victim with their eyes and voice.
- Vampires cannot turn into weres if bitten.
- No vamps over 900 years old without mod approval.
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## LYCANS

- Lycan forms have to be believable in relationship to human size.
- Lycans have 3 forms: human, were, and full animal form. As humans, they appear fully human, with perhaps a small indication of what their animal counterpart is. In their full animal form, they fully emulate the animal. A werewolf in full animal form could be mistaken for a regular wolf. Were form is their fighting form, halfway between their human form and their animal form. It is usually bigger than either their human or animal form.
- Lycans can talk haltingly in their were form, not at all in their animal form.
- As Lycans shift downward toward animal, their animalistic nature takes stronger hold of their personality. That is to say that a happy-go-lucky guy is not a kind and gentle mountain lion. He will have some control of his animal nature but if angered, will react as an animal would, not as a human.
- Lycans can reproduce sexually. Some breeds of Lycanthropy is passed down through genetics, some through the bite. Mod Mark will make the call on which is which.
- Lycans can be harmed by silver. Silver is like a poison to weres that infects the bloodstream on top of the injury done by the weapon.
- Lycans are drawn to change on the full moon. Older Lycans can fight off this change but it still

pulls at them.

- Lycans in human form have superhuman strength and some of the characteristics of their were and animal form, for example gracefulness, keener eyesite, etc.
- In wereform, the Lycan is no longer able to handle guns or anything that takes dexterity. They also cannot drive cars, etc.
- Lycans can be destroyed through heart trauma, head trauma, bleeding to death.
- Lycans heal near instantly from most wounds that do not involve silver.
- Lycans cannot be turned into vampires.
- Lycans can contract human illnesses, their immune system is stronger, however.
- Lycans age at about 1/3 the rate of humans once they reach puberty, but before that they age at about the same rate as humans. (i.e. a 90 year old lycan will appear anywhere between 20 and 30.)
- The gestational period for a lycan is an average of human gestation and their animal counterpart. (i.e. for wolves the gestational period is about 60 days, for humans it is 9 months. 2 months, plus 9 months is 11 months, and the average of 11 is 5.5 (11/2=5.5). So the gestational period for werewolves would be 5.5 months.)
- Lycans may crave human flesh if they have tasted it. However, some lycans are vegetarians and never taste human flesh, and therefore never crave it. Those lycans that do crave it may have to fight the urge if they feel it is wrong, and those lycans who do not feel any guilt will be able to order a human steak from the restaurants in Vegas.

## PROGENY

The work of Dr. Soren Cronhelm, a brilliant and unconventional physician and geneticist. Though many would think of Dr. Cronhelm as a "mad scientist", his reasons are anything but insane. In this post apocalyptic world, he does anything he can to preserve mankind. With the combination of his genetic studies and the incredible power of Hoover Dam, the doctor has experimented and perfected three types of super-powerful humans from the dead and fatally wounded.

The Elysian: A human who has had mostly cosmetic damage (skin, cartilage, fingers, toes, etc). The doctor and his plastic surgeons repair all damage and clean it up with top of the line plastic surgery. Once this is complete, they are put through the 'reanimation process', giving them incredible strength, reflexes and endurance. You can tell an Elysian by their 'Hollywood beauty'.

The Asphodel: These humans would have died without the Doctor's intervention. Asphodels have had major organ or limb replacement before undergoing the 'reanimation process'. They, too, gain incredible strength, reflexes and endurance. Most Asphodels, conscious of having new limbs or organs, seem to work their bodies to the extreme, becoming very muscular and athletic in appearance.

The Hound of Tartarus: Fully dead humans reanimated by the Doctor. These zombies are massively strong and have limitless endurance. Their reflexes are poor and their individuality non-existent. These basically mindless beings are the footsoldiers in the Doctor's war on non-humans.

# SPECIES GUIDE

## HUMANS

Cattle- These are the humans raised by The Sanguine and those of Las Vegas for food and as a commodity.

Breeders- Humans are a rare commodity in the City of Sin. In order to replenish their stock and keep the most valuable liquid in the world from becoming extinct, the Sanguine have set up a breeding facility in the Excalibur hotel. Humans most desired for this facility are healthy, sound in mind and fertile.

