AFTER THE Vampire WARS

Mythras

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THE DESIGN MECHANISM

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INTRODUCTION

Urban fantasy first appeared in its modern form in the 1980s, and has grown into one of the most popular genres of fantasy. The basic concept is simple; the setting is largely identical to the modern day, except that supernatural creatures and supernatural powers actually exist. Vampires and werewolves stalk the night, magicians cast powerful spells, and the mysterious fae occasionally travel from their realm to the mortal world. In many of these novels, the setting looks so much like our own world because magic and the supernatural are a carefully kept secret. Vampires and psychics might be real, but almost no one who lacks supernatural powers or is not themselves a supernatural creature knows they exist. Usually there is either some supernatural force that prevents ordinary people from noticing or remembering the supernatural, or there is a vast conspiracy by various supernatural beings to keep their existence a secret from ordinary humans. However, other options are also possible.

In a few urban fantasy stories, the supernatural has always been a known and accepted part of life, and despite this fact society and technology are still remarkably similar to our own. More commonly, the supernatural was previously hidden from the vast majority of the population, but some relatively recent event or series of events caused it to be gradually (or perhaps suddenly) revealed to the general public.

Regardless of the details of the setting, urban fantasy is set in a world that is simultaneously a modern day setting with cars and cell phones, and a setting filled with wonders and dangers far greater and stranger than those in our own world. Urban fantasy contains many of the magics and creatures found in heroic fantasy novels, folklore, or fantasy roleplaying games, but in modern urban settings. In many ways, urban fantasy is the modern analog of faerie tales. Instead of the protagonists finding strange creatures or hungry witches in the depths of the forest, they find such things in the back alleys and bad neighbourhoods of a modern city. Instead of a group of adventurers marching through the wilderness to find the remote castle of a tyrannical vampire-lord, a more modern group of adventurers must break into a mansion or perhaps the sub-basement of an illegal casino to find where the vampiric crime-boss dwells. Urban fantasy can feature quests for ancient and powerful magical objects, complex and confusing prophecies, and all of the other trappings of heroic fantasy, but these adventures all take place in a world similar to our own, and most of these adventures occur inside cities and towns.

THE SETTING

After the Vampire Wars is an urban fantasy setting book for *Mythras*. It is designed to be to run with almost any type of urban fantasy campaign. However, it also includes its own detailed background. This setting is a world much like our own, in 2017, but there are several important differences. In the world of *After the Vampire Wars*, humanity has unknowingly lived alongside magicians, psychics, lycanthropes, vampires, and other supernatural powers and creatures for centuries. Supernatural phenomena and supernatural creatures remained secret because of a phenomenon known as *Shadowing*, which causes normal humans to instinctively forget about or avoid the supernatural. However, sufficient amounts of direct exposure to the supernatural can partially or entirely overcome the effects of Shadowing, and some people are naturally immune to it, allowing them to easily notice the various supernatural phenomena that most people unconsciously ignore. For more information on Shadowing, see the next chapter.

THE WAR

Other than the existence of vampires, powerful magic, and similar supernatural phenomena, the major way the setting for *After the Vampire Wars* differs from our world is "the War". In 2008, the government of the United States used a network of newly installed street cameras to identify and attempt to exterminate all vampires. Unfortunately, the government had no idea exactly how powerful or well prepared some of the

older vampires were. Instead of a brief campaign of extermination, the result of the government's efforts was a war that lasted for more than two years.

The vampires conquered several large United States cities and stole more than a dozen nuclear weapons, including an entire nuclear submarine. Human forces only managed to defeat the vampires with the aid of a rival faction of vampires, as well as invaluable help from psychics, magicians, and several other types of supernatural creatures. The price for this alliance was full civil rights for all living supernatural individuals and limited civil rights for all law-abiding vampires.

Western Europe watched the War from afar, but vampires in Russian and the Ukraine also rose up against humanity, capturing several cities and two nuclear missile bases. Fighting in this region was even worse than in the United States and resulted in many more deaths.

In Russia, instead of a truce, the vampires retreated to a relatively sparsely inhabited region of Siberia, which they control today. The Russian government has not attempted to liberate this region because warfare in this area is so difficult and the vampires have sworn that if anyone does attack, they will transform much of the human population of this region into vampires, spread out in a massive counterattack, and kill all humans in their way. Fear of vampiric retaliation, public exhaustion, and lack of concern for the population of Siberia has caused the Russian people to accept the existence of this so-called Vampire Enclave.

The Vampire War, most commonly simply called the War, ended 6 years ago. Although Russia remains violent and troubled, life in the United States gradually returned to peacetime normalcy. However, this is a new normal, where vampires and various other supernatural creatures now sometimes live openly. While the effects of Shadowing cause some people to avoid contact with all aspects of the supernatural, it also causes most people to dismiss and minimise the dangers the supernatural presents. As a result, the majority of the US population is largely willing to live next to and even patronise businesses run by sorcerers, vampires, and other supernatural creatures.

In many ways, this setting very much like our own world, but the United States is still recovering from a brief but terrible war. The majority of the population has put the War behind them, but a number of people who actually fought and faced monstrous vampires and their supernatural allies vividly remember the realities of the supernatural. Many of these veterans also have their own supernatural abilities.

HUMANITY & THE SUPERNATURAL

The vast majority of humans have absolutely no ability to interact with the supernatural. They cannot tell if someone is attempting to read their mind or to notice that a ghostly presence is watching them. Ordinary humans also have very little resistance to supernatural influence. This has been true for the entire history of the human species. However, a small number of people known as Seers (see page 34), are able to sense magic and supernatural beings, and are also far more resistant to all forms of supernatural manipulation. Some people are born as Seers, others become Seers when they hit puberty, and a few people develop this ability later in life, often during or immediately after some significant interaction with the supernatural.

In addition to being sensitive to the supernatural, Seers are also the only humans who can gain supernatural abilities, or at least the only people who can do so and remain human. Seers can all learn Folk Magic, Mysticism, Psychic Powers, and Sorcery, but no other humans can. Other than suddenly becoming a Seer, the only way that ordinary humans can gain supernatural power is by becoming a supernatural creature, which most often happens when someone drinks a vampire's blood and rises as a member of the undead.

For most of human history, Seers have been exceedingly rare, with roughly one person in 1,000 being a Seer. However, during the War, massive numbers of people were exposed to a wide variety of supernatural influences. As a result, the number of Seers increased dramatically. In the aftermath of the War, the number of Seers has approximately doubled, with one in 500 people being Seers in both the US and Eastern Europe.

SUPERNATURAL CREATURES

In addition to Seers, humanity also shares the planet with various other supernatural beings. Vampires are the most well known and the most dangerous. Anyone can be transformed into a vampire, regardless of whether the person was a Seer or not. There are also lycanthropes, who channel the power of predatory beasts to become stronger, faster, and far more terrifying, but at the cost of risking losing control of themselves. There are also half-fae, who have fae creatures in their ancestry, and who gain various advantages and peculiarities because of this. In addition, there are the mysterious shifters, who must feed on human mental energy much like vampires do with living blood. Shifters can also project their minds to distant locations and form bodies of psychic force.

THE OTHERWORLD

The physical world is not the only realm. There is also a mystical realm known as the *Otherworld*, which is simultaneously the land of dreams, the realm where spirits dwell, and most importantly the home to many utterly inhuman supernatural creatures. Most of its inhabitants are either content to remain there, or like most spirits, can only manifest in non-physical form in the mortal world. However, some Otherworld creatures can manifest physically in the mortal world. These creatures form physical bodies of psychic force that allow them to interact with the physical world as easily as any human or animal can.

The Otherworld is also home to goblins and the fae, the unearthly creatures who most often visit the mortal world. Goblins come here to escape the fae, perform minor mischief or small good deeds, or to find allies. The fae are powerful creatures who feed upon emotions and sometimes steal people's spirits, or even kidnap people back into the Otherworld.

The fae and many other denizens of the Otherworld feed on human emotions, either in dreams or by visiting the mortal world. Some Otherworld creatures have relatively benign diets. A few feed upon faith and joy, and if visiting the mortal world, often dwell in churches. Others who visit our plane cluster around concerts or other venues and consume the various powerful positive emotions generated there. However, some natives of the Otherworld devour pain, suffering, or death. Many of these beings either actively hunt humans or set various traps to ensnare them.

Characters in *After the Vampire Wars* can either interact with creatures visiting the mortal world or they can travel to the Otherworld, either in psychic trances or physically by means of magically created gateways. The Otherworld is primarily a land of imagination, creativity, and memory. The fae and the other native inhabitants feed off of mortal dreams and imagination, and they also make use of this creativity, borrowing images and ideas to create various stable regions inside the Otherworld, known as domains. Many are only the size of a large house or city block, but the largest are vast areas with millions of inhabitants.

Each domain has a relatively stable geography and also a single overall theme and tone, one might be a fantasy vision of a tropical island inhabited by savage cannibals, while another might be a 1920s speakeasy with stereotypical gangsters, or a haunted house filled with ghosts and animate dismembered body parts. Each domain is ruled by a small group of fae or some other powerful creatures who feed upon the emotions of mortals who visit in their dreams, and who maintain and stabilise the domain. Depending upon the desires of the Games Master and the players, the Otherworld can be either a largely unknown source of mysterious antagonists

POWER LEVELS

One important truth about the world of After the Vampire Wars, *and urban fantasy in general, is that some humans and supernatural creatures are considerably more powerful than others. Sometimes this difference is due to greater age and experience, but it is also due to the fact that some characters are inherently more connected to the supernatural world and can thus possess and wield powers impossible for others. This latter difference is referred to as Power Level. Characters and NPCs in After the Vampire Wars have three possible Power Levels: Ordinary, Impressive, and Powerful.*

Ordinary characters include both the vast majority of non-supernatural humans, and also most supernatural creatures and humans with supernatural powers. Impressive characters can cast spells and use psychic powers impossible for Ordinary characters, and also include some of the more powerful supernatural creatures like shifters (see page 38) and lesser vampires (see page 39). Powerful characters can manage even greater feats, like casting even the most powerful spells in a minute or two; this level includes the most fearsome supernatural creatures like elder vampires (see page 40).

Although all characters in the same campaign should have the same Power Level, this does not mean that all NPCs also should. Instead, the characters should interact with NPCs of different Power Levels. With the exception of a handful of Impressive NPCs, almost all humans without supernatural powers should be Ordinary Power Level, while supernatural characters should vary in Power Level, with Ordinary supernatural NPCs being the most common, and Powerful supernatural NPCs being relatively rare. All elder vampire NPCs are by definition Powerful Power Level, and most lesser vampire NPCs are Impressive Power Level, but other supernatural NPCs can have any Power Level.

It's important to keep in mind that a single opponent one Power Level higher than the characters can be a challenge for a group of characters to defeat, and (when applicable) a single opponent two Power Levels higher than the characters is an epic foe who will require care and planning to defeat.

and strange phenomena, or it can be someplace where the characters regularly visit, and where they can find allies and enemies among the powerful fae that rule various domains.

USING THIS BOOK

After the Vampire Wars consists of the following chapters:

CHAPTER ONE: SHAWDOWING

Shadowing describes and discusses the supernatural phenomenon of Shadowing, which keeps many ordinary humans from fully understanding, or, often, even noticing the supernatural.

CHAPTER TWO: HISTORY

History provides detailed setting information, both about the nature of the setting, and also about the War and events afterwards. Most of the information concerns the United States and Eastern Europe, but this chapter also provides general information about the rest of the world. It also contains information about the place of the supernatural in the post-War world.

CHAPTER THREE: CHARACTER CREATION

Character Creation provides detailed information about creating all of the common types of supernatural characters

found in *After the Vampire Wars*, as well as a discussion of campaign Power Levels.

CHAPTER FOUR: SKILLS

This chapter provides rules for new skills, as well as rules for modern weapons and vehicles.

CHAPTER FIVE: POWERS & MAGIC

This chapter contains rules for fae mutations and powers, psychic powers, and elder vampire powers as well as changes and new rules for Folk Magic, Mysticism, and Sorcery. It also contains rules for the mystic vision that all Seers and supernatural creatures possess, and finally details on magical nexuses.

CHAPTER SIX: THE OTHERWORLD

The Otherworld discusses the nature of the Otherworld and its inhabitants, as well as rules for visiting and leaving, and how various supernatural abilities work there.

CHAPTER SEVEN: SUPERNATURAL SOCIETY

Supernatural Society examines the cultures of the various supernatural creatures and people with paranormal powers, including the role they played during the War, and their more recent activities. This chapter also contains information about magical brotherhoods (called lodges) and about the larger supernatural community.

CHAPTER EIGHT: SUPERNATURAL CREATURES

Supernatural Creatures contains information about and characteristics for a variety of supernatural creatures, including both modifications to existing supernatural creatures as well as a host of entirely new supernatural creatures.

CHAPTER NINE: STORYTELLING

Storytelling is a detailed discussion of different ways to run *After the Vampire Wars* scenarios and campaigns, as well as general information about using this book to run other urban fantasy settings.

BIBLIOGRAPHY

There are innumerable urban fantasy books, movies, and TV shows about magic and supernatural creatures. Here is a brief bibliography.

FICTION

Urban fantasy is exceedingly common, but urban fantasy with good world-building remains somewhat rare as is urban fantasy where the supernatural is no longer hidden.

Black, Holly and Ellen Kushner editors. Welcome to Bordertown, Bluefire, 2012.

An excellent anthology about a world where the fae returned and set up a city on the border between the human and the faerie worlds.

Butcher, Jim. The Dresden Files, Roc, 2000-present.

The first book is Storm Front, and this wonderful series is about a hard-boiled wizard living in Chicago, amidst vampire, shapeshifters, ghosts, the fae, and millions of ordinary humans who have little clue about the supernatural.

Hamilton, Laurell K. The Anita Blake: Vampire Hunter series, books 1-8, Ace, 1993-1998.

This series is set in a world similar to that of *After the Vampire Wars*. Everyone knows about vampires, werecreatures, magicians, and psychics. The series begins as mysteries about supernatural crimes. The first four books are pretty good, the next four are worth reading, but the series goes down-hill rapidly after that.

McKinley, Robin. Sunshine, Berkeley, 2003

An excellent urban fantasy novel set in a world a few years after a devastating war between humans and vampires. The setting is quite different from that of this game, but it's well worth reading for ideas.

TELEVISION

Finding movies and TV that remotely capture the feel of urban fantasy is difficult, but recently there have been more shows in this genre.

Angel, CW, 1999-2004.

Vampires, psychics, and demons in LA work to solve supernatural mysteries. It's both fun and, in places, fairly complex.

The Dresden Files, SyFy, 2007.

The all too brief, excellent 13 episode TV adaptation of Jim Butcher's series.

Grimm, NBC (2011-2017)

Grimms are effectively Seers who hunt and killer murderous monsters.

Lost Girl, Syfy (2010-2015)

This show calls all supernatural creatures fae, but they include everything from succubi and leanan sídhe to werewolves, valkyries, and vampires.

True Blood, HBO, 2008-2014

Based on a series of books by the same name, this show takes place in a world where vampires recently went public, but where psychics, fae, and werecreatures remain hidden. It's excellent, but also quite bloody and often exceedingly grim.

The Vampire Diaries, CW, 2009-2017

The intrigues and romances of a host of vampires, werewolves, and witches in a small Virginia town which has an important place in occult history. Skip the first 7 or 8 episodes, the rest of it is well worth watching.

MOVIES

The Last Witch Hunter (2015)

A surprisingly good film about an immortal human who helps maintain prevent witches from breaking their peace treaty.

Night Watch (2004) & its sequel *Day Watch (2006)*

Gritty Russian urban fantasy where one of the models for the supernatural community is organised criminal games.

The Sixth Sense (1999)

An excellent look at what the life of a lone Seer could be like.

SHADOWING

Shadowing is an effect that causes ordinary human beings to ignore or dismiss most evidence of the supernatural that does not directly affect them. When the majority of people without supernatural abilities see evidence of the supernatural, they ignore and forget these events or rationalise them in some fashion. Shadowing is the primary reason that the supernatural remained hidden from the general public before the War. Even today, many people in the United States are convinced that supernatural creatures and phenomena are not particularly powerful or dangerous. Shadowing is also the reason why most people in nations not directly affected by the War continue to disbelieve in the supernatural.

Shadowing has always existed, but has only recently been understood or studied. Since the end of the War, a number of psychological researchers have begun publishing information about it. Many historians and occultists now believe that Shadowing is as old as humanity.

The response can be extremely powerful, but it also has serious limitations on how it can affect people. Someone who catches a glimpse of a vampire feeding on a stranger in a dark alley or sees what looks like someone using magic or psychic powers to perform an impossible feat tends to either forget what they have seen or unconsciously come up with a non-supernatural explanation for what they have seen. This response is even stronger when the person merely reads about the incident, hears a story about it, or watches a video of supposed supernatural activity.

However, being attacked by a vampire, watching a loved one die from an obviously magical attack, or any other incident that causes the target to feel intense and lasting emotions is not affected by Shadowing. In addition, anyone who repeatedly sees clear and undeniable evidence for the supernatural eventually overcomes its effects. Anyone who clearly sees objects levitating in mid-air or watches spontaneous human combustion happen first-hand is almost certain to believe that they have observed supernatural events.

Shadowing seems to be an innate psychological response to the supernatural, and some social scientists believe that it evolved to keep ordinary humans from investigating the supernatural and endangering themselves. However, it is also susceptible to influence by society and the mass media. In the 1960s, when psychic powers (see page 78) became a legitimate subject for research and gained the attention of the press, the Shadowing of psychic powers became less extreme. Despite most people having no direct experience with psychic powers, the fact that most respected journalists and scientists reported that these phenomena were real eventually reduced the effects of Shadowing. As a result, most people accepted the existence of psychic powers. However, the lingering effects of Shadowing meant that almost all of these people also believed that psychic powers were not particularly powerful or dangerous. Most people didn't think much about psychic powers until something brought them to their attention.

Prior to the War, there was a small subculture of people who had experienced various forms of direct and often terrible contact with the supernatural, and who were suddenly unable to ignore it. Once someone has sufficient experience with the supernatural, they largely cease being affected by Shadowing, and only become subject to it again if they have no further exposure to the supernatural for at least a year. However, before the War, most people considered anyone who believed in vampires or magic to be delusional. This drove many of those who believed in the supernatural to the fringes of society. These people typically became monster-hunters, would-be magicians, or paranoid eccentrics who attempted to protect themselves by amassing vast amounts of occult knowledge and supposedly magical trinkets.

Others who were unaffected by Shadowing joined or were already part of organisations that regularly dealt with the supernatural. These people included law enforcement officers, intelligence agents, medical personnel, scientists, and officials high up in government. Some in these professions understood that the world was stranger and more complex than most people believed, and a significant minority of them had at least some direct experience with the supernatural. The individuals in these organisations who actually believed in and knew about the supernatural shared their knowledge and learned to better understand and deal with various supernatural threats and manifestations.

POST-WAR SHADOWING

During the War, almost all types of supernatural activity, from the existence of vampires, lycanthropes, and the fae, to magic and mysticism became public. To most people, these revelations and their own reduction in Shadowing caused the world to feel like magic and supernatural creatures had suddenly appeared, when in reality they had been there all along. However, Shadowing still affects people, just less than it previously did. Also, this reduction in Shadowing almost exclusively affected people in nations where fighting occurred. In Western Europe, Central and South America, Asia, and Africa, Shadowing was only slightly reduced.

Even in nations affected by the War, a growing number of people have chosen to deliberately isolate themselves from the supernatural and even from news about it. Such people do not forget about the War or what happened. Instead, they remember previous supernatural events, but cease noticing manifestations of the supernatural around them and start thinking of vampires and magic as things that mostly just happened during the War. When confronted with someone who openly announces that they are a magician or even a vampire, most of these people become somewhat uncomfortable and unconsciously attempt to leave this person's presence.

DEGREES OF SHADOWING

Shadowing is not an all or nothing phenomenon, especially now that the existence of magic and various supernatural creatures has become public. Instead, the degree to which Shadowing affects people varies greatly. How much Shadowing affects someone depends largely upon their degree of exposure to the supernatural and how long ago this exposure occurred.

DENIAL

Until the War, very few residents of the developed world believed in the supernatural. Instead, when confronted with a news report, a story from an acquaintance, or a chance glimpse of something seemingly impossible, most people assumed that what they had seen or heard had a rational explanation and that anyone who believed otherwise was overly gullible, lying, or mentally unbalanced. Clearly seeing an obvious supernatural event, such was watching a vampire feed upon someone in a well-lit area, seeing a ghost appear in front of them, or watching an awakened psychic use telekinesis to cause an object to levitate in mid-air, could overcome Denial. Initially, the viewer may assume they are observing some sort of trick or hoax, but if they see several clear instances of the supernatural, or have the chance to observe and check even one example , many people lose this Denial. Most people who do this replace it with Dismissal, but if someone was badly frightened or angered by what they have seen, such as if a vampire killed a loved one or a ghost tormented them, then the person is more likely to instantly change to Avoidance or Belief. People in Denial may enjoy stories about the supernatural, but consider them all to be fictional, even those that purport to be true.

THE UNSEEING

A small percentage of people always remain in the state of Denial and gain significant benefits from it. Approximately one person in 200 can never see the supernatural, and are referred to as "the Unseeing." If a vampire or a lycanthrope attacks these people or someone next to them, they'll see a violent gang member or maybe someone hyped up on PCP, but not a member of the living dead or an animalistic monster. If someone talks to these people about vampires or magic, they hear the content of the conversation, but translate it into equivalent non-supernatural terms. To one of the

SHADOWING PERCENTAGES TABLE

Effect	Examples	Percentage of people in the US and Russia	Percentage of people elsewhere in the world	Percentage of people before the War
Denial	Most people in the world who do not live in the US, Canada, or Russia. The Unseeing (see above) are also in this category.	10%	60%	90%
Dismissal	Most people in the US, Canada, and Russia, many inhabitants of the developing world.	79%	35%	8%
Avoidance	Ordinary humans who had extensive contact with the supernatural during the War, but have only had occasional contact with it since, and almost everyone suffering from supernatural related PTSD.	6%	3%	1.7%
Belief	Seers, psychics, magicians, and supernatural creatures. Also, normal humans who openly and knowingly interact with the supernatural on a regular basis, and natural Believers (see below).	5%	2%	0.3%

RULES FOR SHADOWING

Whenever an ordinary human who does not believe in the supernatural has any contact with the supernatural that is relatively brief and not strongly emotionally affecting (beyond the surprise of seeing something seemingly impossible), the person must make a Formidable Willpower roll to remember the incident clearly. Success means that the person clearly remembers what happened, while failure means that the individual either soon forgets the incident or now remembers it in a way that is not supernatural. Anyone who recalls the supernatural event must then make another Formidable Willpower roll if they spend the next year with no further supernatural contact , and must make another such roll for each additional year they spend with no further contact. If the person fails any of these rolls, a vampire with long fangs might become a mugger with a knife. However, periodic obvious encounters with the supernatural remove the need for further rolls.

If the incident is sufficiently clear and undeniable, like watching a ghost materialise in a well-lit room, rather than in a dim alley, the individual instead makes a Hard Willpower roll. This roll becomes a Standard Willpower roll in the case of exceptionally obvious events, like an object levitating in the middle of someone's living room or clearly watching a vampire attack someone. However, in all of these cases, if the person has no further direct contact with the supernatural for a year, they must make a Formidable Willpower roll to avoid rationalizing or misremembering the incident.

Also, if someone knows about the supernatural, but is sufficiently affected that they dismiss and ignore evidence that supernatural powers and supernatural creatures can be exceedingly powerful and dangerous, they must make the same rolls, but the results of failure are very different. They remember the incident, but forget the details of how powerful any of the creatures or powers were, and also consider the incident to be sufficiently unusual that it is not typical of other supernatural creatures.

Seers (page 34) and other supernatural individuals never have to make these Shadowing rolls. In addition, anyone who has an extended or exceedingly traumatic experience with the supernatural does not need to make a Shadowing roll for that event. If an ordinary human has an obvious and emotionally intense experience with the supernatural and becomes actively interested in and emotionally dedicated to pursuing the supernatural, the person is unaffected by Shadowing, unless they have no further contact with the supernatural for a full year, at which point normal Shadowing rules again apply. Additionally, if a supernatural incident is publicly acknowledged, like psychic powers were after the 1960s, or almost all forms of supernatural activity were during the War, then Shadowing rolls regarding these powers or events change from Formidable to Hard Willpower rolls. Shadowing rolls for well-publicised supernatural events are Standard Willpower rolls.

RULES FOR SHADOWING SINCE THE WAR

Since the War, Shadowing rolls have been in flux. Ordinary humans in the United States and Russia who are around people who regularly talk or consume media about the supernatural now make Standard Willpower rolls for all interactions with the supernatural, and anyone who succeeds does not need to roll again, as long as they encounter obvious supernatural creatures or effects at least once every year. However, among people who have not knowingly or deliberately had any contact with the supernatural since the War, Shadowing rolls have become Hard Willpower rolls, and in a few isolated communities in the United States and Russia, where direct interaction with the supernatural is rare, Shadowing rolls have returned to being Formidable Willpower rolls.

Unseeing, someone talking about the dangers of lycanthropes seems to be talking about the dangers of gang violence or perhaps about incursions of hungry and aggressive cougars or bears into urban areas. Such people gain substantial benefits from this state. Unlike any other ordinary humans, the Unseeing always make Very Easy Willpower rolls to resist all supernatural effects.

In addition, the Unseeing are automatically immune to all supernatural illusions and all supernatural influence that attempts to affect their emotions. If a lycanthrope shifts into its feral form (page 36) in front of them, members of the Unseeing not only won't notice that this person looks animalistic, they also won't experience the fear aura all lycanthropes produce in their feral form.

The Unseeing can never become Seers. They also cannot be made into vampires, lycanthropes, or any other supernatural being. In addition, they never visit the Otherworld (page 96) in their dreams and can never enter the Otherworld psychically or physically. As a result, they are immune to abduction by the fae, and the fae also cannot feed off of their emotions. Other supernatural creatures never choose Unseeing for prey if there is any other option. A hungry vampire trapped alone in a locked room with one of the Unseeing would feed up that person, but if there is any other choice, the vampire would not, since the Unseeing are both naturally unappetizing to supernatural predators like vampires or ghouls and also very easy for supernatural creatures to overlook. Whenever a supernatural creature attempts to use a Perception roll to notice something about one of the Unseeing, this roll becomes one difficulty grade harder.

Most of these people believe that humanity won the War, and with the exception of distant horrors in eastern Siberia, people have little to fear from supernatural threats.

Shaking someone out of this state requires at least moderate effort. To lose this level of Shadowing, the person must encounter a supernatural manifestation that is both exceedingly obvious and emotionally affecting. Exposure to obvious but non-threatening supernatural events is not sufficient to overcome this degree of Shadowing. The person must see something supernatural that makes them afraid or angry. Most people move from Dismissal to Avoidance or Belief by witnessing or being the victim of some sort of supernatural threat or attack.

AVOIDANCE

A person at the Avoidance level has a general awareness and understanding of the supernatural, but they also have absolutely no interest in learning more about it. Instead, these people wish for others to deal with the supernatural so that they don't have to. Such people also either avoid fiction about the supernatural or only seek out movies, books, and other media where the supernatural is obviously unrealistic or where humans triumph easily over the supernatural. If pressed, these people admit that vampires, magic, lycanthropes, and the fae are all real, but become uncomfortable talking about them.

Some of these people reflexively vote against any law granting legal rights to supernatural creatures, but most are just as likely to not vote on any law having anything to do with the supernatural, including laws providing legal sanctions against use of certain supernatural powers. When directly confronted by a serious supernatural threat or problem that cannot be resolved immediately, some of these individuals become willing to deal with the supernatural and change their level of Shadowing to Belief, but most seek out someone who understands the supernatural for help and try to convince this person to deal with the problem.

Often, the same supernatural threat causes some people to believe in the supernatural, causes many others to avoid it. Further exposure to supernatural events or creatures usually doesn't transform someone who avoids the supernatural into someone who believes in it. Instead, someone who already avoids the supernatural merely becomes more dedicated in their desire to avoid it. Only some compelling reason to interact with the supernatural is likely to cause someone to move from Avoidance to Belief.

Most people who lived in occupied cities during the War, but who had little or no direct contact with vampires and other supernatural beings, react to the supernatural in this

DISMISSAL

In the 1960s, psychic powers were proven to exist, and since that time, the majority of the populace has accepted that they exist. However, most people also believe that these powers are not particularly powerful or important. Most people in the United States and Russia now react to all aspects of the supernatural in this fashion, as do many residents of nations in the developing world and a moderate number of people elsewhere in the world.

These people know that vampires and other supernatural creatures exist. However, most either believe that all of the dangerous supernatural creatures died in the War or that these creatures and their powers aren't all that dangerous or powerful, and are at most somewhat creepy. Others are afraid of the supernatural, but are also firmly convinced that supernatural creatures and powers are something that only people in other nations, other cities, or poor neighbourhoods have to deal with. These people are convinced that they and their friends and loved ones have nothing to fear from the supernatural.

To such people, the supernatural is either a mild curiosity or a distant and not terribly relevant fear. These people may greatly enjoy books or films about the supernatural, but anything too frightening or disturbing is dismissed as being entirely fictional. Today, almost 80% of the US population dismisses the supernatural. To these people, the supernatural was terrifying during the War, but is no longer a serious threat.

fashion. Also, many people who fought in the War, but had little contact with the supernatural since then have gone from Belief to Avoidance. Even during the War, most soldiers who were not on the front lines or who only engaged the enemy at a distance remained at this level of Shadowing. This level of Shadowing is very common among police and other people who peripherally come into contact with the supernatural in the course of their work or daily lives. Law enforcement officers like this are always exceedingly eager to turn obviously supernatural cases over to their department's supernatural experts.

Typically, the only way that someone goes from Avoidance to Belief is if they are given some reason to actively care about the supernatural. A single supernatural attack is often insufficient unless someone the person cares about is harmed or killed. However, if someone repeatedly has to deal with immediate and obvious supernatural threats, they usually go from Avoidance to Belief. Individuals who stubbornly hold onto Avoidance despite having to periodically interact with supernatural individuals and supernatural phenomena often end up under a great deal of mental strain. Alcoholism and other forms of substance abuse are relatively common among such people, as they attempt to deal with the mental conflict of both desperately needing to avoid all obvious contact with the supernatural and having to regularly do so.

Greed and want can also provide a sufficient motive for the transformation from Avoidance to Belief. Someone who learns of a supernatural treasure or who needs to gain access to supernatural powers to save their life, aid their loved ones, or destroy their enemies can often overcome their desire to avoid the supernatural. In the absence of a compelling reason for them to do so, changing someone's level of Shadowing from Avoidance to Belief is difficult. The person often actively resists this effort by seeking to leave or becoming angry at the person attempting to change their mind.

During the War, most people in the United States reacted to the supernatural with either Avoidance or Belief. People who had to personally deal with supernatural creatures and powers on a regular basis reacted with Belief, and almost everyone else reacted with Avoidance. However, now that the War has been over for several years (see History, page 16), the vast majority of people no longer interact with the supernatural on a regular basis, and most have slipped back to Dismissal. Reverting from Avoidance to Dismissal only happens to people who have not personally seen supernatural creatures or powers for at least two years and who do not interact with obviously supernatural creatures in any way that makes their supernatural nature clear.

BELIEF

These people believe in the supernatural and are willing to interact with supernatural creatures and powers. However, possessing this degree of Shadowing says nothing about the

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THE ADVANTAGES OF SHADOWING

Not being affected by Shadowing has one obvious advantage: anyone who knows that dangerous monsters and people with strange powers exist can take precautions. When considered from this point of view, it seems to make little sense that the vast majority of the human population have great difficulty noticing the supernatural. However, there's more to Shadowing than people not being able to notice monsters. Shadowing works both ways.

Supernatural creatures are less inclined to notice people whose level of Shadowing is Disbelief or Dismissal. If someone with the latter levels walks through a dark alley where a hungry vampire is lurking, they are likely to be drained of blood, regardless of their level of Shadowing. However, if they have several victims to choose from, all supernatural predators are more likely to notice and prey upon people whose level of Shadowing is Avoidance or Belief. Such people appear slightly more noticeably and appetising to supernatural predators than people whose level of Shadowing is Disbelief or Dismissal.

One of the reasons that Shadowing is so persistent and that it eventually reasserts itself even after someone has had a few actual encounters with the supernatural is that it helps keep people safe from attack by supernatural predators. There are no rules for this, merely the fact that supernatural predators attack people who avoid or believe in the supernatural significantly more readily than those who dismiss or deny it, and also consider the incident to be sufficiently unusual that it is not typical of other supernatural creatures.

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person's attitudes towards the supernatural. Some believers are fascinated by the supernatural and either attempt to learn psychic powers or magic or to become a lycanthrope or vampire. Others are content to study it and may become skilled and dedicated occultists. However, many believers hate and loathe some or all supernatural creatures or people with supernatural powers and dedicate themselves to killing or driving off supernatural creatures.

Normal humans who believe in the supernatural and have had frequent contact with it often revert to Avoidance if they have at most minimal contact with the supernatural for a year. Some who believe in the supernatural, but who have no direct contact with it for several years can revert to Dismissal, and decide that it was something that was once relevant, but no longer is. During the War, most soldiers who fought in the War and as much as a quarter of the US population believed in the supernatural, but five years after the end of the war, this number had dropped to around 5% of the population. Seers, humans with supernatural powers, and all supernatural creatures automatically believe in the supernatural and ceasing to have contact with it in no way affects their Belief in it.

BELIEVERS

Approximately one in 200 people are born immune to Shadowing and are never affected by it. Known as Believers, these people are not Seers. They cannot learn supernatural powers and are as vulnerable to these powers as any other non-Seer; they simply automatically notice the supernatural and are entirely immune to Shadowing.

SUPERNATURAL THREATS

Regardless of their level of Shadowing, if someone sees a lycanthrope in feral form charging them or is pursued by hungry vampires, that person reactions normally. The same is true with someone who clearly witnesses a supernatural attack from a short distance away. Police officers who are called to deal with attacks by vampires and other supernatural creatures are free to react normally during the attack. Afterwards, the person must make a Standard Willpower roll. If they fail, they remain at their previous degree of Shadowing and gradually forget or dismiss the events. If they succeed at the Willpower roll, their new level of Shadowing will always be either Avoidance or Belief and remains that way for at least a year.

MEMORIES OF THE WAR

Everyone remembers the War. However, exactly what people remember differs. Outside of the nations directly affected, most people remember that there were dissidents who called themselves vampires, and who had some sort of unusual medical condition. According to many people in nations unaffected by the War, these "vampires" were initially targeted by the government and responded with nuclear terrorism. However, many people in unaffected nations do not believe that actual vampires or actual magic played any part on the War or the violence in Eastern Europe. These people are an example of Denial.

The situation is very different in the nations that were affected and among people in other nations who are actively interested in world affairs. In the United States and Eastern Europe, everyone who is not Unseeing not only remembers the War, they remember that it was about actual blood-drinking vampires and that magic and other vampires helped humanity win the War. However, even among these people, specific memories and thoughts about the supernatural differ.

The vast majority of people who clearly remember the War do not believe that vampires or other supernatural creatures are all that powerful. Also, they remember that the vampires who instigated the War were almost all eliminated. While some of these people worry that a few of the vampires

responsible for the War remain at large, they also firmly believe that most vampires are not dangerous and that the supernatural as a whole is a relatively minor problem. These attitudes are reinforced by many peoples' desire to put the War behind them and get on with their lives. For such people, having a vampire as a neighbour is strange and perhaps a bit disturbing, but no more serious or scary than having someone who openly practices a non-mainstream religion living next to them. These people are an example of Dismissal.

Some people subject to Dismissal avoid vampires, others are curious, some make jokes, and most simply don't care as long as the vampire doesn't cause any trouble. If there are mysterious disappearances or any other signs of problems, even people subject to Dismissal may become suspicious of any vampires they know, but no more so than they might be of a somewhat strange and secretive human in similar circumstances. These people consider anti-vampire vigilantes and people who preach or otherwise speak about the terrible dangers posed by supernatural creatures and supernatural powers to be extremists and fanatics.

People who avoid or believe in the supernatural are considerably rarer than they were during the War. Today, slightly more than 10% of the United States, Canada, and Russia fall into these categories. The percentage of people in Avoidance or Belief in most of the rest of the world is even lower.

SHADOWING & TELEPATHY

If a psychic character reads the mind of someone subject to Shadowing, they discover that the Shadowing actually affects what the person remembers. In the memory of someone in Denial, a goblin really looks like a raccoon, and a ghost is seen as a flapping curtain. Someone who dismisses or avoids the supernatural may actually see what happened, but these memories are usually fuzzy and indistinct. Shadowing is sufficiently powerful that if the psychic wishes to dig down to the subject's actual experiences, they must make a Formidable Psionics (page 79) roll to find unshadowed memories. In addition, implanting false memories that conflict with the subject's degree of Shadowing, like a memory someone who denies the supernatural watching a psychic use telekinesis to cause their coffee cup to float, also requires a Formidable Psionics roll.

However, changing someone's degree of Shadowing allows them to remember supernatural incidents more clearly and can reduce the difficulty of rolls to implant an obviously supernatural false memory. These same rules also apply to other forms of supernatural mind reading and memory manipulation using magic or the powers of various supernatural creatures.

CHILDREN & SHADOWING

Children are no more likely to be Seers or possess other supernatural abilities than adults, but they are somewhat less subject to Shadowing. As a result, children often notice various supernatural phenomena that adults overlook. Most children under the age of 6 or 7 suffer no Shadowing whatsoever. As a result, they are far more likely to see evidence of ghosts, goblins, and similar supernatural oddities, and are also likely to notice and believe reports and claims of supernatural activity in the mass media and on the internet. Between the ages of 8 and 15, most children gradually cease to notice or be interested in the supernatural, and this change is widely considered to be a normal part of growing up. The fact that children and young teens pay more attention to the supernatural than adults do sometimes means that they notice supernatural threats before their parents. However, at least as often, this openness to supernatural events means that children can more easily be enticed by the fae and other supernatural predators.

HISTORY

Magic and the supernatural have always been with humanity, but Shadowing prevented most people from noticing them. Only a tiny fraction of humanity was sensitive to magic, everyone else was blind to its existence. Also, without a medical exam, most supernatural creatures appeared human. As a result, the vast majority of humanity knew nothing about the supernatural beyond myths, legends, and rumours.

Up until the scientific revolution of the 17th century, belief in magic was widespread, but almost no one knew anything about it, because Shadowing shaped everyone's perceptions. While most people believed in magic, they also believed that it largely happened in distant nations. When the scientific method became popular, various researchers put magic to the test. In almost all cases, these tests showed that magic and the supernatural did not exist. The vast majority of these researchers could not perceive or perform magic. When they attempted to performs magical spells and rituals, despite performing them perfectly, nothing happened, because the researchers had no ability with magic. On the few occasions that these researchers actually observed a supernatural event, Shadowing caused them to rationalise its existence away.

Over the next few centuries, rationalism and materialism became the dominant modes of science, and belief in the supernatural faded. During this same era, vampires, lycanthropes, and the half-fae all saw that advancing technology and spreading empires threatened their safety, and began to hide more carefully.

By the dawn of the 19th century, most educated people dismissed magic and supernatural creatures as superstitious nonsense, and those few who understood the truth kept their ideas and their powers secret. Of course, even with Shadowing, absolute secrecy was impossible. A few Seers and believers were in positions of power and some police, soldiers, and others interacted with the supernatural enough to break through the Disbelief and Dismissal created by Shadowing. In addition, most major governments employed at least a few magicians and psychics as part of their espionage and counter-espionage efforts and made at least some effort to attempt to keep track of the various supernatural creatures within their borders.

During the 19th and 20th centuries, the supernatural remained secret from the general public, while a small number of government operatives, private sorcerers, mystics, and psychics all secretly performed magic, and various supernatural creatures lived much as they always did, but somewhat more hidden from view.

THE PSYCHIC REVELATION

Psychic powers began to become a topic of discussion in the late 19th century, and by the 1920s, there was a great deal of popular interest in these abilities. However, an abundance of charlatans, combined with the difficulty of proving the existence of the far more common purely mental powers, caused interest to eventually decline, especially after a number of famous psychics were revealed to be fakes and frauds. However, in the early 1960s, Dr. J. B. Rhine founded the Institute for Parapsychology and expanded on his previous research. By 1968, he had conclusive proof of several psychic abilities, including Clairvoyance, Feel Emotions, Regenerate, and Telepathy (pages 78-87). Dr. Rhine was even able to discover techniques that could enable certain people to learn psychic powers. However, these techniques only worked on approximately one person in every thousand. Dr. Rhine had unknowingly discovered the difference between Seers and ordinary humans. However, Dr. Rhine had not discovered physical-oriented powers like Psychokinesis or Pyrokinetics (page 85), which only *Impressive* or *Powerful* (page 7) psychics could learn.

Unlike previous attempts to "prove" the existence of psychic powers, Dr. Rhine's research gained the attention of both the press and the scientific community. Dr. Rhine's combination of careful research and public demonstrations by his most gifted psychics was sufficiently well done to overwhelm Shadowing, and caused many people to accept that psychic powers were actually real. The fact that these demonstrations

were performed before other researchers and well-respected journalists served to further strengthen his claims.

By 1970, Dr. Rhine and his research were considered fully legitimate, if also exotic and odd. Various governments and militaries had been investigating these powers and using psychics for more than a century, and many were not pleased with Dr. Rhine making his knowledge public. However, the combination of Dr. Rhine's various powerful political allies and the fact that the US government had become increasingly worried about Soviet psychic research, caused the government to not interfere with Dr. Rhine's efforts. By the late 1960s, the US government believed the Soviet Union to be considerably ahead of them in psychic research, and officials within the US government hoped that publicising psychic powers in the US would result in a boom in US psychic research and lead to the US being able to swiftly catch up to the USSR in this area.

The media revelation of psychic powers created an instant social sensation. Popular culture was filled with speculations about psychic powers being "the next step in human evolution", despite evidence that psychic powers had been in use well before humanity discovered how to farm or work metal. Movies and television shows all across the developed world were soon filled with images of both wise psychic gurus and holy men and cruel and terrible psychopaths who used their mental powers to bend others to their will. Of course, the effects of Shadowing meant that most of these portrayals were fanciful and often ludicrously inaccurate.

Despite these limitations, by the mid–1970s psychics being used for some police investigations and psychic counsellors became a fad. During this same era, urging by various intelligence and law enforcement agencies across the developed world resulted in the passage of a handful of laws regarding psychic powers, including laws that made mental invasion and mental assault serious crimes punishable by prison terms. Telepathically examining someone's memories leaves no traces and was very difficult to prosecute without a confession; however, most forms of mental control and coercion leave traces that another skilled psychic could detect. Despite these laws, prosecution of psychic crimes was exceedingly rare, both because they usually required the aid of another psychic to detect that they had occurred, and also because most juries were reluctant to punish powers that they considered to be little more than parlour tricks with anything more than moderate fines.

The mid–1970s was also the era when psychics became more involved in law enforcement. They occasionally performed telepathic probes of criminals, victims, and witnesses, to attempt to uncover evidence and detect psychic manipulation and identify the responsible party. By the late 1970s, some museums and auction houses also employed the services of psychics who could read the psychic traces in antiques, to help determine their age and provenance. While the vast majority of people continued to regard psychic powers as nothing more than a curiosity, repeated evidence of their efficacy caused individuals in various occupations to accept and eventually actively seek out the services of reliable psychics. Soon after this, psychics who wished to work for the police, auction houses, and various other businesses began to organise and, with the help of Dr. Rhine and some of his associates, test, license, and certify psychics.

In the 1970s and 80s, a number of schools for psychics were opened. While most were costly scams promising to teach psychic powers to anyone willing to pay their high prices, a few offered free testing and then worked to train anyone who seemed to be psychic. As the number of known psychics increased, so did the number of psychics in various branches of the government, including intelligence work. Soon, the number of skilled psychics in United States and United Kingdom equalled and then surpassed those in the USSR. Their loss of dominance in psychic intelligence was yet another aspect of the decline of the Soviet Union that resulted in its dissolution in 1990.

As interest in psychic powers increased, more people learned that the vast majority of humanity could never learn psychic powers. There were stories of people who had no previous psychic abilities studying in one of these psychic schools and learning one or more powers, but such stories were extremely rare. By the mid-1980s, a few of the most reputable psychic schools developed techniques for identifying people who could become psychic. Researchers in these schools had identified some of the characteristics of Seers. Various occultists, including sorcerers and psychics working in various governments, had long known that only Seers could learn magic or psychic powers, but no one had found any easy way to identify whether or not someone was a Seer. The fact that as many as one person in every thousand was a Seer caused great interest in the various secret supernatural communities, and a few jealous sorcerers and psychics worried that their unique powers might soon become known by hundreds of thousands of people.

THE WAR

For the last few centuries, most presidents, queens, prime ministers, and other high government officials have either not believed in the existence of the supernatural or have felt unable to deal with supernatural threats. However, since WWII, people in governments all across the developed world began attempting to collect data on the supernatural. By the 1970s, forensic evidence, film footage, and other sources provided clear evidence of the supernatural. When combined with reports by various high-ranking law enforcement officials and other experts, the result was sufficient not only to overcome the effects of Shadowing on more officials, but also to give them some sense of the nature and size of the supernatural community in their nations.

Since the 1970s, the President of the United States and various other national leaders, including the British and

Canadian Prime Ministers, had at least some knowledge of the existence of vampires and other supernatural creatures, as well as magic and psychic powers. At this point, many of these nations, including the United States, began making plans to first identify the magnitude of the threat these creatures and powers posed and then eliminate the most dangerous of them. The first target on this list were vampires, since they actually preyed upon humans, and unlike the fae, they could not simply escape pursuit by vanishing into the Otherworld.

Being able to identify vampires at a distance proved challenging, and was only possible using a combination of both infrared cameras to see differences in body temperature and movement analysis software designed to detect the subtle ways in which vampires move differently from ordinary humans. Initial tests in the late 1990s revealed that the total number of vampires in various cities seemed to be quite small. In 2000, the US government estimated that there were fewer than 20,000 vampires in the entire United States. Based on this data, the US, Canadian, and UK governments drafted a joint agreement to exterminate all vampires within their borders and then to institute customs protocols to prevent other vampires from entering their nations.

The first step of this program took place in the early 2000s, where all three governments began fitting traffic and other public cameras with infrared vision capability and motion detection software specifically designed to differentiate vampires from living humans and to have these cameras in place in every major urban area. This network of cameras and the software to analyse it were in place in all three nations by early 2007. At this point, the leaders of these three nations decided that the United States would begin their vampire extermination campaign first, and both Canada and the UK would begin their own vampire exterminations soon after. In the middle of June 2008, small teams of Special Forces vampire hunters in the US began attacking groups of vampires identified by the cameras. Almost 10% of all vampires in the United States died within the first two days that this policy was in effect.

Unfortunately, the officials responsible for the anti-vampire initiative did not know that elder vampires did not show up on these cameras as being any different from humans, and they also did not understand exactly how powerful elder

vampires could be. In addition, no human knew that some of the oldest elder vampires had plans specifically designed to deal with a large-scale human initiative directed against vampires.

Before the attacks, the elder vampires in North America were ruled by a faction that supported living with humanity. However, the beginning of the extermination campaign caused many vampires to panic and drastically shifted this balance so that the faction promoting the idea that vampires should rule humanity became dominant. Even the elder vampires who opposed these would-be conquerors were eager to stop the attacks by humans.

The vampires' immediate response to the government attacks was two-fold. Several dozen elder vampires had previously used blood binding (see page 41) to gain long-lasting control of various figures in the military, government, and mass media, transforming these people into their unknowing thralls. Upon learning of the initial wave of anti-vampire purges, these elder vampires ordered their thralls in the mass media to release video footage of these attacks, after editing this footage to remove any hint that the individuals being attacked were vampires.

Suddenly, the US public saw images of nighttime military raids, where heavily armed Special Forces soldiers brutally killed dozens of seemingly unarmed civilians, often by burning them to death. At the same time, elder vampires controlling military officers ordered the latter to allow small groups of vampires into various military bases, where the most powerful elder vampires took control of large numbers of soldiers and turned key military personnel into vampires. All of these plans were completed less than three days after the first anti-vampire purges.