Pets- Humans kept by a vampire or a group of vamps for pleasure or workers in the brothel.

Ghouls- Humans who are fed vampire blood and are under the vampire's control.

Servants and Employees- These humans also work for The Sanguine in some capacity within the town.

Compound Inhabitants- These are followers of the religious movement who have moved to the Hoover Dam for protection. They believe that God has brought this blight on the Earth as punishment and they must fight the evil in order to earn their way into heaven.

Human Resistance- Humans who have banded together with the assistance of Dilectu vampires in order to launch an attack on the lycans and vampires of the Strip and surrounding areas. They have moved to the Dam in order to group themselves more effectively with the Progeny, Dilectu and Religious fanatics.

Stray Humans- On the run from hunting Lycans and gangs of roving vampires. They would do well to offer themselves up as cattle to The Sanguine. Some have banded into tribes to increase their chances of survival.

\*\*\*HUMANS OWNED BY SOMEONE IN THE CITY WILL BE IDENTIFIED BY SOME SORT OF TAG OR OTHER ID SO THAT NO ONE CONFUSES THEM WITH A STRAY HUMAN.\*\*\*

## LYCANS

The Davis Pack- The family of werewolves who settled the New Las Vegas after the meteor strike. They run the city under the Sanguine, keeping things running smoothly and making sure that the lycans know their place.

The Lycan Domination Front- Lycans who want to live in the city, but do not want to be subject to the rule of vampires. They pretend to be good members of the city, but they have formed a secret society hell bent on taking down the bloosucking scum.

City Lycans- These lycans live in the city and obey the rule of the Sanguine. They are led by Skyler Davis and his pack and pay a 10% lycan affairs tax that helps to settle new city lycans and pay for the security and positions that ensure their safety.

Striders- Lycans who live outside the boundaries of the Strip. They do not pay lycan affairs taxes and do not have jobs within the boundaries of the city. They are free to come and go on the Strip but they are not bound by Sanguine rule.

Ferals- These bitten lycans are mongrels who were so affected by their change that they went a little crazy. They have very little control over their animal urges and are usually in full animal form or their fighting form. They do not think like humans and have very little humanity left. They do not usually form packs.

## VAMPIRES

Sanguine- The Sanguine are a trio of vampires that date back to about 460 BC and rule the new Las Vegas. Almost two and a half millenia old, these vampires are the strongest of their kind. Their power is such that they could destroy the city of Las Vegas within minutes. Each of the trio have special gifts and they continue to work on and hone their gifts with each passing year. Even another vampire with similar gifts would find the Sanguine hundreds of times stronger in their abilities because of their age. They rule Las Vegas because people fear and revere them as royalty. Much as those in Britain feared their kings and queens. The Sanguine trio are capable of killing other vampires with a mere thought, especially Lucian, who can ignite their blood. Valerian is a prince, and the Liderc. The Liderc is a special kind of shapeshifting vampire. There is only ever one Liderc at a time, and only among the Sanguine. Lily, while perhaps the most compassionate of the three, is still just as powerful as her brothers. No one messes with them. They are worshiped. Other vampires, and especially lycans and humans, should avoid eye contact, directly speaking to them, mouthing off, being aggressive, etc. A ruler does not tolerate this from their subjects. They expect reverence, humility, deference, submissiveness, prostrating oneself and begging for forgiveness.

Dilectu- The orphans. These vampires hold to their memories of family and human life. They use their greater strength to protect the humans, feeding off of animal blood.

Caitiff- These are the rogue vampires or gangs that roam outside of Vegas. They hunt only for their immediate hunger and give no thought for the future.

Cabalans- This group of vampires has devoted their lives to a monastic state, believing they are the wrath of Satan on a sinful world, they are therefore also servants of God. In their faith, they have become hideously ugly as they believe they should be. Their faith also imbeds a deep psychosomatic susceptibility to holy objects and a fear of churches and graveyards. They live below ground, keeping their environment dark and drab. Also known as leeches or ticks.