Public outcry against the purges came from all across the political spectrum, from paranoid and reactionary militias to progressive civil liberty groups, and protests against these attacks erupted all across the world. A day after the first videos appeared, the US government announced that these purges were being carried out against hostile supernatural entities. Hours later, media figures secretly controlled by elder vampires revealed that these attacks were being carried out against vampires. As the elder vampires had hoped, the mixture of widespread disbelief in vampires and horror at the violence of the purges combined to create large-scale social chaos, including massive protests in a dozen major cities and half a dozen major riots.

The riots and protests temporarily halted further anti-vampire purges, and during this respite, the most aggressive elder vampires continued their efforts to take control of portions of the military all across North America. Within a week, the US government had released sufficient evidence that almost 20% of the US population now accepted the existence of vampires. This evidence included footage of the purges showing vampires tearing heavily armed soldiers limb from limb. Public opinion began slowly to shift in favour of the purges.

At this point, a group of elder vampires announced to the mass media that vampires were indeed real and that attempts to exterminate them would be met with deadly force. Half a day before this announcement, a pair of elder vampires and several dozen of their thralls took control of a single Ohio Class nuclear submarine, armed with 24 Trident nuclear missiles. Another group of elder vampires stole both 20 Tomahawk cruise missiles fitted with nuclear warheads, and a pair of B-2 bombers, each armed with four nuclear bombs.

Shortly after the vampires stole the weapons and delivered their ultimatum, troops controlled by various elder vampires took control of half a dozen large cities across the United States, and placed these cities under vampiric rule. The conquered cities included San Francisco, Chicago, Seattle, Houston, and Atlanta, and this marked the first act of what would become known as the Vampire War or, more commonly, the War.

Amidst widespread public panic and outcry, the military immediately moved to attempt to liberate these cities. The first battle of the War occurred in Chicago. During the day, vampire-controlled troops, aided by the potent mental powers of the elder vampires, held off the mortal attackers, and at night, hundreds of newly created lesser vampires swarmed over the attacking troops, causing mass panic among soldiers who had never before faced supernatural foes. Within a day of the initial attacks, the forces controlling almost all of the vampire-held cities had utterly devastated the mortal troops that attacked them. At this point, several US military leaders suggested using massive aerial bombardment or nuclear weapons to destroy the vampire-controlled forces, but these proposals were soundly rejected because all of these cities were also still home to millions of civilians.

Then, the vampires revealed their trump card – they launched a cruise missile with a nuclear warhead at a warehouse in Northern Virginia, less than five miles from the White House. The warhead had not been armed and the missile did not explode. However, inside the cruise missile's casing was a declaration stating that further attacks on the vampire-controlled cities would not be tolerated. This same message, as well as video footage from the nuclear submarine, which was now crewed entirely by vampires, was broadcast to the world a few minutes later. The reaction to this revelation was widespread panic. A large contingent of the US population called for immediate nuclear attacks on the vampire-controlled cities, and an almost equally large number called for immediate capitulation to the vampire's demands.

As these debates raged and soldiers continued to surround the vampire controlled cities, the elder vampires made more of their kind. Secretly, more than a score of elder vampires in human-controlled cities did the same. Elder vampires also used their powers to take control of some of the commanders of the human forces attacking them. These elder vampires also called upon other supernatural allies, including sorcerers, mystics, psychics, half-fae, and lycanthropes. Less than two weeks after the first anti-vampire purge, the vampires rose up

one night and took control of five additional cities, including both Los Angeles and Miami. Vampire forces also utterly destroyed the human military units surrounding both Chicago and Houston.

At this point, the US government understood that conventional tactics would not be enough to handle this threat. All of the psychics, magicians, and other supernatural beings employed by the various government became part of the war effort. In addition, governments across the developed world also began recruiting individuals with various supernatural talents in an attempt to keep the War from spreading.

From here, the War became a series of desperate commando raids on both sides. The human forces sought to locate the nuclear weapons, rescue various strategically important individuals, and kill the elder vampires who controlled the various conquered cities. The human forces also attempted to maintain contact with resistance groups in these cities, smuggling them weapons and special equipment. Meanwhile, the vampires sought to obtain additional nuclear and conventional weapons, learn the human forces' plans, and take control of additional cities.

In some ways, life continued much as it had before. Food, medicine, fuel, and other essential supplies continued to be shipped to the conquered cities, both because the human forces wished the human population to survive; and because these goods would not aid the vampires. However, shipments of weapons, electronics, cars, or most other goods were forbidden from entering the vampire-controlled cities. Within a few weeks, a network of smugglers who carried prohibited goods into these cities had sprung into existence. Some were enthralled by vampires inside of these cities, others had loved ones in these cities that they wished to help, and many saw an opportunity for profit.

The first year of the War was very strange. On the surface, life in the United States continued much as it had before. In free cities and in small towns and rural areas, people were considerably more fearful, and almost no one went out alone after dark, but people worked their jobs, watched television, played video games, and generally lived their lives much they had before. After a while, even the news media began spending more time on other subjects than the conquered cities, since the situation seemed unchanged from one week to the next. There were demands to retake the cities, but the vampires' nuclear weapons and the events of the War's first weeks caused all but the most fearful and desperate people to temper these demands with appeals that what they most wanted was for their own cities to remain free.

In the vampire-controlled cities, people also went to work, watched TV, and played video games. However, they were aware that they were essentially hostages. Although they could speak to people in the rest of the nation by phone and email or chat with them online, most could not leave. The inhabitants of these cities rarely saw vampires. Instead, the elder vampires took control of the mayor, city council members,

the senior police officers, and other important personnel, who all made certain that the vampires' wishes were obeyed.

People who did not cause trouble or attempt to leave were left alone. However, anyone who committed a serious violent crime, was caught attempting to leave without a permit, or tried to harm a vampire, simply vanished. The official response was that these people were "being detained". In reality, these people were kept alive and used to feed the vampires. In both Houston and Los Angeles, where the ruling elder vampires had made large numbers of lesser vampires, blood donation was also encouraged as a way to help supply the vampires with food. Fear of what might happen if enough people failed to donate blood meant that there was almost never a shortage.

Life in the conquered cities was both terrifying and quiet. Violent crime plummeted, and few people went out after dark, but rates of alcoholism and drug abuse dramatically increased. As vampiric rule continued, local customs evolved. In most of these cities, if anyone became too disorderly, because they were drunk, high, or simply exceedingly upset, people around them first attempted to calm them down and then restrain them physically. Most people wished to help keep their fellows from being taken away by the authorities. However, there were also incidents where groups of people in conquered cities turned child molesters, attempted murderers, and sometimes people they simply disliked, over to the authorities with stories of crimes these people had committed. Most vanished, but in a few cases, if the authorities bothered to check and found the reports of the crimes to be false, the people who made these reports were the ones who vanished.

While almost everyone in the conquered cities lived in fear, heroism continued. Using encrypted emails and text messages, thousands of private citizens organised efforts to smuggle people both in and out of the cities, and bring in weapons and other useful supplies. In basements and warehouses, people were taught anti-vampire tactics, psychics attempted to teach Seers powers, and magicians taught apprentices and worked together to prepare powerful spells that were ready to use when the time was right.

THE TUCSON INCIDENT

In 2010, during the War's second year, people on both sides were becoming increasingly desperate to find some way to end the War. Attacks by the fae increased, the populace in the vampire-controlled regions was becoming restive, and the citizens of the free regions were progressively more critical of how long the War was taking. The growing desperation to end the War brought some previously discarded plans to the forefront.

The military commander of the 12th Air Force at Davis-Monthan Air Force Base, near Tucson, disregarded

presidential directives forbidding the use of nuclear weapons, and prepared to launch a nuclear bomb at the city of San Francisco. The commander's plan was to intimidate the other vampire-controlled cities into surrendering. The governor of Arizona secretly worked with the commander, and a bomber was readied to drop a 1.2 megaton atomic bomb on San Francisco.

Two soldiers under the control of an elder vampire living in Los Angeles learned of this plan and reported it to her. Under this vampire's control, one of the soldiers gained access to the bomb and set it off the day before the plane was set to attack San Francisco. The detonation of this bomb destroyed most of Tucson, and the fallout cloud combined with the prevailing winds caused radiation sickness in much of Phoenix. Initial reports of the explosion claimed the incident was an unprovoked act of vampire aggression, but the elder vampire who caused this attack released secret recordings of the Arizona governor and the Air Force commander planning the attack on San Francisco and claimed that detonating the bomb was an act of desperation. Further investigation of the incident revealed the truth about the planned attack on San Francisco, turning public opinion even more strongly against the War.

THE TIDE TURNS

Almost half of the elder vampires in North America stayed out of the War. They defended themselves and repelled any attacks against them, but did not attempt to conquer cities, build up large armies of newly created vampires, or to enthral their enemies. Instead, they hid and waited to see which side seemed likely to prevail. The Tucson Incident gave several of these vampires the opportunity they needed. Two weeks after the explosion of Tucson, a group of elder vampires contacted the US president and the Joint Chiefs of Staff to discuss a possible truce.

In return for help eradicating the elder vampires behind the war effort and recovering the stolen nuclear weapons, these vampires asked for a guarantee of basic vampire rights and an end to future purges against vampires and other partly human or once-human supernatural beings. As public support for the War continued to deteriorate, and the mass media continued to broadcast video clips of the Arizona governor discussing dropping a hydrogen bomb on San Francisco, the President of the United States debated this plan with advisors and military leaders. While most military leaders strongly disagreed with this idea, none could promise anything like a swift end to the conflict. The War was a stalemate that seemed likely to continue for at least another several years, if not far longer.

The only alternative proposed was a simultaneous nuclear strike on all vampire-controlled cities, and it was clear that both public opinion and the opinions of various world leaders would never permit this solution. Also, several intelligence analysts pointed to evidence that elder vampires in both Chicago and Houston seemed to be considering a plan to transform as much as a quarter of the population of their cities into vampires in an effort to overwhelm the opposition.

Fearing attacks by literally millions of vampires, the President accepted the vampires' offer, but only on the condition that government psychics determine if the vampires were being truthful with their offer. Once this alliance had been formalised, these elder vampires and all of the lesser vampires loyal to them joined the war effort. Public reaction was exceedingly mixed. Most people hoped that this alliance would mean a swift end to the War, but many people also feared public acceptance of vampires. However, the aid of these vampires swiftly changed the course of the war. A group of elder vampires worked with military sorcerers to break through the other elder vampires' mystical cloaking of the locations of the nuclear weapons. Once located, the human forces used a submarine fitted with experimental rocket-propelled torpedoes to destroy the nuclear submarine, while a group of sorcerers used spells to confuse the submarine's vampire crew.

Over the next three days, teams of vampires, sorcerers, psychics, and other supernatural creatures staged swift and successful strikes to gain control of the vampire's supply of cruise missiles, and recapture or destroy the B-2 bombers. The cruise missiles were all destroyed in a trio of exceedingly well-coordinated raids. The teams involved in one of the raids sustained heavy losses and only managed to destroy the cruise missiles because a heroic lycanthrope was willing to lay down her life by setting off a bomb in the missile bunker. The other two raids were far more successful. Unfortunately, both of the raids on the bombers failed. In one case, the commandoes turned defeat into victory, when an elder vampire working with the human forces took control of the bomber's vampire pilot and forced the bomber to land at a human-controlled Air Force Base. The other plane was piloted by a desperate anti-human elder vampire, and was en-route to Washington DC to begin bombing. Fortunately, several psychics and another elder vampire worked together to block the elder vampire's mental powers, allowing a pair of Seer fighter pilots to target the plane and shoot it down over Ohio.

After these attacks, the president announced that the human-supernatural alliance had successfully recaptured all of the vampire's nuclear weapons and that this was only possible because of vampiric aid. The government also called for the vampires controlling the conquered cities to surrender, and guaranteed basic rights to all vampires who did so. When these messages were broadcast into the conquered regions, almost half of the lesser vampires who were not enthralled by the ruling elder vampires surrendered the next night, seeking out the well-marked enclaves of vampires working with human forces that surrounded the conquered cities.

In some cities, the local elder vampires ordered their forces to kill any vampire who attempted to surrender. In the wake

of these attacks, even more lesser vampires attempted to surrender, until the elder vampires, the lesser vampires they had enthralled, and their most loyal supernatural allies were the only remaining defenders. After a few days of intense fighting, human forces liberated four of the 11 vampire-controlled cities, including Seattle, and Houston. Several elder vampires surrendered and the rest were defeated after heavy fighting. All of the elder vampires who surrendered either owed allegiance to or were controlled by the vampires responsible for the War. Knowing that they would almost certainly be destroyed if they surrendered or were captured, the small group of elder vampires actually responsible for the War all refused to surrender.

At this point, the commando raids ended and the War lived up to its name. US troops, aided by thousands of individuals with supernatural powers, attacked all seven of the remaining vampire-controlled cities to liberate them and capture or kill all of the vampires there. This last stage of the War was characterised by exceedingly brutal and deadly street-to-street fighting. Defeating the elder vampires who controlled these cities was especially difficult, because they used the humans and lesser vampires under their control as cannon fodder and ordered them to fight until they were destroyed. With no possibility for either surrender or flight, these enthralled combatants had to be killed. This fighting lasted for almost 11 months. The War ended with the liberation of Chicago, almost two and a half years after it started.

Forty-seven of the 56 elder vampires who were directly responsible for the War were killed. The fate of the other nine elder vampires remains unknown. Several were killed in ways that their bodies' could not be definitively identified, but at least six are presumed to have escaped. Given the degree of power possessed by these centuries-old elder vampires, anyone who has any understanding of vampires fears their return, but so far, they have remained hidden. For the first two years after the War ended, the news was filled with various stories and rumours about one of these nine elder vampires, or at least evidence of their activities being discovered. However, since that time, most reports of their activities have been confined to action movies and thriller novels.

REACTIONS FROM AROUND THE WORLD

The US government planned their anti-vampire purges in collaboration with the governments of Canada and the UK. The UK planned to start their own anti-vampire purges shortly after the US. Within a day, it was clear that the anti-vampire efforts in the US were not working out as planned, and both governments delayed implementation of their anti-vampire programs. Within a week, the situation had become serious

enough that both Canada and the UK halted all plans for such purges. Although other nations had not been prepared to institute widespread anti-vampire measures, nations across the world watched the situation in the US with interest.

THE EU

Following the beginning of the War in the United States, the EU government passed regulations forbidding government or private attacks against any human or once-human residents, including vampires, lycanthropes, and other similar supernatural beings. Various nations within the EU, including both Spain and Italy protested these rules, but also agreed to them, since the US example of the alternative was horrifyingly clear. The populace of these nations largely ignored the passage of these rules, primarily because Shadowing caused the vast majority to dismiss these new laws as unimportant, largely symbolic, or simply giving rights to people with a rare medical condition.

EASTERN EUROPE

Russia, the Ukraine, and the various small post-communist states bordering Russia were all home to substantial vampire populations. Vampires in these nations were noted for being some of the most aggressive of their kind. Within a few days of the start of the US anti-vampire purges and the vampiric response, half a dozen powerful elder vampires in Russia and three in the Ukraine conquered a handful cities, including Odessa, Nizhny Novgorod, and the remote city of Yakutsk, as well as the nuclear missile base at Teykovo, only 200 km from Moscow.

However, a nuclear missile base is substantially more difficult to defend than a nuclear submarine. Within a week, a team of Russian special agents, who were also highly trained psychics, raided this base, and disabled the missiles with a series of large explosive charges. At this point, Russia and these neighbouring states experienced their first open vampire war. In especially brutal fighting, several elder vampires attempted to turn most of the population of their cities into vampires, and another elder vampire began turning the dead into contagious zombies. In response, the Russian and Ukrainian military carpet-bombed Odessa. Fighting began just three weeks after the beginning of the US vampire war, and continued for the next two years. Fearful of letting in either vampires or individuals the vampires wished to exact vengeance against, most neighbouring nations closed their borders and Western Europe watched in horror at the bloodbath to the East.

Eventually, the fighting died down, and the vampires retreated to Siberia, into a region consisting of a pair of remote Federal Districts, the Sakha Republic and the Chukotka Autonomous Okrug, as well as portions of several surrounding districts. This location has a total area of slightly

more than four million square kilometres, and a population of approximately two million people. It is sufficiently remote and has such a low population that the Russian government has elected not to pursue the War into this region. Instead, this border of this region has been officially closed, with no one being allowed in or out except trains and trucks carrying food and medical supplies for the human inhabitants. Current estimates place the total vampire population at almost 5,000. Almost one in every 400 residents of this region is a vampire, giving this region the highest concentration of vampires in the world. By feeding on both animals and humans, the vampires have mostly avoided killing off any of the human residents who are not rebels or dissidents. However, all reports from this vampire enclave indicate that most of the human inhabitants of these regions are under vampiric control. The humans who are not enthralled by vampires live in remote and isolated portions of this area and have been waging a guerrilla war against the vampires.

Although the elder vampires ruling this region do not have nuclear weapons, they are known to possess small stocks of deadly chemical weapons and have promised to kill every human in this region if any nation attempts to attack their enclave. The difficulty of the situation, the remoteness of the region, and the fact that both the United States and Russia are weary of war has kept this region in vampire hands, but no one knows how long the current situation can remain stable. There are unconfirmed reports that the Russian government's reluctance to attack this vampire enclave is in part due to blackmail by or payments from one or more elder vampires.

CHINA

The Chinese government had been planning its own anti-vampire campaign, but *after the vampire wars* began, Chinese officials scrapped this effort and replaced it with plans to place magical wards around all strategically important buildings. These wards were designed to both keep out vampires and protect everyone inside against vampiric mind control. Later studies revealed that the most powerful elder vampires could use their powers through all but the most powerful magically wards. Today, the Chinese government does not rely solely upon these wards. Instead, they also use a system of video cameras and other surveillance devices that monitor everyone inside strategic facilities for unusual behaviour, including any changes that might indicate that the person is being controlled or possessed.

The Chinese government has not in any way either legally acknowledged vampires or passed laws against being a vampire. However, attacks upon humans by vampires result in intensive efforts to apprehend and immediately execute the vampire responsible for the attacks. Currently, and in great secrecy, the Chinese government is working with occultists, magicians, and psychics to find a way to permanently deal with vampires within China. Options ranging from finding

a way to ward the entire nation against vampires to methods of swiftly identifying and destroying vampires are being discussed. However, all such plans are part of a careful long-term effort, and the Chinese government is determined not to act until they are certain that their plan will succeed.

THE DEVELOPING WORLD

For India and the nations in South America, Africa, and the rest of Asia, the simplest and safest answer to news of the War in both the United States and Russia was maintaining the status quo. Since the wars in Eastern Europe and the United States were nothing more than distant images on television screen, Shadowing kept the vast majority of people from becoming too worried about vampires or other supernatural beings, and most of these governments publicly said nothing about the supernatural in an effort to maintain order. The only exception was Mexico. During the War, Mexican officials attempted to keep any US vampires from crossing the border, and fear of the vampiric conquests of Los Angeles and Houston inspired a moderate degree of anti-vampire panic in portions of Mexico near the US border.

SUPERNATURAL BEINGS IN THE POST-WAR WORLD

All living supernatural beings who were born in the United States, Canada, and the EU are now citizens of these nations. Supernatural individuals who would be citizens if they were normal humans remain citizens even if they become or are discovered to be a Seer, lycanthrope, half-fae, or other living supernatural entity. However, the status of vampires remains considerably more complex.

As part of the peace settlement in the United States, vampires now have limited civil rights. They cannot vote, and anti-discrimination laws do not apply to vampires, but they can own property, and enjoy the same legal protections against violent and non-violent crimes as the living. As a result, some vampires now live openly in the United States. Similar laws regarding vampire rights are currently pending in the EU and recently passed in Canada. Today, killing a vampire in the EU is regarded as murder except in cases of self-defence, but vampires have no other civil rights and must use mortal proxies or corporations in order to own property.

In practice, vampires in the EU, like those in almost all of the rest of the world remain hidden. Even in the US and Canada, officials estimate that almost two thirds of the vampire population remains hidden. Although lycanthropes and other supernatural individuals are now citizens in almost all of the nations of the developed world, many of these beings have no desire to reveal their true nature to the general public

or the government. Most sorcerers and psychics also wish to keep their powers secret. However, during the War, large numbers of individuals with supernatural abilities openly fought for humanity, and the US government still has records of their existence and powers.

Today, more than a third of the living supernatural beings and people with powers in the United States are known to the federal government. As part of the effort to prevent supernatural crimes, the names and known powers of these individuals are now part of a national database available to law enforcement officials. Whenever a supernatural crime occurs in the United States, local law enforcement teams who handle supernatural crimes first identify what sort of supernatural creature or power was likely to have been involved. They then locate and question known individuals of this type. There are currently several lawsuits claiming that this type of "supernatural profiling" is unwarranted harassment working their way through the US court system, but for now, such tactics remain legal. However, these practices were outlawed in Canada last year.

A number of anti-supernatural activists in the United States are lobbying the government to make the list of individuals with known supernatural abilities public, but so far, only officials in intelligence or law enforcement have access to this information. Also, unless the person has been charged with a felony, revealing someone's status as a supernatural being or a person with supernatural powers is grounds for a lawsuit in both the United States and Canada. This limited privacy allows most supernatural individuals who are known to the government to continue to keep their nature secret from others. However, some have decided that their best protection from government abuses is going public.

Unsurprisingly, most vampires are far less eager to reveal their true nature than any other supernatural individuals. In the United States, some jobs now openly state that no vampires need apply and even many landlords who are sufficiently affected by Shadowing that they believe vampires to not be particularly dangerous still refuse to rent to them. One relic of the War is that many job interviews and lease signings now take place during the day, in a space where both parties are exposed to sunlight.

THE SUPERNATURAL IN PUBLIC

One of the results of the supernatural being publicly known in the United States is that it has become the latest media sensation. Magic and supernatural creatures are featured on many TV shows, including a few reality shows. Novels involving supernatural characters are also very popular, and numerous nightclubs featuring supernatural acts.

The primary reason for this popularity is that the most common level of Shadowing present in the United States means that while most people now believe in the supernatural, but don't feel that it's currently a significant threat. For most people in the United States, going to a bar run by vampires, where patrons can watch vampires perform feats of physical prowess, playfully hypnotise someone, or dazzle members of the audience with hypnotic illusions is nothing more than slightly edgy fun. Similarly, nightclubs where psychics, magicians, and half-fae show off actual supernatural powers in elaborate and carefully staged acts are also considered somewhat exotic, but also perfectly safe.

The vampire-run clubs where patrons can either get in or gain special privileges by allowing a vampire to feed from them are seen as somewhat more risqué, and anyone who does this is considered to be either seriously daring or perhaps somewhat kinky. However, most people discuss the idea of people allowing vampires to feed from them in these clubs as either somewhat exotic or mildly disgusting, and not as something horrific or potentially deadly. These same people then go home and generally do not worry about supernatural powers being used on them.

Of course, only people who dismiss the supernatural regularly patronise the supernatural nightlife. The relatively small numbers of people who believe in but avoid the supernatural never visit such establishments and often avoid movies and books featuring supernatural creatures and powers. Similarly, people who actively believe in the supernatural often find such places to be either dull or horrifying, depending upon their opinion of the supernatural.

There are also now businesses run by psychics, magicians, and occasionally half-fae or shifters, where patrons can request various services, like divination, illusions, magical protections, or assistance investigating some supernatural mystery or threat. Most of these services are perfectly legal, but the reasons people patronise them varies. People who are strongly affected by Shadowing typically visit such places on a lark or because they have noticed some minor supernatural problem like a non-violent haunting. While these people are inclined to ignore such problems, often friends or relatives talk them into seeking assistance. Such people often either want to see some flashy demonstration of supernatural power, or go for much the same reason that people visit professional psychics and fortune-tellers in our own world. These people often encounter some of the many fakes and frauds, since they have difficulty telling the difference between fake and real supernatural power.

People who either avoid or believe in the supernatural usually visit such businesses when they have a more serious real or imagined supernatural problem. People who avoid the supernatural are typically reticent to discuss their own supernatural problems, but once they are convinced to start talking, they eagerly turn the problem over to someone who can deal with it. Such people are often willing to pay significant sums of money to make their problem go away. However, they never seek out supernatural aid to help them solve non-supernatural problems. In contrast, while people who believe patronise these businesses to help deal with supernatural threats, they also use these services to seek to gain supernatural assistance with mundane issues, like a spell to improve their performance in a job interview, or divination to help them make an important life-choice.

Many medium-to-large-sized business now have someone in the upper levels of management who believes in the supernatural and seeks out supernatural aid for the business. A small but increasing number of large businesses employ psychics or sorcerers to regularly provide such assistance. Anyone in the business who does not believe that the supernatural is useful, may regard employing such a person an eccentric choice, but can usually be convinced that an on-staff psychic or magician provides some minor aid.

ATTITUDES TOWARDS THE SUPERNATURAL

In the modern United States, the supernatural has become part of public life. However, the effects of Shadowing mean that this has caused surprisingly few social changes. Some reactionary religious and political figures rail against the evils of supernatural monsters in much the same way that these same people speak out against LGBTQ people, and atheists. The vast majority of people dismiss such attitudes, but may still think supernatural individuals are weird and disturbing. Most people who dismiss the dangers of supernatural creatures would still not consider being friends with anyone they knew to be a supernatural creature.

RELIGION & THE SUPERNATURAL

Despite stories and legends to the contrary, crosses and other holy symbols have no effect upon vampires or other supernatural creatures. A vampire is free to touch religious books and symbols, just like everyone else. In this setting, some take the fact that religious symbols do not harm or repel vampires as proof that they and other supernatural creatures are accepted by the god or gods the person worships. Other people decide that the fact that holy symbols have no effect upon vampires is proof that atheism is objectively correct. However, most people in this setting have decided that while they may believe in one or more gods, the stories about supernatural creatures and religious symbols are simply incorrect, just like the belief that lycanthropes physically turn into wolves or that vampires can transform into mist.

In this setting, religions provide the same benefits that they do in our world, and the existence of magic and supernatural creatures has caused some people to have more faith. However, the lack of any solid physical proof of any religion, while magic, vampires, and the fae are all clearly and vividly real has caused others to lose faith. As a result, religion is about as powerful and influential as it is in our world.

Games Masters are of course free to decide if any religion or religions are correct in this setting. Games Masters who wish to do so can also have deities take an active role in the campaign, perhaps delivering visions to an especially devout character, or maybe even granting a miracle during some extreme circumstance. Such choices are outside the purview of this book and are left to the choice of individual Games Masters and players.

However, it's worth remembering that even if the characters have no more proof of the reality and truth of their religious beliefs than people in our world, religion can still be a major force in a campaign. Characters may make their choices based on their faith, and some may have had powerful religious experiences that changed and shaped their lives.

RELIGIOUS RESPONSES TO THE SUPERNATURAL

A few extreme religious groups have denounced all supernatural creatures and magicians as inherently evil. The majority of these sects accept psychics and Seers, but view them with extreme suspicious. However, most faiths now accept magicians, psychics, lycanthropes, and half-fae as all having the same capacity for good and evil as everyone else and welcome sincere believers, regardless of their ancestry or powers.

The majority of these same faiths regard using magic or supernatural powers to commit immoral acts as worse than simply committing immoral acts without supernatural aid. Also, the question of vampires is far more divisive. Almost all of the evangelical protestant denominations in the United States have actively rejected vampires. While the Catholic Church actively accepts all living supernatural creatures and people with supernatural powers, it still considers vampires to be inherently sinful. Although the church takes the attitude that the faithful should hate the sin and not the vampire, vampires are not welcome in Catholic churches.

Outside the United States and Russia, the influence of Shadowing means that most faiths take no clear position on vampires or other supernatural creatures. Inside the United States, the only faith that openly accept vampires are the Unitarians. However, a few local branches of both Reform Judaism and the most liberal Protestant faiths have allowed vampires to join their congregations.

LAWS & PREJUDICE

Although they cannot vote or hold public office, in the United States, vampires have the right to own property and protection under the same laws as other residents. Since the War, attempting to harm or kill a vampire is now just as serious a crime as attempting to harm or kill a living human. Many federal and state officials attempt to make certain that these laws are upheld, since none of them wish to see another War. However, on a local level, prejudice, hatred, and memories of the War sometimes outweigh common sense. Even being detained for speeding can result in a vampire being hassled, told to leave town, seriously threatened, or on occasion, killed.

ELDER VAMPIRES & THE LAW

Most governments now understand that it is difficult to defend against the powers of elder vampires, or even to identify evidence of their mental manipulations. As a result, governments now attempt to carefully monitor the activities of every known elder vampire and determine the identities of others. However, everyone involved in these efforts understands that

VAMPIRE CAMS

Originally planned as a method of reducing police brutality, many police officers in the United States and Canada now wear wireless cameras when they are on duty. These cameras record everything a police officer does on duty, and are reviewed afterwards for evidence of any anomalies or misbehaviour. In addition, whenever a police officer encounters a vampire, the officer or their partner can signal this fact simply by pushing a button on the camera or speaking into their radios. At this point, another officer immediately begins monitoring the camera's live feed. If there is any evidence that the vampire is attempting to harm the police officers or to use their mental powers to resist arrest, the police issue a warrant for the vampire's arrest or destruction. Only law enforcement officers who accept that the supernatural is both real and potentially dangerous regularly use these cameras.

much of what they find is either lies or information deliberately released by one or more elder vampires. Many government have detailed plans for dealing with rogue elder vampires, and consider these creatures to be the greatest threat to national security. Unfortunately, the most reliable way to deal with a rogue elder vampire is with the help of one or more other elder vampires.

In the United States, the FBI and the US Marshal Service maintain contact with three of the elder vampires who helped to end the War and regularly consult with them. Many people in both organisations fear, resent, and distrust these powerful creatures, but they also fully understand that their help is absolutely essential to national security. Since the end of the War, these three elder vampires have helped the US government track down and destroy one of the remaining elder vampires who was responsible for the War. These same vampires helped the Canadian government locate and destroy a Russian elder vampire who was attempting to move to Canada.

CRIME & THE SUPERNATURAL

Before the War, a number of supernatural individuals turned to crime. A psychic could become a highly successful blackmailer or con artist, just as a shifter could be an almost unstoppable assassin, and a sorcerer or elder vampire could be a master criminal, able to commit almost any crime with little chance of being caught. However, almost all of these criminals were isolated. There was little supernatural organised crime, since the supernatural population was relatively

small and human criminals were as affected by Shadowing as everyone else.

Since the War, supernatural individuals cannot get away with crime as easily as before. The police are more aware of supernatural crime, and both the FBI and many metropolitan police forces have special divisions devoted to handling such cases. However, there are also more supernatural creatures and people with supernatural powers. Some of them are now working with human criminal gangs or creating criminal gangs of their own. In addition, the overall reduction in Shadowing in the United States means that more criminals are aware of the supernatural.

Shadowing causes some to strongly desire to avoid any contact with the supernatural, leading to an increase in fear and superstition among criminals. However, for criminals who have overcome the effects of Shadowing, supernatural powers and supernatural creatures represent an important opportunity. A sorcerer who can perform a spell to teleport from one location to another is a smuggler's dream, and some criminal gangs have discovered that lycanthropes make excellent enforcers. The vast majority of people with supernatural powers are as law-abiding as anyone else. However, the somewhat hidden and isolated nature of their lives, combined with the prejudice that many of them face means that theft, blackmail, running cons, or even murder for hire can seem like the easiest and most profitable careers to the least moral or the most desperate.

Gangs of human criminals who employ psychics, magicians, or supernatural creatures are typically highly effective, but often develop a reputation for being somewhat creepy, which can make alliances with criminal gangs that do not employ said individuals difficult. If there is evidence that a criminal gang is employing supernatural means to commit crimes, the local and federal supernatural task forces help local law enforcement deal with this gang. There are rumours that at least one national organised crime syndicate is run by an elder vampire, but efforts to discover the truth of these stories or to locate the elder vampire have so far proved fruitless. However, lesser vampires are the least likely to get involved in criminal gangs, both because of their more tenuous legal status and because most elder vampires forbid lesser vampires in areas they control from getting involved in activities that attract the attention of law enforcement.

JUSTICE & THE SUPERNATURAL

In the United States, the penalty for all violent crimes committed by vampires or using mental powers to commit any form of assault, including feeding from an involuntary subject, is death. Vampires are allowed to testify in court, and self-defence is considered an acceptable defence, but because of the difficulty of imprisoning vampires, their trials are always exceedingly speedy. In theory, these laws apply to all vampires, but everyone is aware that in practice they do not apply to elder vampires, because these creatures are simply too powerful to allow themselves to be apprehended for trial. If an elder vampire is accused of a crime, it either flees or proves its innocence, often by compelling a lesser vampire to confess.

There are periodic allegations of injustice in the trial of lesser vampires, but unless the vampire is wealthy, has friends with significant political power, or has close ties to one of the elder vampires working with the US government, all but the most obvious injustices are likely to be ignored. Often, the outcome of such a trial depends largely upon the level of Shadowing of the jury. Juries where most members regard vampires as an odd minority group react very differently from those composed largely of people who understand vampires and their powers. Most people who are not strongly affected by Shadowing fear vampires, but also wish to do nothing to anger them. However, these same people often find that vampires who are accused of violent crimes often become safe targets for fear and hatred, since vampires are now subject to human laws.

Vampires who commit non-violent crimes typically face fines or probation, or both. Repeat offenders are turned over to a local elder vampire, who is free to do with them as they please. Typically, the lesser vampire is mind-controlled into improving its behaviour, and usually ends up as the elder vampire's enthralled servant for at least the next several years.

Living supernatural individuals who commit crimes are treated exactly like ordinary human criminals. However, there is also a special class of supernatural crimes, including mind-control, magical or psychic violence, violation of mental privacy, and cursing. In general, crimes against ordinary humans are treated more seriously than crimes against other individuals with supernatural powers because ordinary humans are more vulnerable to, and less aware of, supernatural influences.

All trials of supernatural individuals are strongly affected by Shadowing. In addition to special branches of law enforcement that handle supernatural crimes, in the United States there are also defence and prosecution lawyers and judges who specialise in such cases. The relatively few US citizens who disbelieve in the supernatural are almost always rejected from juries dealing with supernatural crimes. However, even these accommodations do not prevent a number of cases involving supernatural crimes ending with the defendant being declared innocent because most of the jury had difficulty believing that the defendant's powers could actually be that serious a threat.

Attempting to apprehend fugitives with supernatural powers is both dangerous and harsh. Vampires who are accused of a violent crime and do not surrender immediately are almost always hunted down and killed. Anyone known to have any supernatural powers who appears to be using them when confronted by the police will be attacked with Tasers, beanbag rounds, or on occasion, bullets. Shooting down living people with supernatural powers who are not an immediate

deadly threat is frowned upon in all jurisdictions. However, sentiments against such people run especially strong in some jurisdictions, and police killings of supernatural individuals are often not investigated without clear evidence of wrongdoing by the police.

SUPERNATURAL PRISONS

Prison is an option for violent supernatural offenders other than vampires. When imprisoned, half-fae and psychics are all fitted with restraint collars that inhibit use of their power by delivering Taser-like shocks when the wearer attempts to use any power. Lycanthropes are fitted with similar collars that shock them if they attempt to transform into their feral form. Imprisoned magicians spend much of their time in warded cells and are carefully watched the rest of the time. Any who attempt to perform magic are shackled and may be subject to periods of solitary confinement in a warded cell.

Overall, the legal system treats people with supernatural powers who are convicted of crimes somewhat more harshly than normal humans are, especially if they used supernatural abilities to commit a crime. However, many people with supernatural powers fought in the War, and having a record of heroism during the War often still earns people convicted of crimes at least some degree of leniency for all but the most heinous crimes.

SUPERNATURAL JUSTICE OUTSIDE THE UNITED STATES

Since the War, Shadowing has been somewhat reduced over the entire world. While most people in nations not directly affected by the War consider laws about the supernatural to be pointless or even ridiculous, people in law enforcement agencies and governments who are least subject to Shadowing have made certain that such laws now exist in most nations.

CANADA & MEXICO

Although neither nation was directly affected by the War, both had their share of both living and undead refugees from the United States, as well as attacks by United States vampires who came across their border. As a result, Shadowing in these two nations has been reduced and the general public now has some awareness of the existence and nature of vampires, magic, and other supernatural entities. Canada's laws regarding the supernatural are modelled on those in the United States. Mexico's laws regarding magic and other supernatural beings are similar, but vampires are technically illegal in Mexico. Also, many Mexicans consider vampires to be a problem that have come to their nation from the United States.

Among Mexican people who believe in vampires, the only factor preventing widespread violence against vampires, suspected vampire, and vampire sympathisers is the understanding of what happened during the War. Any vampires who can be proven to have come from another nation are returned to that nation. Mexico has been pressing the United States for the right to send all of their vampires to the United States. So far, this proposal has been soundly rejected. Instead, in Mexico, vampires who commit violent crimes or control unwilling people with their mental powers are executed. Other vampires who cannot simply be deported are incarcerated in a large compound known as Le Ataúd (The Coffin). In Mexico, magicians and psychics are treated much like they are in the United States. Lycanthropes and other living supernatural beings are largely ignored unless they commit crimes, but obviously inhuman half-fae children are frequently killed at or shortly after birth, with their deaths listed as natural causes.

RUSSIA & THE UKRAINE

Any known vampires in the Ukraine or in Russia outside of the Vampire Enclave are forcibly detained. If they are determined to have attacked or mind controlled humans, they are immediately executed. In theory, all other vampires are supposed to be deported to the Vampire Enclave. In practice, only vampires who have powerful allies within the Vampire Enclave are deported. Typically, these allies contact the authorities and officially place the captured vampire under their protection. Other vampires are simply killed under some pretence of resistant arrest or attempting to escape. Few among the living speak out for vampire rights, and those who do so openly are often either the victims of mob violence or are arrested and detained for several weeks, while local magicians or psychics attempt to determine if they are under vampiric control. If the person is not, they are typically subject to a combination of lectures and brutality. Lycanthropes and half-fae are subject to widespread prejudice in Russia, as are psychics and magicians who do not work for the government. However, criminal gangs like the Bratva welcome all supernatural individuals except vampires.

THE VAMPIRE ENCLAVE

Life and justice in the Vampire Enclave is difficult and brutal. Vampires rule the region absolutely, and any humans or other supernatural individuals who dissent are imprisoned to serve as blood donors. Everyone else is required to donate blood to the vampires twice a year. Almost one third of this region's human population is blood bound to one of the enclave's three dozen elder vampire rulers.

THE REST OF THE WORLD

Outside of the United States, Canada, Mexico, Russian, and the Ukraine, Shadowing continues to cause most people to disbelieve in vampires and other supernatural creatures. However, awareness of vampires has finally made it into law in the EU. Using lethal force to defend against any sort of attack by a vampire is legal, but attacking a vampire who is not assaulting someone mentally or physically is treated exactly like violence against a living person. Magic is treated exactly like psychic powers in terms of laws and punishments: using them either coercively or to invade someone's privacy is a serious crime.

CHARACTER CREATION

Character creation in *After the Vampire Wars* follows the general steps of character creation found in *Mythras*, with a few additions described in this chapter. The steps of character generation in *After the Vampire Wars* are as follows:

1. *Work with the Games Master to decide upon the campaign's Power Level*
2. *Determine your character's species*
3. *Create a rough character concept for play*
4. *Determine Characteristics and Attributes*
5. *Determine Culture*
6. *Determine Passions*
7. *Determine Background*
8. *Decide on Career*
9. *Determine additional Background elements, such as Social Class and family*
10. *Decide why your character is involved with the supernatural world and how they are connected to the other characters*

A character sheet can be found on pages 56-57, and downloaded from the Design Mechanism website.

1: POWER LEVEL

One of the staples of modern urban fantasy literature is that some characters are inherently more powerful than others. Obviously, a 200-year-old vampire is considerably more powerful than even an experienced Seer. However, in addition to being generally more competent, higher power characters also have a deeper connection to supernatural energies and can perform feats impossible for less powerful characters. One sorcerer could be considerably more powerful than another, even if their level of skill was approximately similar, because of differences in their inherent magical power.

To reflect these differences, you can play *After the Vampire Wars* at three different Power Levels. These different Power Levels not only change the base Power Level of the characters and how their supernatural powers work, but also what

type of characters are appropriate, and what sort of stories the campaign will involve. The three character Power Levels are *Ordinary*, *Impressive*, and *Powerful*, and rules for how to generate characters of each Power Level are described below.

Games Masters should insist that all characters in a campaign be of the same Power Level. Mixing characters of different Power Levels in the same campaign usually leads to disparities between characters that make the campaign less fun for everyone. As a result, the Games Master should work with the players to decide if they wish to have an Ordinary Campaign, an Impressive Campaign, or Powerful Campaign. See page 7 for information on increasing an ongoing campaign's Power Level during play.

ORDINARY CAMPAIGNS

Characters in this type of campaign are relatively normal people who possess a bit of supernatural power. As with all campaigns in this setting, human characters should be Seers rather than humans with no connection to the supernatural. In Ordinary campaigns, Seers with no other special abilities are perfectly reasonable characters. Other options include psychics, sorcerers, lycanthropes, and half-fae. Shifters are possible, but may be too powerful and Games Masters should consider if they want them in this type of campaign. Lesser vampires, especially ones who have very recently become vampires, are also possible characters in Ordinary campaigns, but are not recommended because they are considerably more powerful than any other characters of this Power Level.

Characters in this type of campaign can be monster-hunters, occult detectives, or almost all of the other possible options for characters in *After the Vampire Wars*. However, these characters are all considerably weaker than most of the foes they will face. An experienced mystic, an elder vampire, or one of the fae are all far more powerful than any individual Ordinary character. Teamwork and cooperation are especially important for campaigns with this Power Level. One limitation on this type of campaign is that Ordinary

characters will find physically visiting the Otherworld to be exceedingly hazardous.

Due to the limitations on supernatural powers and Magic Point recovery, Ordinary campaigns are inherently grittier than more powerful campaigns, since the characters are more limited in what supernatural powers they can use and how frequently they can use them. As a result, characters in Ordinary campaigns have lives much like those of ordinary humans. They are not powerful enough to immerse themselves in the supernatural community and in some ways, even characters who are not human are outsiders to it. Instead, most Ordinary characters are still primarily focused on considerations of paychecks, car payments, and perhaps even the occasional payday loan.

RECOMMENDED CHARACTER SPECIES

Seers, sorcerers, half-fae, lycanthropes, and possibly, with the Games Master's permission, shifters or lesser vampires

GENERATING CHARACTERISTICS

Generate characters normally, as described on *Mythras*, page 8, using either the Dice Roll Assign, or Points Build method.

CULTURAL SKILLS

Add cultural skill points as directed in *Mythras* (page 13).

CAREERS

Distribute 100 points amongst the career's listed Standard Skills and whatever Professional Skills were chosen, increasing each skill by 1% for every point spent on improving it. Not all of the available skills need to be improved, but no individual skill can receive more than 15%.

SUPERNATURAL POWERS

- Characters who learn Sorcery require assistance to perform Rituals (see page 89) and require more time to cast spells.
- Ordinary characters cannot learn advanced Psychic Disciplines or some Mysticism Talents and Sorcery spells.
- Ordinary characters can learn all other supernatural powers available to their species.

BACKGROUNDS

Generate Background Events, social class, family, and money normally.

BONUS SKILL POINTS

The character gains a pool of 150 points, increasing each skill by 1% for every point spent on improving it, no individual skill can receive more than 15%. Choose one additional Combat Style or Professional skill as a hobby speciality.

MAGIC POINT RECOVERY

With the exception of shifters (who possess other methods of acquiring Magic Points), all supernatural characters in Ordinary campaigns regain 1 Magic Point per hour.

IMPRESSIVE CAMPAIGNS

This is the default Power Level for *After the Vampire Wars*. Seers, including Seers who are psychics, mystics, or sorcerers are all acceptable, as are half-fae, lycanthropes, shifters, and lesser vampires. Characters at this Power Level are less powerful than an elder vampire or one of the fae, but a party of Impressive characters is usually a match for such foes.

Characters in Impressive campaigns are not the most powerful supernatural beings in their city or region, but they are worthy of notice by these potent entities. The characters can be skilled monster-hunters or occult-detectives, or they could people who are seeking greater occult power or exploring the mysteries of the Otherworld. Characters at this Power Level have all had previous experience with the supernatural and may have served in the War, although potentially not all on the same side.

Characters in Impressive campaigns are part of the supernatural world, but also usually maintain close ties with the ordinary mortal world. These characters may have extended lifespans, but none of them have lived longer than a human lifespan, and most are no older than 60, meaning that the vast majority still possess human friends and families. As a result, characters in Impressive campaigns exist as bridges between the mortal world and the supernatural world.

RECOMMENDED CHARACTER SPECIES

Seers, half-fae, lycanthropes, shifters, and lesser vampires.

GENERATING CHARACTERISTICS

When generating characters using the Dice Roll Assign method on page 8 of *Mythras*. Roll 4d6, discarding the lowest die, and then assign the results to STR, CON, DEX, POW and CHA. Next, roll 3d6+6 twice, discarding the lowest die on each roll, and assign these numbers to SIZ and INT. If using the Points Build method, players build their character from a preset pool of 90 points.

CULTURAL SKILLS

Add cultural skill points as directed in *Mythras* (page 13), except that the character can select four Professional Skills, the total pool of points is 150 points, and no more than 25% can be applied to each skill.

CAREERS

Distribute 150 points amongst the career's listed Standard Skills and whatever Professional Skills were chosen, increasing each skill by 1% for every point spent on improving it.

Not all of the available skills need to be improved, but no individual skill can receive more than 25%.

SUPERNATURAL POWERS

Characters can learn or otherwise gain access to any supernatural powers available to their species.

BACKGROUNDS

Generate Background Events and family normally. However, due to the advantages provided by their powers, unless they specifically wish to live in desperately poor conditions, Impressive characters have a minimum Social Class of Working Class and add 0.5 to their Money Modifier (page 49).

BONUS SKILL POINTS

The character gains a pool of 200 points, increasing each skill by 1% for every point spent on improving it, no individual skill can receive more than 25%. Choose two additional Combat Styles or Professional skills as hobby specialities.

MAGIC POINT RECOVERY

With the exception of shifters, who possess other methods of acquiring Magic Points, all supernatural characters in Impressive campaigns regain 2 Magic Points per hour, due to their close connection to supernatural energies.

OTHER BONUSES

Some characters who reach this level of power learn to supplement their life force with magical energy, increasing their life span. See page 36 for details.

POWERFUL CAMPAIGNS

Elder vampires, sorcerous adepts, powerful psychics, half-fae sorcerers, and experienced shifters are all possible characters in Powerful campaigns. Seers without some impressive power like Sorcery or Mysticism are not suitable characters in this sort of campaign, and lycanthropes are more suitable if they also possess Psychic Powers or Mysticism. Characters in Powerful campaign are among the mightiest supernatural beings in any large city they live in or visit. Elder vampires in this campaign might be the Regents (page 116) of a city, or they could be elder vampires who recently attained this status and are seeking to obtain their own territory. Similarly, sorcerers, psychics, mystics, half-fae, and shifters should be powerful individuals who demonstrated especially potent supernatural gifts. Mystics, psychics, and sorcerers in this type of campaign are among most powerful magicians in their city. These characters are likely to have a position of power in their city's formal or informal occult community, such as being a Monitor (page 111).

It's important to consider what these characters did during the War. Powerful characters either played a notable role during the War or had an excellent reason for avoiding it. Whether the characters all fought on the same side, and whether the government knows about any of the characters are important questions for the Games Master to consider and discuss with players in Powerful campaigns. Also, characters don't get to be this mighty without at least someone noticing them. Even if no one in any government knows about the characters, they all have some sort of reputation among other supernatural beings. Characters might be feared, admired, or, despite their power, regarded as reckless and overconfident. All such characters should have allies and enemies, which the Games Master must work with the players to create.

These characters will almost certainly have visited the Otherworld before, and have possibly been there physically or visited psychically dozens of times. Do any of the characters have any allies or enemies among any of the inhabitants of the Otherworld? Most importantly of all, what do the characters want? Powerful characters are not pawns to circumstance or underdogs fighting the good fight, they are movers and shakers within the supernatural community and they have both the power, and in most cases, the reputation to make major changes.

Characters in Powerful campaigns are fully inside the supernatural world and may have few connections to the mortal world. All elder vampires are more than a century old and many other Powerful characters are just as old, meaning that every ordinary human they knew when they were young adults is long dead. Even characters in Powerful campaigns who are not exceptionally old usually spend most of their time with other supernatural characters or pursuing their occult studies. In addition, all Powerful characters possess sufficient magics that they rarely need to worry about mundane considerations like having enough money to pay their rent.