Sanguine Childer- The Sanguine Childer (those sired by the Sanguine) are much stronger than other vampires, despite their age, because they were sired by the Sanguine. For example, if a childe of the Sanguine was perhaps only 300 years old, and another vampire of about 500 years tried to take them on, they might do some damage, but the Sanguine childer would come out on top simply because of their parentage. Sanguine Childer also have a cerebral connection to their sires and others in their family.

Sons of Cain- The various vampires who have come together to live under the rule of the Sanguine in the New Las Vegas. These vamps have differing abilities according to the dark gift bestowed upon them. They are not affected by holy objects.

## PROGENY

Progeny live at the dam with their creator, Dr. Soren Cronhelm, the mad scientist whose family was killed by lycans and vampires. He has devoted his life and his work to creating an army from the dead and dying. He wants to see the lycans and vampires exterminated at any cost.

Hounds of Tartarus- Fully dead and reanimated corpses, zombies.

Asphodels- Those that are a mixture of living and dead parts.

Elysians- Cosmetic or minimal repair, mostly living tissue.

# VAMPIRIC POWERS

## Basic Gifts

These are the basic gifts granted to each vampire upon their embrace. These powers will manifest at greater strengths as the vampire ages. Therefore, a fledgling vampire will not be as strong in some of these gifts as older vampires, although even upon embrace each vampire's strength is such that they could lift a car.

- Rapid Healing/Regeneration
- Heightened Senses, e.g. Sight, Smell, Hearing, Smell, Touch, Taste
- Superhuman Speed
- Superhuman Strength
- Mesmerize with Voice and Eyes
- Seduction and Charm
- Beauty
- Telepathy with Family
- Resilience and Stamina
- Night Vision
- Fangs

## Dark Gifts

These are special gifts that may be bestowed upon a vampire after their embrace. They can be genetic, passing from sire to childe, or unique to that one vampire. Like the basic gifts, they will be more muted in youth and strengthen as they age. One or two dark gifts is appropriate per vampire.

- Ability to Manipulate Flesh and Bone
- Ability to Converse with and Understand Animals
- Ability to Create Sense Based Illusions
- Ability to Inflict Madness
- Ability to Manipulate Shadows
- Ability to Manipulate the Voice for Soothing, Sonic Screams, etc.
- Ability to Heal Others
- Ability to Move Objects/Persons with the Mind
- Ability to Generate Acid
- Ability to Manipulate Pheromones
- Ability to Generate Poison
- Ability to See Through Objects/Persons
- Ability to Walk or Crawl on Walls
- Ability to Fly
- Ability to Speak and Understand Multiple Languages
- Ability to Feel and Manipulate Emotions
- Ability to Predict the Future
- Ability to Read Minds
- Ability to Manipulate Memories
- Ability to Control with the Mind
- Ability to Take Control of Another's Body
- Ability to Manipulate Elements, e.g. Light, Air, Fire, Earth, Water, Wood, Metal, Electricity, Cold, Ice, etc.
- Ability to Drain and Use Sexual Energy
- Ability to Manipulate Energy

## Elder & Unique Gifts

The Elder Gifts are gifts only bestowed upon vampires who reach an age of 2000 years or more. Unique Gifts are gifts only bestowed upon one person, always Sanguine, at a time. No one else on the earth may have this gift as long as that person is still "alive".

### Elder Gifts

- Ability to Become Invisible
- Ability to Phase through Objects/Persons
- Ability to Become Mist or Vapor

### Unique Gifts

- Liderc- Shapeshifting

## Vampires and Their Powers

### Sanguine:

LUCIAN- Age: 2478, Dark Gift(s): Pyrokinesis, Cloud Walking, Telekinesis

Gabriel- Age: 830, Dark Gift(s): Induce Dreams

Eugenie- Age: 327, Dark Gift(s): Impart False Memories

Thorne- Age: 180, Dark Gift(s): Power of Suggestion

Echo- Age: 71, Dark Gift(s): Sonic Screams, Empathy

VALERIAN- Age: 2477, Dark Gift(s): Liderc, Incubus, Shapeshifting

Stephane- Age: 890, Dark Gift(s): Manipulate Air, Fire, Light & Pheromones

Alderic- Age: 890, Dark Gift(s): Manipulate Earth, Metal, Wood & Emotions

Clay- Age: 256, Dark Gift(s): Memory Reading via Blood, Incubus

Malakai- Age: 90, Dark Gift(s): Feel & Manipulate Emotions, X-Ray Vision

LILY- Age: 2476, Dark Gift(s): Dreamwalking, Wall Walking, Flying

Morganna- Age: 1979, Dark Gift(s): Bone & Flesh Manipulation, Pheromone Manipulation