RECOMMENDED CHARACTER SPECIES

Powerful mystics, psychics, or sorcerers, half-fae sorcerers, psychic lycanthropes, experienced shifters, and elder vampires.

GENERATING CHARACTERISTICS

When generating characters using the Dice Roll Assign method on page 8 of *Mythras*. Roll 4d6, discarding the lowest die, six times, then assign the five results of your choice (typically, the highest five) to STR, CON, DEX, POW and CHA. Next, roll 3d6+6 three times, discarding the lowest die for each roll, and assign the two results of your choice (typically, the highest two) to SIZ and INT. If using the Points Build method, players build their character from a preset pool of 100 points.

CULTURAL SKILLS

Add cultural skill points as directed in *Mythras* (page 13), except that the character can select five Professional Skills, the total pool of points is 200, and no more than 40% can be applied to each skill.

CAREERS

Distribute 200 points amongst the career's listed Standard Skills and whatever Professional Skills were chosen, increasing each skill by 1% for every point spent on improving it. Not all of the available skills need to be improved, but no individual skill can receive more than 40%.

SUPERNATURAL POWERS

Characters can learn or otherwise gain access to any supernatural powers available to their species.

BACKGROUNDS

Most Powerful characters should have Background Events that permit them to be older than most normal humans and unless their relatives are also supernatural creatures or skilled mystics, psychics, or sorcerers, they likely died of old age decades ago. Also, their inherent power and likely age means that they have more money than most humans. Unless they specifically wish to live in desperately poor conditions, these characters have a minimum Social Class of Middle Class and add +2 to their Money Modifier (see page 49).

BONUS SKILL POINTS

The character gains a pool of 300 points, increasing each skill by 1% for every point spent on improving it, and no individual skill can receive more than 40%. Choose three additional Combat Styles or Professional skills as hobby specialties.

MAGIC POINT RECOVERY

With the exception of shifters, who possess other methods of acquiring Magic Points, all supernatural characters in Powerful campaigns regain 4 Magic Points per hour, due to their close connection to supernatural energies.

OTHER BONUSES

All characters who reach this level of power supplement their life force with magical energy, increasing their life span, see page 36 for details. In addition, the same energies that lengthen their lives also speed their healing. Powerful Seers and shifters use the following healing times and can regenerate crippled, but not lost limbs.

- Minor Wounds: Hours
- Serious Wounds: Days
- Major Wounds: Weeks

Powerful half-fae and lycanthropes heal even faster. They use the following healing times and can regenerate lost limbs.

- Minor Wounds: Minutes
- Serious Wounds: Hours
- Major Wounds: Days

NOVICE IMPRESSIVE & POWERFUL CHARACTERS

Power Level need not be the same as experience. Players and Games Masters who would like a campaign involving Impressive or Powerful novices should use the rules for generating Cultural Skills (100 points), Careers (100 points), and Bonus Skill Points (150 points), from Mythras, as well as the rules for Backgrounds for Ordinary characters, but use all of the other rules above for creating Impressive or Powerful characters. Such characters have large amounts of raw power, but not a lot of skill or experience, which can be an interesting combination.

However, it normally doesn't make sense to play an elder vampire a campaign involving Powerful novices, because elder vampires are all more than a century old and thus always possess large amounts of experience. With the Games Master's permission, someone could play an elder vampire who either lost most of her memory or perhaps even a relatively young lesser vampire who was transformed into an elder vampire as a result of a powerful supernatural incident. However, such a character would be both utterly unique and the focus of a great deal of potentially dangerous interest from other vampires.

SUPERNATURAL POWERS & CAMPAIGN POWER LEVEL

Another effect of campaign Power Level is how many supernatural powers characters start play with. All characters in the same campaign should start play with the same number of powers. These powers are quantified into Supernatural Points, but these points are only used for character generation and are never used during character improvement. Character improvement occurs using the normal *Mythras* rules for Experience Rolls (*Mythras*, pages 71-72). Unless specifically noted, each power can be taken multiple times.

- *Ordinary Level Campaigns*: Characters start play with 4 Supernatural Points of powers.
- *Impressive Level Campaigns*: Characters start play with 8 Supernatural Points of powers.
- *Powerful Level Campaigns*: Characters start play with 12 Supernatural Points of powers.

Characters can spend these Supernatural Points on the powers found on the Character Powers Costs Table, on the page 34.

CHARACTER POWERS COST TABLE

Power	Supernatural Point Cost	Limitations & Prerequisites
Fae Mutations	1 point for two additional Fae Mutations	Must be Half-Fae, characters can start play with no more than a total of POW/3 (round up) fae mutations
Fae Powers	1 point per Fae Power	Must be Half-Fae, automatically gains the Fata Skill (page 73)
Folk Magic	1 point for a number of Folk Magic spells equal to the character's Folk Magic skill divided by 10 (rounding up)	Automatically gains the Folk Magic Skill, cannot take this power more than twice
Mysticism Talents	1 point per Talent	Automatically gains the Meditation & Mysticism Skills
Psychic Discipline	1 point per Discipline, each Discipline provides the character with one free Psychic Talent	Automatically gains the Psionics (Discipline) Skill (page 79).
Psychic Talent	1 point for two additional Psychic Talents in a Psychic Discipline	Requires the previous purchase of a Psychic Discipline
Sorcery Spells	1 point per Spell	Automatically gains the Invocation & Shaping Skills
Elder Vampire Powers	1 point per Power	Must be an Elder Vampire, can only be purchased once unless the character is at least 300 years old
+20% to a single Skill	1 point	Cannot be used to raise any skill over 99%
Being Half-Fae	3 points	Must select 2 free Fae Mutations, can only be purchased once
Being a Lycanthrope	3 points	Automatically gains the Lycanthropy Skill (page 36), can only be purchased once
Being a Shifter	3 points	Includes the Bestial Projection & Psychic Vampirism Talents (pages 87-88), automatically gains the Psionics (shifter) Skill, can only be purchased once
Additional Bestial Projection Shapes	1 point per additional shape	Shifters Only
Being a Lesser Vampire	6 points	Can only be purchased once
Being an Elder Vampire	10 points	Can only be purchased once

2: CHARACTER SPECIES

Not all characters in *After the Vampire Wars* are human. Players also have the option of characters who are exotic half-fae, bestial lycanthropes, mysterious shifters, or powerful lesser or elder vampires. All of these different character types are explained below. Remember that campaign Power Level affects which species your character can be. Also, the species you select determines how many points you have left to purchase other powers.

SPECIES POWER COSTS

Character Type	Supernatural Point Cost
Seer	0
Half-fae	3
Lycanthrope	3
Shifter	3
Lesser Vampire	6
Elder Vampire	10

SEERS

Ordinary humans are not recommended as characters in *After the Vampire Wars* campaigns, because these characters are too vulnerable to the supernatural and are also unable to gain any access to supernatural powers. However, a few rare humans are born more in touch with the world of the supernatural. Called Seers, these individuals possess Mystic Vision and enhanced magic resistance (see page 70 for information on these traits). They have no other innate supernatural powers and are simply ordinary humans who can perceive the supernatural, resist supernatural abilities with their full Willpower, and with the correct training, learn various supernatural powers.

Most Seers are born that way, and those that aren't typically become Seers though exposure to powerful supernatural events. In both the United States and Russia, approximately one in 500 people is a Seer. This is twice the number of Seers before the War. The massive amounts of supernatural activity during the War caused many people in these nations to become Seers. Testing by various military groups helped many learn that they are already Seers. The post-War era is an unusual time, because more people are able to perceive the supernatural than ever before.

CREATING SEER CHARACTERS

Seers are generated as normal humans and can learn Folk Magic, Psychic Disciplines, and Sorcery spells. In Ordinary and Impressive campaigns, Seers need not possess any supernatural powers and could simply spend their power points being exceptionally good with various mundane skills. However, in campaigns with Powerful characters, Seers should possess one or more types of supernatural powers.

HALF-FAE

The fae are the inhuman rulers of the supernatural Otherworld (page 96). Some fae visit or even dwell in the mortal world, and a few of these beings become romantically involved with humans and occasionally have children with them. Also, some humans are abducted into the Otherworld, either mentally or physically (page 103). Those rescued from the Otherworld sometimes find themselves changed by the experience and occasionally also have children who are not entirely human.

Half-fae are characters who either have one of the fae in their ancestry, were abducted and changed in the Otherworld, or have an ancestor who was altered because they spent significant time in the Otherworld. Some half-fae have a parent who they know was one of the fae or who was abducted by them. Others may have no idea of the source of their differences, because their connection to the fae or the Otherworld may be three or four generations in the past. Although all such characters are called half-fae, some have ancestors who are dragons, harpies, or other inhuman creatures native to the Otherworld.

The half-fae are a highly diverse group. All of them have powers and physical differences that set them apart from humanity, but the exact nature of these powers and differences depends upon the nature of their parent or relative from the Otherworld. The grandchild of an aquatic ogre-like fae would likely be able to breathe water and be far stronger than an ordinary human, just as the child of an inhumanly beautiful fae might be supernaturally attractive and able to manipulate other's emotions. Similarly, the great-grand-child of a dragon might have scales and be generally stronger, faster, and tougher than ordinary humans. However, despite their many differences, all half-fae have a few characteristics in common.

CREATING HALF-FAE CHARACTERS

All half-fae have all of the abilities of Seers and are created like Seer characters, but with the following differences.

- Half-fae automatically possess at least two Fae Mutations.
- Half-fae gain +2 to their starting POW and have a maximum POW of 20.
- Half-fae are affected by the Folk Magic Warding spell (see page 77)
- Half-fae can psychically visit the Otherworld (page 103) and can bring others with them on these journeys.
- Half Fae heal faster than ordinary humans. They can regenerate crippled, but not lost limbs. Use the following healing times:

Minor Wounds: Hours
Serious Wounds: Days
Major Wounds: Weeks

In addition, all half-fae have a number of additional abilities, chosen from the lists of Fae Mutations and Fae Powers (page 71-76). The number of special abilities the character begins play with depends upon the Power Level of the campaign.

HALF FAE & OTHER POWERS

Half-fae have all of the advantages of Seers, including Mystic Vision, improved magic resistance, and the ability to learn Folk Magic, Psychic Powers, and Sorcery. However, half-fae can never learn any advanced Psychic Disciplines or

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SUPERNATURAL CHARACTERS & LONGEVITY

Most Seers who do not pursue extensive supernatural powers have the same lifespans as other humans. However, some supernatural creatures live longer than humans, and Impressive and Powerful characters also tend to live longer than normal. As a result, lifespan depends upon both Power Level and species. Also, regardless of their Power Level, vampires never age and exist until they are destroyed.

Ordinary Characters*: Seers and lycanthropes live a normal human lifespan. Half-fae and shifters live twice as long as ordinary humans and only appear to visibly age past 30 during the last decade of their long lives.*

Impressive Characters*: Psychics, Mystics, and Sorcerers as well as all half-fae, lycanthropes, and shifters who reach this level of power supplement their life force with magical energy, increasing their life span. These characters have average life-spans approximately three times as long as normal humans. Once they are in their 20s, they age at one-tenth the rate of normal humans, but begin aging normally once they are between 210 and 230 years old.*

Powerful Characters*: All Powerful characters supplement their life force with magical energy, increasing their life span. These characters have average life spans approximately three times as long as normal humans. Once they are in their 20s, they age at one-tenth the rate of normal humans, but begin aging normally once they are between 210 and 230 years old.*

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Mysticism. Half-fae are also never lycanthropes or shifters, and cannot be transformed into vampires.

LYCANTHROPES

Physically changing into a wolf or other animal is impossible, but some individuals possess a connection to a magical power associated with predatory animals. Almost all lycanthropes were born that way, but a few gained their lycanthropy via strange magical rituals, supernatural accidents, fae curses, or other similarly unusual events.

Some people claim that lycanthropes have joined their minds with a predatory animal spirit, others believe these people have simply been enchanted with animal power. Regardless of the exact mechanism, the result is the same. They are somewhat stronger and faster, and heal rapidly. However, on the three nights every month when the moon is full, lycanthropes become considerably more powerful and dangerous as they are driven by supernatural bloodlust.

The lives of lycanthropes are made more complex by the fact that while some are born into families of lycanthropes, an equal number spontaneously become lycanthropes, most often when they are adolescents or young adults. This transformation typically occurs during a moment of extreme anger, but it can also happen if another lycanthrope attempts to force the individual to transform into their feral form (see opposite). Occasionally, people who know about and envy lycanthropes ask a lycanthrope to see if they can cause them to transform. The vast majority of the time, this effort fails, but in a handful of cases, this attempt works and the person learns that they are a lycanthrope. If the first attempt fails, that individual will never transform into a lycanthrope, barring the intervention of powerful supernatural forces.

CREATING LYCANTHROPES

Lycanthropes are suitable for any campaign and are created like Seers, except for following differences.

- Lycanthropes gain +2 STR and +1 DEX.
- They also gain the Creature Power Night Sight (*Mythras*, page 217).

LYCANTHROPE POWERS

THE LYCANTHROPY SKILL

All lycanthropes possess the Lycanthropy Skill, which starts at CON + POW. This skill can be increased with both cultural skills and bonus skill points.

FERAL FORM

Lycanthropes can channel magical power into their bodies and shift into a more powerful feral form that gives them various physical advantages. This transformation requires one full round, during which the lycanthrope can do nothing else. This transformation causes a few physical changes, but they are relatively minor. The lycanthrope's fingernails grow and sharpen into claws, their teeth become fangs, their face looks slightly more animalistic, and their body becomes notably hairier. However, despite legends and movies to the contrary, lycanthropes cannot turn into animals or even assume a half-animal/half-human form, but they do become exceedingly deadly predators. After this transformation, lycanthropes increase their Damage Modifier by one step, gain +2 movement (for a total of 8m), and +1 AP (due to magically tougher skin) in all locations. In addition, their claws and teeth now inflict appropriate damage for their size (*Mythras*, page 222), and their claws gain the Formidable Natural Weapons trait. In feral form, lycanthropes also gain the

half-fae Mutation Enhanced Smell (page 72), and the Dark Sight Creature Power (*Mythras*, page 215).

- Lycanthropes automatically shift to their feral form during the three nights of full moon.
- They can resist or reverse this transformation with a successful Formidable Lycanthropy roll.
- Spending 2 Magic Points allows the character to make a second attempt at this roll.
- During these nights, the lycanthrope automatically reverts to their feral form as soon as they cease concentrating on preventing or reversing this transformation.
- At other times, the character can shift into their feral form by making a successful Lycanthropy roll and spending 1 Magic Point.
- Except on a night of the full moon, returning to their normal human form any time except on a night of the full moon requires an Easy Lycanthropy roll, but does not require spending additional Magic Points.
- Once dawn breaks after a night of the full moon, or at other times, once the reason they shifted to their feral form has ended, lycanthropes automatically return to their normal form.

BLOODLUST

When in their feral form, lycanthropes have difficulty restraining their aggression if they or anyone they care about is attacked, or if they encounter someone they deeply hate.

- If the lycanthrope is attacked or threatened with potentially lethal violence while in feral form, they must make a Hard Lycanthropy roll to avoid attacking the threat.
- If the target of the attack or threat is someone the lycanthrope has a positive (i.e. Love, Protect, etc.) Passion towards, the lycanthrope can make a Lycanthropy roll, opposed by their Passion towards this individual to avoid attacking the threat.
- When encountering someone they possess a Hate Passion towards, if this person acts at all hostile or disrespectful, the lycanthrope feels an overwhelming urge to attack. To resist this urge, lycanthropes can make a Lycanthropy roll, opposed by their Passion against this individual.
- The lycanthrope can also make a Lycanthropy roll to attempt to capture or corner the attacker rather than harming them.

Lycanthropes in the thrall of this bloodlust can use cunning and tactics, and need not charge into overwhelming force.

FRENZY

If someone the lycanthrope cares deeply about or feels strong bonds of loyalty to is badly injured by a deliberate, potentially lethal attack, and the attacker is visible, the lycanthrope may enter a Frenzy. Frenzy works as per the rules on page 216 of *Mythras*, with the object of a Passion being the trigger.

- If anyone the lycanthrope has a Passion towards gains a Serious or Major Wound, the lycanthrope must make a Lycanthropy roll, opposed by their Passion towards this individual to avoid Frenzy.
- This Frenzy automatically ends if the attacker dies or flees in a way that the lycanthrope cannot immediately pursue, or if the lycanthrope is unable to fight.

FEAR AURA

A lycanthrope's feral form generates an aura of magical fear. This aura does not affect supernatural characters (including Seers) or inhabitants of the Otherworld, but against normal humans and animals, it functions as the Intimidate Creature Power (*Mythras*, page 216). Lycanthropes most often snarl or howl to intimidate others. If the lycanthrope spends 1 Magic Point, they can instead have this fear aura function as the Terrifying Creature Power (*Mythras*, page 217), which works against all animals and intelligent beings, except elder vampires, the fae, and other lycanthropes. Because these are both supernatural powers, humans who are not Seers must make a Formidable Willpower roll to resist either manifestation of this fear aura.

FERAL COMMAND

One lycanthrope can help or even cause another to transform into or out of their feral form. Accomplishing this requires that the lycanthrope possesses a higher Power Level than the target, and to urge or command them to transform. After at least two rounds of such urgings and commands, the lycanthrope spends a Magic Point and makes an Influence roll augmented by their Lycanthropy Skill. If successful, the Lycanthrope making the commands can force the other lycanthrope to transform to or from their feral form. The target need not resist this command, but can choose to do so by making an opposed Willpower roll, augmented by their Lycanthropy Skill. Attempting to cause another lycanthrope to transform automatically fails if this transformation would risk their life or safety.

RAPID HEALING

Lycanthropes also heal considerably faster than ordinary humans. Lycanthropes also can regenerate lost or crippled limbs. Use the following healing times:

- Minor Wounds: Hours
- Serious Wounds: Days
- Major Wounds: Weeks

LYCANTHROPES & OTHER POWERS

Lycanthropes have all of the advantages of Seers, including Mystic Vision, improved magic resistance, and the ability to learn Folk Magic, Psychic Powers, and Mysticism. However, lycanthropes cannot learn Sorcery or any advanced Psychic Disciplines. Lycanthropes are also never half-fae or shifters, and if they become vampires, they lose all of their lycanthrope special abilities.

SHIFTERS

Shifters appear physically human in all ways, but possess unique and potent Psychic Powers (see page 78). A shifter can project their consciousness out of their body, where it assumes the form of an animal. A shifter can even make this animal form temporarily tangible, allowing it to affect the physical world. Shifters must also drain Magic Points from others simply to survive. Some shifters believe that they are responsible for the legends of magicians and vampires being able to turn into animals.

Shifter legends say that they are an ancient offshoot of humanity, perhaps created by prehistoric magic or interbreeding with powerful creatures from Otherworld. Almost all shifters are born into one of a few hundred families who take care to marry members of other shifter families. However, no one always obeys even the strictest marriage taboos. Occasionally shifters are born into perfectly ordinary families, presumably because that family has at least one shifter ancestor, perhaps several generations previously.

CREATING SHIFTERS

In most ways, shifters are identical to Seers who study Psychic Talents. However, shifters have some unique abilities and limitations:

◉   All shifters gain their own Psychic Discipline (see page 79) and have their own Psionics skill, Psionics (shifter).

◉   This Psychic Discipline includes two Psychic Talents, Bestial Projection, and Psychic Vampirism (pages 87-88). These Talents are only available to shifters.

◉   Regardless of their Power Level, shifters only recover 1 Magic Point per day.

◉   Shifters can only recover Magic Points more rapidly by using Psychic Vampirism.

◉   Using Psychic Vampirism is also necessary for a shifter's survival. For every week a shifter does not gain at least 1 Magic Point via Psychic Vampirism, it suffers a level of Fatigue, which does not recover until it does so. This loss of Fatigue can eventually be fatal.

◉ Fatigue lost in this fashion cannot be regained by any means until the shifter successfully uses Psychic Vampirism. See Psychic Vampirism (page 88) for further information.

◉ Shifters can use magical healing, but cannot use any form of magic to regain Fatigue levels lost due to not using Psychic Vampirism.

◉ Shifters are affected by the Folk Magic Warding spell (see page 77).

◉ Shifters gain +2 to their starting POW and have a maximum POW of 20.

SHIFTERS & OTHER POWERS

Shifters have all of the advantages of Seers, including Mystic Vision, improved magic resistance, and the ability to learn Folk Magic, Psychic Powers (including all advanced Psychic Powers), and also Mysticism. Shifters cannot learn Sorcery, and they are never half-fae or lycanthropes. All attempts to transform shifters into vampires automatically fail.

VAMPIRES

Vampires are intelligent undead who are created from humans or lycanthropes by other vampires. Some elder vampires claim that an ancient sorcerer transformed herself into the first vampire when she tried to become immortal. Vampires are divided into lesser vampires and elder vampires. Lesser vampires are moderately powerful creatures, who possess serious limitations. They also cannot create new vampires, and must ask an elder vampire to bestow the gift of potentially eternal unlife on a loved one. Elder vampires are considerably more powerful than lesser vampires, and can create lesser vampires with ease and in great numbers. They also possess a strong motivation to do so, since elder vampires can easily control any lesser vampires they create.

Vampiric society is inherently hierarchical, where the hierarchy is based on age and power. Lesser vampires take roughly a century to become elder vampires and elder vampires continue to grow in power the longer they exist and they more they use their powers. As a result, an elder vampire that is 1,500 years old can almost always easily defeat one that is only 200 years old. Unless they are killed, vampires are potentially immortal, and the oldest are incredibly powerful. All across the planet, the same power structure emerged among vampires. The oldest local elder vampires are in charge, they give orders to the younger elder vampires, who are in turn served by the lesser vampires in the area. This social structure seems to be an inherent part of vampiric nature.

VAMPIRE CHARACTERS

Vampires can be played in any campaign. In Ordinary and Impressive campaigns, players can only play lesser vampires. In Powerful campaigns, players can choose to play either lesser vampires or elder vampires who no more than 150 years old.

CREATING LESSER VAMPIRES

To create a lesser vampire, use the information listed for vampires (*Mythras*, pp. 270-272), with a few modifications. In *After the Vampire Wars*, lesser vampires have the following characteristics.

SPECIAL ABILITIES

All vampires have the same increased STR & DEX, as well as the listed Abilities of Allergy (Sunlight), Darksight, Gaze Attack (Domination), Immunity (Mundane Weapons), Undead, Vampiric, Vulnerable (Special), and all the other listed traits.

Vampires cannot Shapeshift.

BLOOD LOSS & SUPERNATURAL CHARACTERS

Some supernatural characters recover from blood loss, including blood loss caused by vampires, faster than ordinary humans.

- *Ordinary and Impressive Power Level Seers and shifters recover from blood loss at the same speed as ordinary humans, at a rate of one level per day (Mythras, page 71).*
- *Ordinary and Impressive half-fae and lycanthropes and Powerful Seers and shifters heal blood loss at a rate of one level per hour.*
- *Powerful half-fae and lycanthropes recover from blood loss at a rate of one level per minute.*
- *Vampires must consume blood to recover from Fatigue due to blood loss.*
- *Some powers and spells allow characters to recover from blood loss more rapidly, see Chapter 5.*

ALLERGY (SUNLIGHT)

Sunlight only causes 1d3 damage per minute to each location it contacts. However, while in sunlight, vampires cannot use any powers, including their Gaze Attack, or spend Magic Points for any reason. In addition, while in sunlight, all Willpower rolls to resist supernatural powers become Formidable. Vampires who are exposed to sunlight first visibly smoke and smoulder, and eventually catch on fire.

BLOOD THIRST

To successfully feed, a vampire must drain a victim of at least two Fatigue levels of blood. This amount of blood is sufficient to sustain the vampire for one week. Drinking blood is also the only way a vampire can heal damage. Draining one Fatigue level from a target heals all of the vampire's Minor Wounds, draining two Fatigue levels from a target heals all of the vampire's Serious Wounds, and draining four Fatigue levels from a target heals all of the vampire's Major Wounds. Healing Major Wounds allows the vampire to regenerate lost or crippled limbs. However, vampires must make a successful standard Willpower roll to stop feeding. If the vampire is currently suffering from a Serious or Major Wound, this Willpower roll becomes Formidable. Also, for each week it does not feed, the vampire suffers a level of Fatigue which does not recover until it feeds again. If the vampire drops to the level of Comatose, they enter a state of suspended animation, but do not die.

Pouring blood down the throat of an incapacitated or comatose vampire allows it to feed. Vampires must feed to restore Fatigue and heal damage, and they cannot use any form of magic to restore Fatigue or to heal any injury. Vampires can feed on stored blood and on non-human blood, but both are only half as effective as fresh human blood.

Vampires find animal blood less enjoyable than human blood and stored blood less enjoyable than fresh blood. Even hungry vampires must make a Hard Willpower roll to force themselves to consume stored animal blood.

CREATING OTHER VAMPIRES

Lesser vampires cannot transform humans into vampires, only elder vampires have this power.

DAMAGE

Vampires are only vulnerable to sunlight, wooden weapons, fires, and electricity.

ENTERING DWELLINGS

Vampires cannot enter a home or residence without an invitation from someone who lives there. Only locations where an intelligent creature regularly dwells enjoy this protection.

GAZE ATTACK

Lesser vampires' Gaze Attack only functions for POW minutes, after which it ends. Also, lesser vampires' Gaze Attacks do not work on any other vampires and they cannot use Gaze Attack to force anyone to perform obviously self-destructive acts.

KILLING VAMPIRES

Causing a Major Wound to a vampire's head or torso using fire, sunlight, or wooden weapons or decapitating a vampire instantly kills it. However, vampires can survive and fully recover from any other injury by drinking blood.

LOST POWERS

Mystics, psychics, sorcerers, and lycanthropes who become vampires lose all of their supernatural powers, except Folk Magic, which is the only form of magic lesser vampires can possess.

WARDING

Lesser vampires are affected by the Folk Magic Warding spell (see page 77).

THE EFFECTS OF LESSER VAMPIRE BLOOD

Any living being who drinks sufficient lesser vampire blood to cause the vampire to lose a Fatigue Level regains all lost Minor and Serious Wounds as well as all lost Fatigue. Also, smearing a drop of vampire blood (which is insufficient to have any effect on the vampire) automatically heals the bite marks a vampire leaves on a human or other living creature. Vampires often use this to conceal their feeding.

AFTER DEATH

Regardless of the method, when any vampire dies, their body decays into a bleached and brittle skeleton in approximately 24 hours. If the vampire's corpse is exposed to direct sunlight, this process only requires one hour.

CREATING ELDER VAMPIRES

Before the War, almost no humans knew about anything beyond the fact that older vampires became more powerful. What they did not know was that elder vampires are actually far more powerful than lesser vampires. Once a vampire has spent at least one century as a vampire, has been active (and not in suspended animation due to lack of feeding), for at least three quarters of this time, they can become an elder vampire. Actually doing so requires the vampire to either kill and drain all of the blood from an Impressive or Powerful intelligent supernatural creature, kill and drink the blood of seven humans in one night, or drink at least one Fatigue level of blood from an elder vampire who is at least 1,000 years old. The vampire must then spend four Experience Rolls. If successful, they instantly become an elder vampire and gain all the benefits of becoming one.

ADVANTAGES OF BECOMING AN ELDER VAMPIRE

INCREASED CHARACTERISTICS

Elder vampires automatically increase all of their characteristics except SIZ at a rate of +1 for every full century of its existence for the first 300 years. Once a vampire is 300 years old, its characteristics increase by +1 every additional 500 years. Starting elder vampires in Powerful Campaigns gain +1 to each of their characteristics.

IMPROVED MAGICAL DEFENCES

Elder vampires' ability to resist magical influence in especially powerful. All opposed Willpower rolls to resist any supernatural effect made by any being that is not a fellow elder vampire are Easy.

IMPROVED GAZE ATTACK

All elder vampires gain a more powerful Gaze Attack. Whilst the vampire concentrates, they may mentally issue commands to the victim, who (in most circumstances) cannot refuse if they fail their opposed Willpower roll. Even if the vampire's concentration lapses, the target continues to obey the vampire's commands until the sun next rises. Also, once the vampire has successfully used this ability on someone, they can mentally communicate with and issue more commands to the target until the sun next rises, regardless of how far they are from the target.

In addition, the vampire can order the target to forget any or all events that occurred while being controlled by the

vampire, or even all events from the previous week. Only another elder vampire or a psychic using the Mind Probe Talent (page 84) to deliberately search for hidden memories can reveal these lost memories.

An elder vampire who has made a successful Gaze Attack can also spend one Magic Point to duplicate the effects of the Telepathy spell (*Mythras*, page 175), but the vampire can also make another opposed Willpower roll to force the target to share any memory with the vampire.

The vampire can also make an opposed Willpower roll to temporarily possess the target, using its body as their own. While an elder vampire possesses someone, it loses the ability to control its own body, and its senses are limited. However, an elder vampire can stop possessing someone very rapidly. Doing so allows the vampire to regain full use of its own body and senses at the beginning of the next round.

Elder vampires can give ordinary humans and vampires they create self-destructive commands, but the target can make a second opposed Willpower roll to resist such commands. Seers and other supernatural characters automatically resist self-destructive commands.

BLOOD BINDING

Elder vampires who feed on someone's blood gain additional control over this person. If the vampire has tasted the target's blood, they can use their Gaze Attack on the target, regardless of how far away the target is. The target remains vulnerable to the vampire for one month for every century that the vampire has been a vampire. A vampire that has existed for 400 years could control a person for up to four full months after the vampire had drunk this person's blood. Stored blood cannot be used for Blood Binding, the vampire must actually drink blood from the person's body.

CREATING NEW VAMPIRES

Creating a new vampire costs an elder vampire 1 Magic Point and requires the vampire to feed the target a small amount of her blood. Once the vampire has fed the person their blood, the vampire must then kill the person – typically by draining them of blood. However, the vampire blood remains within the target's body for the next 24 hours. As long as the person dies within a day, they will rise as a vampire. Creating

vampires has no other limitations and elder vampires suffer no negative effects from doing so. Vampires created by elder vampires are always lesser vampires.

CONTROLLING LESSER VAMPIRES

Elder vampires can use their Gaze Attack and Blood Binding upon lesser vampires they did not create in exactly the same way that they can use these powers to affect Seers and other supernatural creatures. If an Elder vampire used their Gaze Attack on a lesser vampire they created, the lesser vampire's Willpower roll is always Formidable. Elder vampires cannot use either their Gaze Attack on other elder vampires.

EFFECTS OF ELDER VAMPIRE BLOOD

Any living being who drinks sufficient elder vampire blood to cause the vampire to lose a Fatigue Level regains all lost Wounds as well as all lost Fatigue and is cured of all illnesses, including terminal ones. If a living being drinks sufficient blood from an elder vampire to cause the vampire to lose two Fatigue Levels, that person does not age for one year. Elder vampires keep the effect their blood has upon humans a closely guarded secret.

SPECIAL POWERS

Upon becoming an elder vampire, every elder vampire develops a single special power. After they have existed for 300 years, elder vampires all gain one additional power. Elder vampires also continue to gain one additional power for every additional 200 years that they survive. See page 93 for the list of elder vampire powers.

3: CHARACTER CONCEPT

Characters in an *After the Vampire Wars* campaign are all people who regularly interact with the supernatural, either because of their profession or their species. A character's relationship towards the supernatural may be positive or negative, but they always have one. The character concept is up to the player, but should fit with the character's species, the campaign's Power Level, and the overall focus of the campaign.

ORDINARY CAMPAIGN EXAMPLES

- A down-on-her-luck Seer private detective who primarily takes cases involving the supernatural.
- A half-fae journalist or blogger who investigates supernatural oddities.
- A lycanthrope bodyguard who is looking to supplement her income.
- A novice sorcerer seeking knowledge and perhaps a powerful teacher.

IMPRESSIVE CAMPAIGN EXAMPLES

- A mystic investigating the mysterious murder of his teacher.
- A lesser vampire trying to either impress or gain freedom from his Regent.
- A shifter who seeks to learn more about the origin of her kind.
- A half-fae retrieval specialist who attempts to protect people from the fae.

POWERFUL CAMPAIGN EXAMPLES

- A newly empowered elder vampire seeking her place in the supernatural scene.
- A sorcerer who was appointed as the Monitor of a city after the previous Monitor's recent disappearance.
- A powerful shifter who protects his kind in the city and is worried about a recent rash of attacks against shifters.
- A half-fae explorer who seeks to understand the mysteries of the Otherworld.

4: CHARACTERISTICS & ATTRIBUTES

Characteristics are generated as per the rules for the campaign's Power Level (see above). Once the characters have their base characteristics and trait(s) calculated, the next step is to determine all of the special secondary attributes important to the *Mythras* system. The following attributes are calculated in the same fashion as listed in the *Mythras* core rules along with any modifications for character species (see above):

> Action Points
> Damage Modifier
> Magic Points
> Experience Modifier
> Healing Rate
> Height and Weight
> Hit Points
> Initiative Bonus
> Luck Points
> Movement Rate

STANDARD SKILLS

Skills represent how characters interact with the world around them. Skill values are determined exactly as presented in the *Mythras* rules, modified by the rules for campaign Power Level. In addition, Professional Skills have been changed and expanded to reflect the contemporary setting. The list of Standard Skills in *After the Vampire Wars* is unchanged from the one present in *Mythras* (page 11), but several are slightly modified (see opposite).

5: CULTURE

All characters in *After the Vampire Wars* are assumed to be from a civilised culture. Other cultures are possible, but require a character who was raised as a hunter-gatherer in the Amazon jungle, a Mongolian horse nomad, or someone from other similarly remote and isolated environments. Finally, the advantages and innate skills conferred by civilised life are somewhat different from those listed in *Mythras* (page 15).

MODERN CIVILISED STANDARD SKILLS

Deceit, Drive, First Aid, Influence, Insight, Locale, Willpower.

MODERN CIVILISED PROFESSIONAL SKILLS

Bureaucracy, Computer*, Courtesy, Linguistics* (any), Lore (any), Mechanisms, Science (any), Streetwise. * These new Skills are described below.

STANDARD SKILLS

Skill	Basic Percentage	Notes
Athletics	STR+DEX	
Boating	STR+CON	The Boating skill also includes operating all motorised boats that can be piloted by a single individual.
Brawn	STR+SIZ	
Conceal	DEX+POW	
Customs	INTx2	
Dance	DEX+CHA	
Deceit	INT+CHA	
Drive	DEX+POW	The Drive skill also includes operating all motorised ground vehicles, from motorcycles to 18-wheel trucks.
Endurance	CON x2	
Evade	DEX x2	
First Aid	INT+DEX	
Influence	CHA x2	
Insight	INT+POW	
Locale	INT x2	
Native Tongue	INT+CHA	The Native Tongue skill also automatically provides the character with literacy in their native language.
Perception	INT+POW	Seers and other supernatural characters also use the Perception skill when utilizing their Mystic Vision (see page 70).
Ride	DEX+POW	
Sing	CHA+POW	
Stealth	DEX+INT	
Swim	STR+CON	
Unarmed	STR+DEX	
Willpower	POW x2	

PROFESSIONAL SKILLS

Skill	Basic Percentage
Acrobatics	STR+DEX
Ating	CHA x2
Art	POW+CHA
Bureaucracy	INT x2
Commerce	INT+CHA
Comms	INT x2
Computers	INT x2
Courtesy	INT+CHA
Craft	DEX+INT
Culture	INT x2
Demolitions	INT+POW
Disguise	INT+CHA
Electronics	DEX+INT

PROFESSIONAL SKILLS

Skill	Basic Percentage	Notes
Engineering	INT x2	Engineering represents the ability to comprehend the processes behind, and design of, actual mechanical devices
Fata	POW+CHA	
Folk Magic	POW+CON	
Forgery	DEX+INT	
Gambling	INT+POW	
Invocation	INT x 2	
Linguistics	INT+CHA	
Lockpicking	DEX x2	
Lore	INT x2	The Lore skill covers all knowledge that is not covered by sciences. An alternate name for Lore in modern day campaigns is humanities, and it covers Classics, Geography, History, Literature, Mythology & Folklore, & Occult Studies
Lycanthropy	CON+POW	
Mechanisms	DEX+INT	Mechanisms permits the repair and maintenance of mechanical devices, from automobiles to refrigerators. The skill cannot repair something completely destroyed, but could permit a brief jury-rigged fix if enough spare parts are available. The design and building of new mechanical devices is not covered by this skill, but requires the Engineering skill instead
Medicine	INT+POW	Medicine is the Healing skill renamed, although it performs the same function as Healing. The Skill might involve the use of technological machinery such as stethoscopes and x-ray machines, hence the need for a new name.
Meditation	INT+CON	
Musicianship	DEX+CHA	
Mysticism	POW+CON	
Navigation	INT+POW	
Oratory	POW+CHA	
Pilot	DEX+INT	
Politics	INT+CHA	
Psionics	POW x2	
Ride	DEX+POW	
Science	INT x2	
Seamanship	INT+CON	The Seamanship skill also includes operating all large watercraft, from luxury yachts to submarines
Seduction	INT+CHA	
Shaping	INT+POW	
Sleight	DEX+CHA	
Streetwise	POW+CHA	
Survival	CON+POW	
Teach	INT+CHA	
Track	INT+CON	

PROFESSIONAL SKILLS

The list of Professional skills found in *Mythras* has been changed to reflect the contemporary setting of *After the Vampire Wars*, and include some new skills, some of which are dependent on species. Skills listed in italics are new skills described later in this section.

NEW SKILLS

The following are new skills created to handle the higher technology of the genre, and are applicable in any contemporary setting.

COMMS (INT X2)

This skill grants the ability to use communications equipment to detect, conceal, or block all forms of radio traffic. It also grants a chance of cracking encrypted messages (providing the user has access to a computer with decryption software). In any situation where the attempted communication (or discovery of such) is actively challenged, an opposed roll is used to determine the result.

COMPUTERS (INT X2)

This skill reflects the character's ability to solve complex problems or extract complex information, using computer systems – be it through programming code, detailed use of a particular piece of software, hacking, and even diagnosing/repairing software and hardware problems. General use of computers, such as searching the internet or using a word processor or spreadsheet, does not usually require a roll.

DEMOLITIONS (INT+POW)

This skill permits a character to safely handle and use explosive materials. Most demolition attempts require no skill check if performed in a non-stressful situation while taking time to double check everything is set up correctly. A roll should only be necessary when:

- Cutting corners to save time or being in a combat situation
- Using substandard or unknown materials
- Setting up the explosive device as a trap
- Needing to demolish something without causing collateral damage

ELECTRONICS (DEX+INT)

This skill allows the user to tinker with, bypass, or repair electronic devices. It has many applications, most often to temporarily patch up damaged equipment or replace broken circuits with spares. A darker aspect of the skill is the circumventing of electronic security, providing the character can gain access to the circuitry or a convenient USB port.

Designing and building new electronic devices is not covered by this skill and instead requires the Engineering skill.

FATA (POW+CHA)

Fata is a supernatural skill essential to using Fae Powers. It represents the character's understanding of the inhuman magics of the fae and how to use them to reshape reality. For further information, see page 73 of the Supernatural Powers chapter.

FORGERY (DEX+INT)

The Forgery skill permits the creation or falsification of official documentation. This is normally used to gain the following:

- False identity documentation
- False travel documentation, so that the holder can penetrate a secure facility or region
- False cargo manifests, to enable the smuggling of prohibited substances or objects
- Falsified financial documents, from bank checks to official financial records

Forgery is not simply the physical crafting of a facsimile of the original document, assuming it's not just an electronic code. Rather it requires the knowledge of passwords, encryption, names of current overseers, and dozens of other aspects. It might even necessitate the hacking of local databases to plant corroborating evidence to support the forged document. Usually the skill is tested once to initially create the forgery. The quality of the forgery depends on the roll, which can be made in secret by the Games Master if they so desire:

Critical Success: The forgery is so good that it can never be discerned from the real thing. It always passes inspection checks. Only a thorough in-depth investigation of the associated person, craft, or cargo will indirectly reveal it is false.

Success: A sufficiently good enough forgery is created so that it always passes inspection checks without needing to roll, unless the checking official has reason to be suspicious.

Failure: The forgery is sufficiently shoddy so that it always prompts an inspection check.

Fumble: Some elemental mistake is made immediately revealing the bogus nature of the forgery, so that it automatically fails any inspection check.

Inspection checks occur whenever an official requests to see (or be transmitted) the forged document: a guardsman requesting travel papers or an ID card for example. The check is a simple opposed roll of the crafter's Forgery skill (at the time of making the forgery) versus the viewer's Perception, Customs/Culture, or some other relevant technical skill. If the forgery wins, then it passes inspection.

LINGUISTICS (INT+CHA)

Linguistics is a renamed version of both Language and Literacy, and it performs the same functions as both. In the contemporary world, anyone who understands a language well enough to speak phrases is also considered to be able to read and write that language (if possible). For each 10% of this skill, the character may choose one Language to apply it to.

LYCANTHROPY (CON+POW)

This skill is only available to lycanthropes and governs their ability to change into and out of their predatory feral form (see page 36 for details).

PILOT (DEX+INT)

Pilot skill permits the control of flying vehicles. The Pilot skill is not normally checked when making normal flights. However, dramatic or dangerous situations may require the skill to be tested. For example:

- When engaging in a dogfight with another aircraft
- If trying to fly through difficult conditions, such as a bad storm or anti-aircraft fire
- Attempting to control the ship to pass by physical obstacles, like tall buildings in an urban area
- Landing in bad terrain or with a damaged aircraft

POLITICS (INT+CHA)

Characters possessing the Politics skill understand how to navigate and negotiate the corridors of government at local and national levels. It can be used to request a personal favour, lobbying, or even voting support. It can also be used to determine who is really in charge in any local government. The Politics skill not only denotes personal contacts, but also reflects the character's own standing in the political structure of the nation state. Due to the degree of authority and power such standing grants, Politics is often a useful skill with which to augment checks concerning negotiations, bribery, or even intimidation attempts.

As a rough guideline, characters that are politically active are generally limited in their rank according to their Politics skill value. For example, if the Games Master treated membership in the British government with a ranking system, lower level functionaries (clerical/secretarial rank) would require a Politics skill of 50%, ministers (middle management) need 70%, high ranking ministers (upper management) necessitate 90%, and even the most unimportant MP (leadership rank) would entail a skill of at least 110%.

PSIONICS (POW X2)

Psionics is the skill essential to using Psychic Powers. Each different psionic discipline possesses a different psionic skill. The disciplines are biokinesis, empathy, martial mind, mental savant, telekinesis, telepathy, visions, and for shifters, Psionics (Shifter). For further information, see page 79 of the Supernatural Powers chapter.

SCIENCE (INT X2)

There are dozens of scientific disciplines and the Science skill, which can be taken multiple times, is always associated with a discipline: Science (Biology) or Science (Chemistry), for example. The major disciplines are listed below, but players and Games Masters can add their own.

> *Anthropology*
> *Astronomy*
> *Astrophysics*
> *Biology*
> *Botany*
> *Chemistry*
> *Cryptozoology (the study of Otherworld and supernatural creatures)*
> *Geology*
> *Mathematics*
> *Physics*
> *Physiology*
> *Psionics*
> *Psychology*
> *Zoology*

A Science roll is called for whenever a character is attempting to solve a problem scientifically within a field of expertise, use science to make a deduction about a situation, or conduct an experiment (either practical or theoretical). When faced with a problem outside their field of specialisation, a character can use a closely related Science at a penalty.

6: PASSIONS

Passions are a part of every character's background. Use the rules on pages 22-23 of *Mythras* to determine a character's Passions. In *After the Vampire Wars*, every character should normally have between one and three Passions. Common Passions in this setting include: *Prevent Another Vampire War, Hate Or Destroy Vampires, Hate Or Destroy Fae, Seek Occult Knowledge, Seek To Learn The Mysteries Of The Otherworld, Loyalty To The Regent (Lesser Vampires Only), Loyalty To The Pack (Lycanthropes Only), Contempt For Humans With No Connection To The Supernatural, & Protect Humans With No Connection To The Supernatural.*

7: BACKGROUND

Every character has a past, and in the neo-noir setting of *After the Vampire Wars*, the past often comes back to haunt characters, sometimes literally. Background Events are part of this, as are details about a character's social class, family, and connections.

BACKGROUND EVENTS

Background Events provide hints or suggestions of what a character's past was like, along with a few specific details that can form the basis for plot hooks or details about the character's personality. The number of Background Events each character possesses depends upon the Power Level of the campaign. Because it is so central to the setting, many

Background Events relate to the War. If your campaign is set before the War or in a world where it never happened, feel free to change these events or use another more mundane war.

NUMBER OF BACKGROUND EVENTS

- ⊙ Ordinary Campaigns: one or two Background Events
- ⊙ Impressive Campaigns: two or three Background Events
- ⊙ Powerful Campaigns: three or four Background Events

You should feel free to either choose or roll Background Events for your character. Also, if a roll is at odds with your character concept, feel free to either roll again or choose another. Background Events should enrich your character concept, not disrupt it.

BACKGROUND EVENTS

1d100	Event
01	The ghost of someone you knew who died in the War has appeared to you several times. What do they want?
02-04	One of your parents is a member of an exceedingly wealthy and powerful family and turned their back on their heritage to live an ordinary middle class or working class life. Do you know why your parent left their family? Will you contact these people and potentially gain wealth and power?
05-06	You lived outside the United States or Russia during the War and saw it from a distance, as something that didn't really touch your life. Why did you move to one of these two nations?
07-08	You had useful skills or perhaps were simply young, healthy, and athletic, but while many people you knew were involved in the War, you avoided getting involved. Why?
09-10	Distant relatives demanded that you be sent to stay with them. Your parents could not refuse – why was that? The relatives treated you well but were always cold and distant with you, despite insisting that you live with them for several years. On returning to your true family, they had also become distant with you. What is at the root of this strangeness? Why have you been caught in the middle?
11	On your birthday two years ago, it rained frogs. Last birthday, it rained lizards. What will it rain this year? More to the point, why does it rain strange things on *your* birthday?
12-13	You have a favoured and beloved pet that follows you everywhere. It has no abilities or special powers, but offers comfort and companionship.
14-17	During the War, you spent at least a while trapped in one of the vampire-controlled cities. How did you escape and what did you need to do to survive?
18-19	You fought in the War, and someone close to you fought on the other side. If you know, have you talked about it with them? If you don't know, how will you react when you find out?
20-21	You picked up an unusual-looking object during the War. You know nothing about it, but someone may come looking for it. Does it possess some dormant power? Did someone dying give it to you for safe-keeping or did you loot it off a corpse or from an abandoned house?
22	One of the fae has visited you several times. It doesn't seem to want to abduct you or to convince you to perform any immoral acts, it merely seems interested in or curious about you. Why has it picked you and what does it want?
23-24	The eldest surviving member of your family harbours a great secret. They have told you that when you are old enough, it will be entrusted to you. What is this secret? When will the time be right? Your Games Master will decide, but until then you must be patient. Can you contain your curiosity?
25-26	You come from a family that is locally or perhaps nationally or internationally famous for art or music. Their fame grants you access to high status patrons if you yourself are an artist or performer. If you aren't, it can be a source of irritation when casual acquaintances are taken aback at your lack of talent.
27-28	You believe that someone or something has kept you under observation for a long time. You are unaware of their identity or purpose but intend to find out.
29-30	A sibling or other close relative committed a heinous crime that has brought shame on your family. They fled soon after, vanishing entirely, casting suspicion on you. Were you yourself falsely blamed for the crime? Or did you willingly confess, to preserve the remnants of your family's honour? Is blood truly thicker than water?
31-32	You are known by law enforcement as a past offender. Whether you deserved it or not, you have a criminal record and suddenly surveillance of you has begun again – or so you suspect.
33-35	Deservedly or otherwise, someone thinks you did something vile during the War and seeks revenge. Are they correct or can you clear your name?
36-37	When you were a child, you were either abducted by the fae and swiftly recused or rescued during your abduction. Ever since, you have wondered if the fae are still interested in you.
38-40	Your once prosperous family have now lost their wealth to a rival. How did this fall from grace happen? Did the rival profit?