Alexandra- Age: 100, Dark Gift(s): Sonic Scream & Siren's Call

Tristan- Age: 503, Dark Gift(s): Flight, Pyrokinesis

Ken- Age: 60, Dark Gift(s): Wall Walking

Adelaide- Age: 491, Dark Gift(s): Super Hearing, Mind Altering

Breeze- Age: 260, Dark Gift(s):

### Sons of Cain:

Hatsuyuki Sesshu- Age: 900, Dark Gift(s): Sonic Scream, Mind Manipulation

Hoshiro Minamoto- Age: 216, Dark Gift(s): Manipulation of Ice, Cold & Electricity, Wall

### Walking

Al-Adil Husayn- Age: 878, Dark Gift(s): Empathy, Animal Speak/Control

Dulcinea Bianchi- Age: 83, Dark Gift(s): Manipulate Emotion through Voice

Travis Spade- Age: 50, Dark Gift(s): Sees Auras

Star Crandall- Age: 25, Dark Gift(s): Manipulate Electricity, Precognition

Jaron LeJeune- Age: 80, Dark Gift(s): Manipulate Emotions

Akira Saito- Age: 67, Dark Gift(s): Precognition

### Reno Vampires:

Vincent (Finbjorn Snorrason)- Age: 1200, Dark Gift(s): Manipulate Emotions, Cause Werebirds and Werewolves to Shift

Sigurd Ljosalfarsen- Age: 912, Dark Gift(s): Manipulate Flesh, Bone & Blood, Levitation

Khulud- Age: 1055, Dark Gift(s): Flight, Body Possession

Eztli- Age: 1000, Dark Gift(s): Psionic Blast, Telekinesis

# LOCATION INFORMATION

After the 'Day of the Meteors', the world was left in a state of near barbarity... only scattered elements of technology remained.

The 'old bones' of ruined and deserted cars, planes, trains and other vehicles peppered the hostile landscape.

Cities, towns and villages are all but completely destroyed...piles of rubble, twisted steel and broken glass. Shops and malls long looted, house mankind's refugees...desperate, dirty and ignorant.

Technology is history- cars will not start, radios and televisions jammed, no cell phones, no internet and electricity is rare and in most places, non-existent.

Where people survive, they are hunted by gangs of Caitiff, wandering vampiric thugs, and several breeds of lycan for food. Many times they are hunted by each other also... for any resources they may possess. Humans know only a tribal existence now.

Amongst this total world

devastation, Las Vegas still stands...a shining jewel in the desert...the only well lit city in the world. It is owned and ruled over by vampires, more specifically, the Sanguine. Nightclubs, bars, casinos, brothels all thrive here...for the vampires and possibly a select few ghouls and human pets.

Humans are used in a variety of ways by the vampires of Las Vegas...they are food, entertainment, slave labor, toys, pets and currency. Many a desperate human has wandered into Las Vegas to gamble...certain death in the desert against a possible life amongst these Sons of Cain.

## LAWS

1. No killing, maiming or drinking from another vampire or lycan's property.
2. No embracing without permission from the Primus.
3. Dead or dying bodies are to be taken outside the city limits to a specific grave area.
4. Vouchers are released each Friday for work done the previous week. Vampires and lycans receive compensation for simply living within the city and allying themselves to keep the city free from attack.
5. Only vampires and lycans can use vouchers to buy humans.
6. No humans may own a slave.
7. Humans who receive vouchers (guards, etc.) may use them for housing, food and services. (No cattle, slaves or breeders receive vouchers. They are cared for by their master or the farm.)

## MAP OF LAS VEGAS STRIP & CASINO INFORMATION