BACKGROUND EVENTS

1d100	Event
41-42	Someone knows enough about you to be in a position to blackmail you for money or a favour. What do they know? How close are they to carrying out the threat?
43-44	You keep encountering a symbol, seemingly at random. You are unsure if this is coincidence, a portent, a construct of your imagination, or a deliberate trick. It has recently become more frequent or prominent and now you seek to understand what it means.
45-46	You were ostracised by your family after you opposed them over a matter of conscience. Do you seek reconciliation or do you intend to stay a pariah in their eyes?
47-48	Your family or a lover is bound tightly into the service of an important, powerful individual or corporation who has a great degree of power over them. How do you help your loved one? What hold do they have over you?
49	Years ago, you had a mysterious friend. You recently learned that they are actually an elder vampire. Do you seek them out? What do they think of you now?
50-51	You are a twin. Your sibling has similar characteristics and skills to yourself but you are clearly different people. Are you close, as twins usually are, or estranged? You always seem to know where your sibling is, even if relations between you are not good.
52-53	Recently, someone appears to have been impersonating you both online and in person. Who is this imposter? More importantly, why you?
54-56	You have a skilled criminal contact that is willing to assist you in return for remuneration. What is their criminal activity? How much can they be trusted?
57	You discover evidence that you committed a serious crime, which you have no memory of doing. Has someone attempted to frame you, were you possessed or mind controlled, or did you simply block out memory of your actions? No one else knows about this proof, but investigators may uncover it.
58-60	Years ago, you were close friends with someone who became a famous and decorated hero in the War. They recently moved to your city. Do they remember you? Are you still friends?
61-62	You were adopted by a guardian, distant relatives, a foster family, or an institute. Were you abandoned by your family or were you an orphan?
63-64	You own someone's diary, map, tape, or encrypted digital blog that contains coded information that you have yet to decipher. You are sure that it is the key to an important secret.
65-66	You are still mystified by the disappearance of a family member before or during the War but you have never given up hope that they can be found again.
67-68	A year or two after the War, someone you were close to voluntarily became a vampire. Maybe they were terminally ill; maybe they just wanted to live forever. In either case, they want to get back in touch with you now. Are you still interested in knowing them now that they are undead?
69	A period of several years is missing from your memory. You remember everything up to the start of this period with great clarity, and everything after it, but for this block of 1d6 years, it is as though you ceased to exist. More troubling, no one you know ever questions you about this 'lost' period. What period of your life does this missing block cover? What might have happened to you? What are people not telling you?
70-71	Diaries belonging to a great, great grandparent hint at things that you know have come to pass many years later. How did your great, great grandparent know what was going to happen? Were they psychic? What are these predictions? Can the upcoming predictions be averted – or embraced?
72-74	Ever since adolescence you've had recurring, vivid dreams of people who, in reality, you have never met, but in your dream world are compelling and life-like. Now that you know more about the Otherworld, you wonder if these people are real. You care about or love at least one of these people and would like to meet them, if they exist.
75-76	Some time ago, you found yourself asking a powerful criminal, businessperson, or official for a favour. The individual was able to help you in exchange for a verbal agreement to return the favour at a time of their own choosing. You realise that the person may ask you to commit an illegal or morally dubious act, and you know that they have the ability to apply considerable pressure on you.
77-78	You discover that your employer or patron seems to have favoured you over others equally or more worthy. Perhaps your recent work has been a mere sinecure all along? Is this due to your natural charm or is there a hidden agency or guilt motivating your benefactor? Are you being set up as a fall guy for some impending scheme?
79-80	You have a dependent who relies on you for financial, emotional, or practical assistance. Their situation is affected by their age or poor health. Is this duty an onerous one? Is the bond one of family, friendship, or guilt?
81-82	Your sibling is (or was) a great hero for some reason (perhaps during the War) and you live somewhat in their shadow. You are desperate to prove that you are your sibling's equal and want to outdo their deeds, proving that your family can produce more than one hero.
83-84	You have studied with a noted professor or other instructor. Whenever you meet up with this teacher, you can request personal tuition for one or more of your related Professional Skills.
85	You have begun seeing one or more ghosts of people you don't know. They have appeared several times. What do they want? Are they actually ghosts or is someone or something using their powers to pretend to be a ghost?
86-87	Recently, you attracted the attention of a journalist or notable blogger who finds you a useful source of information. This may be a boon as you use her to promote yourself and your ideas, or a curse if she draws unwanted publicity to you.
88-89	As a teen, you once ran away from home. Was this prompted by the need to try and escape from a miserable childhood or was it undertaken in the spirit of an adventure? What experiences did you have?
90-92	Ever since they learned you had supernatural abilities, some of your friends have asked you for minor favours, some useful, but most are silly and based on misunderstandings about the supernatural. Now, one of them has begun experiencing inexplicable events. You believe some powerful supernatural entity is interested in your friend. Why? What can you do?
93-95	You feel there is something hauntingly familiar about a particular object, place or individual (e.g. the work of a particular artist, photographs of a ruined city complex, a film actor, an opera song.). Is this just recollecting something viewed earlier in your life or do you have a supernatural connection to it?

BACKGROUND EVENTS

1d100	Event
96	Several years ago, you visited a fortune teller. They gave you one useful piece of information, followed by several predictions that made no sense at the time. Since then, you've been astonished at how accurate this reading was. Worryingly, an ominous event has yet to occur, and you also recollect that the reader was about to tell you something else but changed their mind. Perhaps it would be worth trying to visit the fortune teller again?
97	You have had a bounty placed on your head by an unknown individual. What are you thought to have done? Have you evaded bounty hunters in the past? How can you clear your name?
98	Several years ago, you and a friend committed a crime together. They were caught and you escaped. Your friend was sentenced to 10 years in prison. Now they are out on parole and looking for you. What was the crime? Why did you go free? Do you want your friend to find you?
99	You've begun to suffer a series of inexplicable blackouts. Upon recovery, you always find yourself in a seemingly random location, which you recently learned were all Nexus Points (page 102). At first, you thought someone was playing practical jokes on you, but the frequency of attacks is increasing and upon your last awakening, you were almost arrested for trespassing.
00	When you were young, you accidentally killed a close friend or sibling while playing together. The horror of the situation caused you to flee, remaining silent about the tragedy. When the adults finally went out to search for the missing child or adolescent no trace could be found, although they searched the area where you left the body. What happened to your compatriot? Did they escape death or did something unspeakable happen to the body?

ACTIVITIES DURING THE WAR

Powerful characters almost certainly fought in the War may have played a major role in it. Every Powerful character should choose or roll one of their Background Events on this table, unless there is some reason they would definitely not have been involved in the War.

WARTIME EVENTS

1d10	Event
1	Someone close to you fought on the other side. If you know, have you talked about it with them? If you don't know, how will you react when you find out?
2	You were responsible for several important victories for your side, depending upon which side you were one, you are either a hero or someone that many humans still fear.
3	You were responsible for several important victories for your side, but at the time a colleague or superior officer took credit for your victories. Why did you let them? Have you ever confronted them about their actions?
4	You were responsible for a terrible loss by your side. Perhaps you were a traitor, or perhaps you badly misjudged the situation. If your responsibility is known, the survivors may still blame you. If your role never came out, then events come about that may soon reveal it.
5	Deservedly or otherwise, someone thinks you did something vile during the War and seeks revenge. Are they correct or can you clear your name?
6	You worked alongside several of the oldest and most powerful of the elder vampires who helped end the war. Did you earn their respect, or did they largely ignore you? One of them recently moved to the city you live in. Do you seek them out?
7	You played a secret, but important role in the War, working undercover and behind enemy lines. Did the truth of your activities come out after the War, or are they still secret? If so, why are they still secret?
8	You did something you are deeply ashamed of during the War? Does anyone else know of your actions? How can you atone for what you did?
9	You helped win one of the important battles of the War and are considered a hero (assuming you fought for humanity), but you also lost someone you cared about or felt responsible for during that battle, and people talking about your 'great victory' always brings back the memory of that person's death. Who were they? Were you responsible for their death?
10	You personally killed someone powerful and important on the other side and watched them die. If you fought for humanity, you killed an important elder vampire. Are you proud of or conflicted about your deed? Did you know them before the War? Has anyone with ties to them come after you since the War? Did you kill them honourably or through trickery and betrayal?

SOCIAL CLASS, FAMILY, & CONNECTIONS

Due to the differences between the modern day and the pre-industrial era, should use the tables below for determining characters' social class, parents and siblings. Depending upon the campaign and the wishes of your Games Master, you may choose or roll entries on these tables. You should use the tables on *Mythras*, page 25 to roll or choose a character's extended family, reputation, and connections.

FAMILY

Families are smaller in *After the Vampire Wars*, and in most cases, characters only raised by one parent were in this situation because their parents got divorced, rather than because one parent died.

CIVILISED SOCIAL CLASS

1d100	Class	Example Professions	Money Modifier	Background Resources
01	Dire poverty	Homeless person, drifter, scavenger, unemployed petty criminal	0.25	Nothing but the clothes on their back, and maybe one or two pieces of outdated personal electronics
02-15	Impoverished	Part-time service worker, house cleaner, janitor, day labourer, coffee house musician	0.5	Run down rented accommodations, maybe a decrepit vehicle, other inexpensive possessions
16-50	Working Class	Construction worker, police officer, service worker, public school teacher	1	Rented accommodations, used vehicle, many other possessions that aren't too expensive
51-90	Middle Class	Engineer, office worker, police detective, paralegal, nurse, college professor	2	Comfortable owned or rented accommodations, recently made vehicle, high quality possessions
91-99	Professional Class	Doctor, lawyer, CPA, stock broker, middle management executive	5	Own one or more luxurious dwellings, new high end vehicle, cutting edge personal electronics, and many other expensive possessions
100	Ultra-Wealthy	CEO, idle trust fund beneficiary, hedge fund manager, famous musician or celebrity	10	As above but of priceless quality; as many servants and assistants as you want

PARENTS

1d100	Parents
01-50	Both Parents Living & Together
51-60	Single Parent – Mother
61-70	Single Parent – Father
71-97	Blended Family, Parents Divorced, One or Both Remarried
98-00	Both parents dead

SIBLINGS

1d100	Parents
01-20	None
21-50	1
51-80	1d2
81-95	1d4
96-00	1d6

8: CAREER

Use the following career templates listed below as described in the Career chapter of the *Mythras* rules (page 26-36).

MODERN DAY CAREERS

These careers are suitable for any campaign set in the 20th or early 21st century. Characters in *After the Vampire Wars* who are from remote regions with limited access to modern technology may use one of the careers found in *Mythras*, but such characters are quite unusual. The following career templates are designed specifically for Seers and other supernatural characters. Some of these careers include the new Professional skills, Comms, Computers, Demolition, Electronics, Fata, Forgery, Linguistics, Medicine, Pilot, Politics, Psionics, and Science, see pages 44-45 for information about these skills.

ASSASSIN

Button man, Cleaner, Hitman, Liquidator, Terrorist, Triggerman...

Assassination is the killing of individuals for a career or a cause. Some are agents of a government or its military, others are members of political or religious organisations, and a few are callous freelancers. Sometimes it is advantageous for an assassin's mission to make the killing resemble an accident, other times all that matters is the target's death. After managing to eliminate their target, a good assassin escapes the situation unscathed. Some assassins use supernatural powers, but all know that the proper weapon can kill anyone.

SKILLS

- **Standard Skills:** Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Unarmed, Concealable Weapons, or Sniper style)
- **Professional Skills:** Culture (any), Demolitions, Disguise, Forgery, Linguistics, Sleight, Streetwise

CONTEMPORARY ARTIST

Author, Composer, Illustrator, Painter, Sculptor...

An individual who produces works of a creative, aesthetic nature. Many are struggling, either through lack of talent or patrons, or because they choose to follow their own vision rather than striving solely for commercial success. These artists often teach art or work a second job to support themselves. Fortunate artists can be highly successful and wealthy though their works might become unfashionable as other individuals come in vogue. Sadly, most artists' creations usually become more collectable, and thus lucrative, after their death. Some artists seek inspiration from the supernatural; others use their art to help connect them to the world of ordinary, non-supernatural people.

SKILLS

- **Standard Skills:** Customs, Drive, Influence, Insight, Locale, Perception, Willpower
- **Professional Skills:** Art (any), Commerce, Courtesy, Craft (Any), Linguistics (any), Lore (literature, art history, or music history), Teach

CURSE-MONGER

Commercial Magician, Exorcist, Fortune-Teller, Spell Slinger…

Even before the War, some magicians and psychics offered their services for sale, but back then most people believed them to be fakes. Today, in much of the world, the populace understands that these people are selling real, and sometimes terrifying, services. Most magicians are hired to bless businesses or children, locate lost objects or missing persons, or provide glimpses of the future. However, some are willing to hire magicians to curse their enemies or for a variety of equally unsavoury and illegal services.

SKILLS

- **Standard Skills:** Customs, Deceit, Influence, Insight, Locale, Perception, Willpower
- **Professional Skills:** Commerce, Folk Magic, Invocation, Lore (folklore or occultism), Psionics (discipline), Shaping, Streetwise

ENLIGHTENED MASTER

Guru, Hermit, Illuminate, Mystic…

Enlightened masters are mystics who seek to understand the mysteries of the world by mastering and understanding themselves. Depending on the culture from which they originate, mystics may be found as anything from reclusive mountaintop hermits to respected teachers of martial or artistic schools.

SKILLS

- **Standard Skills:** Athletics, Endurance, Insight, Perception, Stealth, Willpower; Combat Style (player's choice)
- **Professional Skills:** Courtesy, Culture (any), Folk Magic, Lore (history, occultism, or philosophy), Meditation, Mysticism, Teach

ENTERTAINER

Actor, Dancer, Musician, Poet…

Professional entertainers have a range of useful skills with which they can charm their audience. Actors perform in films or theatre. Dancers entertain using diverse movements ranging from the erotic to the ceremonial. Musicians use their instruments to perform concerts or provide background music. Poets recite great works of literature or fast-paced, gritty slam poetry. Entertainers sometimes learn several complementary arts to increase their repertoire and create unique acts. Successful entertainers can accumulate considerable fame and fortune, but most work second jobs.

SKILLS

- *Standard Skills:* Athletics, Brawn, Dance, Deceit, Influence, Insight, Sing
- *Professional Skills:* Acrobatics, Acting, Oratory, Musicianship, Seduction, Sleight, Streetwise

GAMBLER

Bookie, Cardsharp, Hustler...

Gamblers earn money by betting on games of chance. Some of these contests are seemingly random lotteries. Others, such as picking winning race horses, are best undertaken with expert or privileged knowledge. Contests like card games require a degree of skill in assessing odds and also psychological talents in reading body language and bluffing successfully. Many gamblers develop personal superstitions though some take more practical measures and try to shorten the odds against them by cheating through the use of sleight of hand, technological devices, or human assistance, although this risks retribution if detected.

SKILLS

- *Standard Skills:* Customs, Deceit, Evade, Influence, Insight, Perception, Combat Style (Unarmed or Side Arms style)
- *Professional Skills:* Acting, Bureaucracy, Commerce, Electronics, Gambling, Sleight, Streetwise

HUNTER

Big Game Hunter, Off-Grid Survivalist…

Responsible for finding, tracking, and killing or capturing creatures, hunters know the land and the behaviour of animals. A hunter may hunt in a variety of ways: simple stalking, trapping, or driving creatures into pens. The purpose of the hunt depends on the hunter. Some seek out prey for the simple purpose of gathering food, others for sport. A few specialise in the extermination of deadly predators or the culling

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AMNESIACS

As a Games Master option, one or more characters might be inflicted with a lack of memory of their personal history and competence in skills they once held. Reasons will vary and can include severe concussion, mental illness, drug abuse, or the backlash of a major psychic or magical battle. Other options include psychic or medical procedures to sublimate memories in an attempt to brainwash an individual into a particular ideology, or perhaps to remove their knowledge of an important secret. Elder vampires are especially good at this sort of brainwashing.

The player is restricted in how many points can be spent on skills, with the remainder being banked for allocation at a desired speed, representing returning memories. The Games Master should control the rate of return and even the opportunities to steadily reveal more about the character's past.

SKILLS

- *Standard Skills: Any are possible*
- *Professional Skills: Any are possible*

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of animals for valuable body parts: furs, horns, or teeth for instance. Hunters often learn to preserve or skin the creatures they kill. Some are purely sportsmen who like to pit themselves against nature. Both before and after the War, the most daring hunters specialised in supernatural prey, typically either creatures escaped from the Otherworld (see page 122), like goblins or gorgons, or exotic creatures from the mundane world, like wyrms or zombies. The least ethical don't worry if some of the creatures they hunt are intelligent, especially if parts from these creatures are sufficiently valuable.
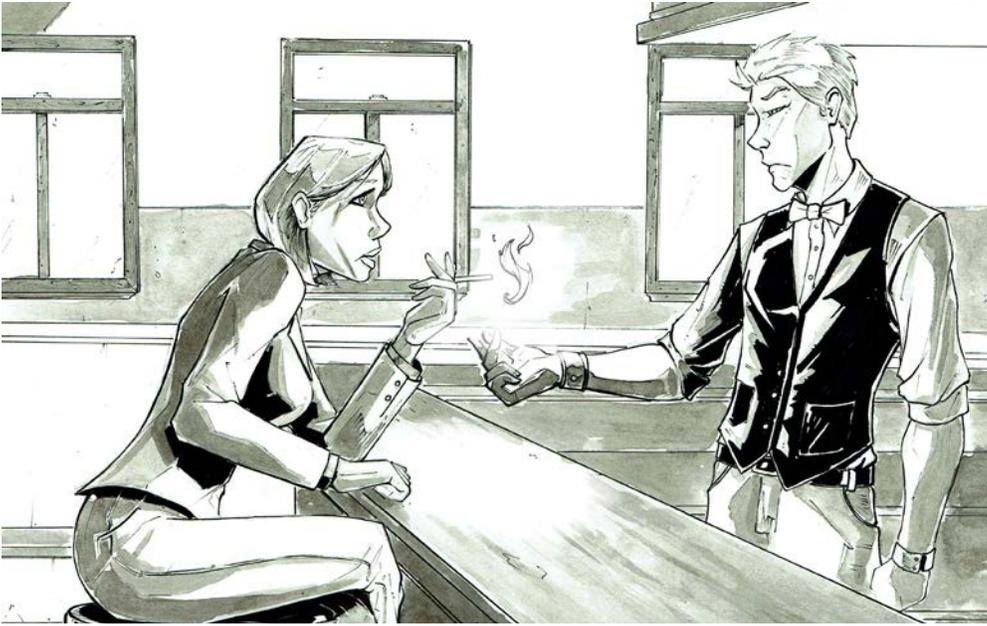
SKILLS

- *Standard Skills:* Athletics or Swim, Drive, Endurance, First Aid, Perception, Stealth; Combat Style (Hunting style)
- *Professional Skills:* Bureaucracy, Commerce, Craft (traps), Lore (hunting-related), Navigation, Survival (any), Track

MECHANIC

Engineer, Grease Monkey...

Machines need skilled individuals to operate and service them. This could entail anything from operating a workshop lathe to being part of a team overhauling a cruise ships' vast engine. Mechanics are typically individuals who are not afraid to get their hands dirty and perform manual work.

SKILLS

- **Standard Skills:** Boating or Pilot, Brawn, Drive, Endurance, Influence, Perception, Willpower
- **Professional Skills:** Commerce, Craft (primary), Craft (secondary), Electronics, Engineering, Mechanisms, Streetwise

MERCHANT

Commodities Dealer, Entrepreneur, Trader…

Merchants come in many forms: street vendors, shopkeepers, stockbrokers, and many more. Although their methods or merchandise are different, all have one thing in common: to trade commodities (be it goods, food, livestock, people, property, or even money) for the highest profit. Merchants know a bargain and how to drive a good one, and not all of them trade in legal merchandise.

SKILLS

- **Standard Skills:** Deceit, Drive, Influence, Insight, Locale, Native Tongue, Perception
- **Professional Skills:** Bureaucracy, Commerce, Courtesy, Culture (any), Linguistics, Navigation, Streetwise

MIND PEEPER

Mental Hack, Psi-Blogger, Psychic Reporter...

Journalism is a highly competitive and demanding field, and individuals with Psychic Powers have an edge for finding the truth and uncovering secrets. Like all journalists, psychic reporters, report and analyse events in newspapers, blogs, television, or radio shows, or in online videos. Most either seek

to propagate their opinions or publicise the truth. Some are mouthpieces for governments or corporations, others work for news organisations, and a few are either freelance journalists or dissidents. Some have the potential to sway and mould public opinion, which can bring them personal fame, though often at the cost of hostility from those their activities expose and castigate. Although invading someone's thoughts without permission is a crime in most nations, it is difficult to prove or prosecute as long as the mental hack avoids performing any sort of mind control.

SKILLS

- **Standard Skills:** Customs, Deceit, Drive, Influence, Insight, Perception, Stealth
- **Professional Skills:** Art (writing), Bureaucracy, Computers, Oratory, Psionics (discipline), Streetwise

OCCULT INVESTIGATOR

Magic Cop, Spooky Eye, Supernatural Gumshoe...

Occult investigators use both standard police techniques and supernatural powers to investigate crimes and bring criminals to justice. Typically, police occult detectives work with a team of police officers and other specialists, backed by the law. Private occult investigators work for individuals who can pay to have information and evidence gathered to assist their own goals. Frequently this can lead to the occult investigator's work being of dubious legality, especially given recent laws regarding invading privacy via magic. Private occult investigators operate using whatever contacts and resources they can develop for themselves. Some businesses employ occult investigators on a permanent basis who specialise in particular fields such as insurance fraud or supernatural corporate espionage.

SKILLS

- **Standard Skills:** Athletics, Drive, Endurance, Influence, Insight, Perception; Combat Style (Club, Pistol, Shotgun (for police), or player's choice)
- **Professional Skills:** Bureaucracy, Computers, Culture, Folk Magic or Psionics (discipline), Lore (law), Oratory, Streetwise

PHYSICIAN

Doctor, EMT, Nurse...

Physicians have detailed knowledge of how the body works, as well as extensive training in how to heal physical wounds or psychological trauma. A few medics may supplement their training with magic, but only the most potent magics can substitute for a skilled physician with access to a well-equipped hospital.

SKILLS

- **Standard Skills:** Customs, Endurance, First Aid, Influence, Insight, Perception, Willpower
- **Professional Skills:** Bureaucracy, Computers, Courtesy, Culture (any), Medicine, Science (biology), Science (pharmacology)

PILOT

Airline Pilot, Remote Bush Pilot, Test Pilot...

Pilots operate vehicles that travel through the air. They might be employed by their nation's military or various other official organisations. Commercial pilots either work for an airline or for their own business, carrying freight or passengers, performing aerobatics for entertaining crowds, or carrying out tasks such as crop spraying or aerial photography. Some individuals are wealthy enough to own aircraft that they use solely for their own convenience and enjoyment.

SKILLS

- **Standard Skills:** Athletics, Brawn, Drive, Endurance, First-Aid, Perception, Willpower
- **Professional Skills:** Comms, Customs (any), Electronics, Linguistics (any), Mechanisms, Pilot, Streetwise

POLITICIAN

Advisor, Civil Servant, Lobbyist, Minister...

Politicians are appointed or elected to an office, charged with performing certain administrative duties, and granted a degree of authority to ensure their commands are followed. Examples include senators, lobbyists, and legal advocates. Depending on the size and complexity of the organisation or government, most officials control a body of underlings to help perform their duties. With power comes the possibility of significant corruption, and some officials must remain aware of the systems and laws that regulate and curb their activities.

SKILLS

- **Standard Skills:** Customs, Deceit, Influence, Insight, Native Tongue, Perception, Willpower
- **Professional Skills:** Bureaucracy, Courtesy, Culture (any), Linguistics, Lore (law or socio-political), Oratory, Politics

RENFIELD

Sorcerer's Secretary, Supernatural Chauffeur, Vampire's Personal Assistant...

Many wealthy and powerful supernatural characters without the time, skill, or inclination to do various tasks hire Seers and supernatural creatures to perform their mundane household and business duties. These individuals are often called "Renfields" (named after the character in Bram Stoker's Dracula), because all vampires who can afford them hire servants who can go out during the day, and prefer servants who also possess useful supernatural abilities. However, individuals ranging from half-fae celebrities to ultra-wealthy sorcerers also hire such servants, and wealthy and powerful ordinary humans have also begun hiring supernatural servants. Given their close contact with their employers and superiors, Renfields are often privy to important financial and personal secrets, and may attempt to use this information to advance their own careers.

SKILLS

- **Standard Skills:** Customs, Deceit, Drive, Influence, Insight, Perception, Stealth
- **Professional Skills:** Acting, Bureaucracy, Commerce, Courtesy, Culture (any), Folk Magic or Psionics (discipline), Linguistics (any)

SCIENTIST/RESEARCHER

Archivist, Librarian, Professor...

Scientists and other researchers are people who are fascinated by knowledge. They are not necessarily confined to dusty libraries or sterile laboratories. Some are active explorers and archivists who advance their learning and data collection through fieldwork. Scientists and scholars are usually specialists in particular areas of knowledge, such as archaeology, physics, chemistry, biology, anthropology, history, or economics.

SKILLS

- **Standard Skills:** Customs, Endurance, Influence, Insight, Native Tongue, Perception, Willpower
- **Professional Skills:** Bureaucracy, Culture (any), Linguistics (any), Lore (any), Oratory, Science (any), Teach

SMUGGLER

Black Marketer, Drug Runner, Gun Runner...

Smuggling involves illegally transporting goods or people across borders. A smuggler's cargo might comprise proscribed items or they might be avoiding taxation, quality controls or embargos against specific nations. Typically, they need to know covert ways of crossing borders and often rely on utilizing corrupt guards and officials. Their contraband is usually disguised as another product or hidden in special storage lockers in vehicles and vessels. Those who choose to run illegal goods are generally prepared to flee to avoid seizure and must ditch their cargos if they fear they will be overhauled.

SKILLS

- **Standard Skills:** Boating, Conceal, Deceit, Drive, Influence, Insight, Willpower
- **Professional Skills:** Bureaucracy, Commerce, Customs (any), Linguistics, Navigation, Pilot, Streetwise

SOLDIER

Bodyguard, Mercenary, Military Advisor....

Professional soldiers fight in the military or provide muscle for business organisations or individuals with the means to hire them. They spend most of their time patrolling, guarding, and training. They focus on the use of weapons and other military hardware, and the study of enemy strategy and tactics to make the most of any future opportunities. Some are rugged combat troops suited to meeting the enemy with shoulder arms and a bayonet, whilst others used the latest technologies, operating machinery that can retrieve vital information or kill someone half a world away. Whatever their function, most are prepared to subjugate their individuality to following a chain of command in an organised military hierarchy. Some leave the military to become mercenaries who sell their skills to employers without troubling themselves about the ethics of their missions.

SKILLS

- **Standard Skills**: Athletics or Brawn, Boating or Drive, Endurance, Evade, Unarmed; Combat Style (Side Arms style), Combat Style (Heavy Weapons style)
- **Professional Skills:** Comms, Craft (any), Demolitions, Electronics, Lore (Strategy and Tactics), Mechanisms, Survival

SPELL-JACKER

Fangbanger, Magic Hacker, Thought Thief…

Seers and other supernatural characters who turn to a life of crime are especially dangerous. These supernatural criminals make their livelihoods breaking the law, skirting the enforcement agencies that uphold them, and profiting from the misfortune of others. They are used to working their own way for their own goals, and resist being forced into other peoples' rules and regulations. Supernatural criminals are present in every nation; and since the war, criminal gangs have been actively recruiting new supernatural members.

SKILLS

- **Standard Skills:** Athletics, Deceit, Influence, Insight, Perception, Stealth; Combat Style (player's choice)
- **Professional Skills:** Commerce, Electronics, Folk Magic or Psionics (discipline), Forgery, Lockpicking, Sleight, Streetwise

SPY

Secret Agent, Corporate Espionage Expert...

Spies report upon and operate covertly against those their employers wish to keep an eye on. They watch, discover, and act secretively. Anyone might be a spy – servants, beggars, celebrities, even children. Likewise, those that employ spies might be anybody from a jilted lover or a desperate corporate CEO to the ruler of a nation. Governments and powerful industrialists often devote considerable resources to information gathering using both regular espionage agents and hiring or coercing other individuals for specific tasks. Spies mostly deal with passing of information or minor acts of sabotage, although some perform assassinations if the cause (or payment), is right.

SKILLS

- **Standard Skills:** Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Concealable Weapons Style)
- **Professional Skills:** Comms, Culture (any), Disguise, Electronics, Forgery, Linguistics, Streetwise

SSF (SUPERNATURAL SPECIAL FORCES) SOLDIER

Psi-Trooper, Spook Soldier, Weird Warrior…

During the War, the US and Russian militaries were desperate to be able to counter the vampires and their allies with magical as well as conventional forces. As a result, both militaries began testing people to see if they were Seers, half-fae, or lycanthropes and attempting to recruit anyone who was. These individuals were trained in various supernatural powers, with a greater or lesser degree of success, and then assigned to separate supernatural units. These supernatural soldiers were initially regarded with a mixture of awe and distrust by most of their fellows, but once the fighting started and they were able to protect at least some ordinary soldiers

from harm, many supernatural soldiers became very popular indeed.

SKILLS

- **Standard Skills:** Athletics or Brawn, Boating or Drive, Endurance, Evade, Unarmed; Combat Style (Side Arms style), Combat Style (Heavy Weapons style) or Lycanthropy (lycanthropes only)
- **Professional Skills:** Comms, Electronics, Lore (Occult), Lore (Strategy and Tactics), any two of Folk Magic, Meditation, Mysticism, Psionics (discipline), Invocation, & Shaping, Survival

TECHNOMAGICIAN

Tech Whisperer, IT Wizard, Thaumotech...

Technicians are responsible for operating, maintaining, and repairing complex machinery. Being able to add supernatural powers to their toolbox allows technomagicians to discover and solve technical problems faster and better than ordinary humans. They can include everyone from the IT tech who uses both tools and spells to keep a business' computers working to a technically adept psychic who helps calibrate and operate a huge particle accelerator. Even minor supernatural powers can prove invaluable when dealing with sufficiently delicate or temperamental devices.

SKILLS

- **Standard Skills:** Brawn, Drive, Endurance, Influence, Insight, Perception, Willpower
- **Professional Skills:** Comms, Computer, Craft, Electronics, Engineering, Folk Magic, Mechanisms

VAMP HUNTER

Fang Puller, Supernatural Bounty Hunter, Werewolf Skinner...

Vamp hunters are bounty hunters who track down and arrest recognised supernatural criminals for financial gain. Some work closely with police and legal authorities, while others operate illegally. The supernatural creatures they hunt usually loathe them, as do ordinary citizens who often see them as authorised thugs. They are typically persistent, ruthless, and deaf to the pleas and hard luck stories of their quarry. However, they need to be wary of would be rescuers and avengers. Ironically, those who prove too ruthless and too violent can find themselves with a fat bounty placed on their own heads. Why some are general bounty hunters who pursue both ordinary humans and all types of supernatural criminals, many specialise, and primarily track down law-breaking sorcerers, to half-fae criminals, or rogue vampires.

SKILLS

- **Standard Skills:** Drive, Endurance, Influence, Perception, Stealth, Willpower; Combat Style (player's choice)
- **Professional Skills:** Acting, Computers, Disguise, Folk Magic, Psionics (discipline), Streetwise, Track

9: FINAL DETAILS

Like any other *Mythras* character, characters in *After the Vampire Wars* should determine details about their starting money and equipment.

STARTING MONEY

Once characters determine their social class (see page 49), roll 1d100 and multiply the result by 100. This is the base amount of ready cash in Dollars (or Pounds, or Euros) the character has available. This result is then modified by the appropriate money modifier value from the Civilised Social Class table. Note that this is ready cash. Depending on the character's social class, much greater wealth may be available in the form of savings, investments, bonds, real estate, stocks, property, extended credit, and so on.

STARTING EQUIPMENT

Characters begin with two full sets of clothes (and possibly more depending on social class), the usual personal and grooming possessions someone of their social class level could expect to have. They also own a TV, and a smartphone (or an excellent reason that they don't have one or both of these), a vehicle (which could be anything from a used bicycle to a new sports car), and have somewhere commensurate with their social class to live. If they are in a nation where such weapons are legal, characters possess one set of weapons reflecting their favoured Combat Style. They must purchase everything else with their starting money.

EXPERIENCE

The rules for Experience Rolls are unchanged from *Mythras*, except that in *After the Vampire Wars*, the rules for Permanent Characteristic Improvement (*Mythras*, text box on page 73) are used, since one of the commonalities of urban fantasy literature is that characters can permanently enhance themselves by various means.

AFTER THE Vampire WARS

CHARACTER DETAILS

Character Name	
Player Name	
Campaign Level	
Species	Culture
Profession	
Age	Gender

CHARACTERISTICS

STR	CON	SIZ	DEX	INT	POW	CHA	LUCK POINTS
○	○	○	○	○	○	○	○

ATTRIBUTES

Action Points	Damage Mod	Exp. Mod	Healing Rate	Initiative Bonus	Initiative Penalty	Move (Metres)	MAGIC POINTS
○	○	○	○	○	○	○	○

SUPERNATURAL POWERS & ABILITIES

Magic, Species Powers & Abilities, Fae Mutations

HIT LOCATIONS

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/		
04-06	Left Leg	/		
07-09	Abdomen	/		
10-12	Chest	/		
13-15	Right Arm	/		
16-18	Left Arm	/		
19-20	Head	/		

PASSIONS

Passion	Characteristics	%
		____%
		____%
		____%
		____%
		____%
		____%

FATIGUE

Level	State	Skill	Move	Init.	AP	Recovery
☐	Fresh	-	-	-	-	-
☐	Winded	Hard	-	-	-	15 mins
☐	Tired	Hard	-1m	-	-	3 hours
☐	Wearied	Form	-2m	-2	-	6 hours
☐	Exhausted	Form	Half	-4	-1	12 hours
☐	Debilitated	Here	Half	-6	-2	18 hours
☐	Incapacitated	Here	None	-8	-3	24 hours
☐	Semi-Conscious	Hope	No Activity Possible			36 hours
☐	Comatose		No Activity Possible			48 hours
☐	Dead					Never

STANDARD SKILLS

Skill	Characteristics	%
Athletics	STR+DEX	____%
Boating	STR+CON	____%
Brawn	STR+SIZ	____%
Conceal	DEX+POW	____%
Customs	INT x2	____%
Dance	DEX+CHA	____%
Deceit	INT+CHA	____%
Drive	DEX+POW	____%
Endurance	CON x2	____%
Evade	DEX x2	____%
First Aid	INT+DEX	____%
Influence	CHA x2	____%
Insight	INT+POW	____%
Locale	INT x2	____%
Perception	INT+POW	____%
Ride	DEX+POW	____%
Sing	POW+CHA	____%
Stealth	INT+DEX	____%
Swim	STR+DEX	____%
Willpower	POW x2	____%

PROFESSIONAL SKILLS

Skill	Characteristics	%
		____%
		____%
		____%
		____%
		____%
		____%
		____%
		____%
		____%
		____%

SKILL GRADES

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Possible

COMBAT STYLES

Style	%	Weapons	Traits
Unarmed	____%		
	____%		
	____%		
	____%		

LANGUAGES

Language	Characteristics	%
	INT+CHA	_____%
	INT+CHA	_____%
	INT+CHA	_____%
	INT+CHA	_____%

EQUIPMENT

Item	Enc

MONEY/WEALTH/PROPERTY

Description

WEAPONS

Weapon	Size	Reach (Force)	Damage	AP/HP	Effects	Range/Load

ALLIES, ENEMIES, FRIENDS

Name	A, E or F

BACKGROUND & EVENTS

What Happened?

FAMILY

Name	Relationship

FOLK MAGIC

Folk Magic Skill _____%   Spells

ANIMISM

Binding _____%   Trance _____%

Spirits

MYSTICISM

Mysticism _____%   Meditation _____%

Paths & Talents

SORCERY

Invocation _____%   Shaping _____%

Grimoires & Spells

WEAPONS & EQUIPMENT

The *Mythras* Core Rulebook contains a wealth of information of creating characters from pre-modern, pre-industrial societies. However, *After the Vampire Wars* is set in the early 21st century, and this chapter contains the necessary additional rules for incorporating modern weaponry and vehicles into *Mythras*. All other rules not specifically noted in this chapter are unchanged from *Mythras*.

GENERAL EQUIPMENT

This chapter does not contain extensive tables of everyday (or even specialised) tools or equipment. There are plenty of readily available online sources for looking up prices, and as *After the Vampire Wars* retains real-world currencies such as the US Dollar, there is little need for comprehensive price lists.

FIREARMS RULES

Characters can fight using fists, knives, or even swords or clubs in *After the Vampire Wars*, but most combat involves firearms. Here are the basic rules for combat using firearms.

PARRYING FIREARMS

Attacks made with firearms cannot be parried, since it is almost impossible to deliberately parry a supersonic projectile. Shields, however, still provide a degree of protection since in effect they are portable 'cover'. To utilise a shield in a firefight, just use the Passive Blocking rules on page 105 of *Mythras*. Games Masters should grant the shield an Armour Point value rather than assigning it a Size, based upon the inherent material it is made from. For example, a wooden shield might be treated as 4 Armour Points, while a Kevlar tactical shield has 8 AP.

NEW COMBAT ACTIONS

To reflect the gritty reality of firearms, several new types of proactive Combat Actions have been created.

RELOAD

As per Ready Weapon in the *Mythras* core rules. Under combat conditions, reloading a bullet or a new magazine usually only requires 3 Turns.

SNEAK PEEK

Sneak Peek allows somebody currently sheltering behind cover to take a quick look-see to judge what the tactical situation is. The action is ostensibly safe, permitting the observer a single Perception roll before ducking back into cover. If the Perception test is a fumble, however, they foolishly overextend their head or remain in sight long enough for an enemy to take a pot shot.

STEADY WEAPON

Allows the character to establish a firm firing posture and support an automatic weapon so that it remains stable. It requires that the character be at least partially exposed and not completely protected by cover. The primary benefit is that it reduces the recoil penalty of Burst or Full-Automatic fire by one step. This effect is similar to Brace in that its benefits continue until the character moves.

SWITCH FIRE MODE

Switch Fire allows the user of an automatic or dual-purpose firearm to change the selector on their weapon to take advantage of other fire modes. Thus, an assault rifle could be switched from semi-automatic to burst, or it could bring a supplementary system such as an integral grenade launcher on line. Switching fire modes requires an Action Point on the character's Turn.

TAKE COVER

Take Cover is a proactive action that allows a shooter to duck behind whatever cover is available in their immediate vicinity, thereby gaining some degree of protection against incoming fire. Unlike Evade it does not leave the user prone, but does rely on some form of cover being available, for example ducking back around a corner in a corridor or crouching down behind a table in a bar.

Depending on circumstances, the available cover may or may not be sufficient to completely protect the character. The type of cover will also determine its protective qualities; a thick steel door, for instance, may prove impenetrable to bullets, whereas a thin wooden wall might only provide 4 Armour Points. For general guidelines concerning the protective qualities of certain materials, see the 'Inanimate Objects Armour and Hit Points' table on page 81 of *Mythras*.

NEW SPECIAL EFFECTS

There is one addition special effect specifically for firearms.

WEAPON MALFUNCTION

Attacker Fumbles, Firearms Only

The attacker's firearm malfunctions in such a way that it is rendered useless until time can be spent field stripping and cleaning it (requiring a successful Mechanisms roll).

MODIFIED SPECIAL EFFECTS

Firearms also change some existing special effects. Depending on the type of ammunition, some Special Effects should be slightly modified, even restricted. It is impossible to cover all types of ranged weaponry as there will always be exceptions, but some general guidelines are provided for the most common effects.

BASH

Since Bash relies more on catching an opponent off balance, rather than throwing them backwards by pure force, it is perfectly reasonable for bullets to cause a target to stagger if it strikes an extremity.

BLEED

Since most firearms produce very narrow wound paths, it is actually more difficult to nick or sever a major blood vessel than it is with a slicing or stabbing weapon. As a result, Bleed should be a Critical Success only.

BYPASS ARMOUR

Although Bypass Armour can ostensibly be used with any sort of attack, some types of ammunition might either be prevented from accessing this effect (shot gun pellets due to their spread) or built into their base performance, granting it as a bonus special effect in addition to any others won (armour piercing rounds, see below). Much depends on how the Games Master wishes to model the weapon.

CHOOSE LOCATION

As per the default rules, Choose Location should be restricted to being a Critical Success only, unless the target is within close range and is either stationary or unaware of the impending attack. Telescopic scopes can extend this range (see Spot Rules).

CIRCUMVENT PARRY

This is obviously of little use because firearms cannot be parried.

COMPEL SURRENDER

Firearms are usually very intimidating weapons. Thus, Compel Surrender need not be restricted to only those targets placed at a tactical disadvantage; and can be used at a distance also.

DAMAGE WEAPON

Since striking a hand-held weapon at range is even more difficult than targeting a specific body location, this should generally be reserved for Critical Successes only, unless the attacker is attempting to hit a shield, which, by its nature is easy to hit.

DISARM OPPONENT

As per Damage Weapon above. There's nothing quite as satisfying than shooting an enemy's gun right out of their hands.

ENTANGLE

Usually reserved for thrown weapons such as nets or the bolas. The only known entangling firearms are the bulky and awkward net guns used to capture wildlife.

IMPALE

The ammunition of most projectile-based firearms will be able to impale. However, bullets, fléchettes, and similar projectiles are clearly too small to impose any secondary impaling effects.

KILL SILENTLY

Obviously, this cannot be selected if the weapon is inherently loud unless it possesses some sort of suppressor (aka a 'silencer'). In general, any gun that fires ammunition travelling faster than the speed of sound will make significant noise.

MAXIMISE DAMAGE

This special effect should be available for any firearm. Remember, however, that it only affects a single die. Something that should be taken into consideration by a Games Master when designing modern weapons for their campaign.

PIN WEAPON

Useful only with specialised firearms, it could be used for harpoon guns.

RAPID RELOAD

Whilst useful for black powder or single round firearms, this special effect has less of an obvious application when applied to automatic weapons, where the next shot is chambered (or charged) instantly. However, Rapid Reload could be utilised instead to quickly change weapon magazines.

STUN LOCATION

Perfect for certain types of projectiles, like rubber bullets or bean-bag rounds.

SUNDER

Only available for explosives, including explosive shells or bullets with the fragmentation trait (see below).

TRIP OPPONENT

Assuming the firearm actually shoots ammunition with mass, there is no reason that this effect couldn't be used when shooting at the legs of an opponent, even if no damage penetrates any worn protection.

SPOT RULES

Whilst running gun based combat should be relatively straightforward, the following spot rules are provided to help resolve certain features and situations caused by firearms.

ACCURACY OF FIREARMS OVER RANGE

Whilst firearms generally have far greater ranges than their less technologically sophisticated counterparts, they are still subject to the same accuracy issues when shooting at a distance. The design of a firearm can also have a significant effect upon their accuracy. For example, due to their short barrel length and less stable firing position, handguns are typically more inaccurate than rifles.

In general, use the following modifiers when using the Distance Penalties table (*Mythras* page 108):

- ⦿ Pistols – Increase penalty by 1 step
- ⦿ Carbines/SMGs – No modifier
- ⦿ Rifles – Reduce penalty by 1 step
- ⦿ Sniper Rifles – Reduce penalty by 2 steps

Remember that as an exception to the normal rule, distance penalties stack on top of other ranged combat situational modifiers.

AUTOMATIC FIRE

Some firearms automatically chamber the next shot, by using the waste gases, recoil, or energy from the previous shot. With no need to re-cock, this grants the weapon a range of different firing rates, all dependent on how much ammo the user wishes to release. These firing modes are known as Semi-Automatic, Burst, and Full-Automatic. While this ability can make some guns capable of dealing out fearsome damage, trying to maintain accuracy with recoiling weapons is problematic. Assume that the following rules primarily apply to projectile firing automatic weapons.

Semi-Automatic: This is the default rate of fire for most guns, where each pull of the trigger fires a single shot and loads the next round.

Burst: For burst fire, each pull on the trigger releases a short number of rounds, usually no more than three to five, depending on the weapon. Its original purpose was to permit limited suppression fire, but restrict excessive ammunition use. It is not intended to improve the shooter's chance to hit since rapid, sequential recoil continually jerks the weapon off-line. Firing in burst mode imposes a penalty grade of Hard to the attack roll. If the attack succeeds, however, the shooter rolls a dice to see how many of the rounds in that burst struck home on the target. So a three round burst would use 1d3. Roll separate location and damage for each round that hits.

Full-Automatic: Normally used for full blown suppressing fire to pin down multiple targets, full-automatic can be devastating if fired into a closely grouped body of enemies.

WHY IS AUTOMATIC FIRE PENALISED?

It may seem that the rules for automatic fire are unduly harsh compared with the apparent accuracy of modern firearms. There are several reasons for this, the primary ones being streamlining and game balance. Players who criticise their character's inaccuracy should be reminded that any tweaks to the rules will be applied against them too, which given the lethality of rapid fire should be a sobering thought.

Of course, some of these recoil penalties can be mitigated, for example, by using Steady Weapon to brace automatic firearms. The truth of the matter is though, that firefights are very different to target shooting on a gun range. The instinct to take cover when bullets are flying, the need to keep mobile and every shot taken pinpointing the shooter by its muzzle flash or sound, often prevents any chance of aiming or bracing The phrase 'Spray and Pray' was coined for very good reason.

The shooter decides how many rounds of ammo to fire (up to the limit of the cyclic rate of the weapon), which are then evenly distributed across all the targets included in the arc of fire. Any spare rounds are considered lost whilst traversing aim (thus firing 15 rounds at 6 targets would be two bullets each). A separate attack roll is made for each target, but at a difficulty grade of Formidable due to the increased recoil effects of sustained fire. Those targets who are hit suffer a random number of rounds as per Burst Fire.

Note that only the first shot that strikes during a burst or full automatic spray can benefit from special effects. Thus rolling a critical attack while firing in automatic mode would permit the selection of Maximise Damage, but only with the first shot, even if all the remaining rounds hit home.

DUAL FIREARMS

Characters may use dual firearms, shooting both weapons simultaneously during their Turn to gain a more rapid rate of fire. However, this comes at a penalty to accuracy. Firing a pistol in each hand increases the Difficulty Grade by one step. Those trying to concurrently shoot with a carbine or SMG in each hand suffer a penalty of Formidable.

FUMBLING WITH FIREARMS

Since gunfire is not normally resisted by an opposing skill, a special provision should be made when a shooter fumbles their attack roll. In this case, whoever was the intended target is allowed to select a Fumble Specific Effect, which the shooter then suffers. See also the Fumble-only special effect Weapon Malfunction above.

TELESCOPIC SIGHTS

A telescopic sight improves the accuracy of a firearm over greater distances when the user takes the time to aim properly (*Mythras*, page 107). The most basic telescopic sights are merely optical magnifiers, but the best now incorporate integral rangefinders, projectile trajectory calculators, air movement sensors, IR or low-light amplifiers, and a host of other gadgets that improve its effective 'hit' distance. Thus telescopic sights reduce the apparent distance (on the Size and Distance Difficulty Adjustment table) by a number of distance steps equal to the multiplier. For example, an x12 scope will extend Close Range to twelve times its base distance, whilst additionally reducing the apparent distance by 12 steps, or 240m (12 x 20m) before penalties are calculated.

SUPERNATURAL CREATURES & WEAPON DAMAGE

Seers, half-fae, lycanthropes, shifters, and minotaurs (see page 132) suffer the standard effects from firearms and other conventional weapons and weapon traits.

Vampires suffer normal damage and other effect from weapons with the Dazzle, Incendiary, Incapacitate, and Wooden traits. However, vampires are immune to all other weapons.

A shifter's tangible Bestial Projection (page 87) and corporeal otherworld natives (like fae and goblins, pages 130-131) suffer damage normally, but are not affected by weapons with the Bleed, Incapacitate, or Tranquilising traits.

Half-fae and otherworld natives who possess the iron vulnerability disadvantage (page 76) suffer +1d4 damage from weapons and rounds with the Iron trait.

NEW WEAPON TRAITS

The following list gives some new Firearm specific weapon traits, most require specialised ammunition, which usually possess only one trait, and almost never possess more than two.

- **Ablating:** Designed to directly attack the protective armour of an object or person. Damage is done to Armour Points first. Once the armour has been reduced to zero, any remaining damage continues through to

the target. Most HE (High Explosive) ammunition fits this trait.

- **Armour Piercing:** Ignores a specific number of Armour Points equal to half the maximum damage capability of the firing weapon. So Armour Piercing rounds fired from a .45 pistol (1d8 damage) would ignore the first four points of any protection, whereas those fired from .50 calibre sniper rifle (2d10+4 damage) would ignore 12 points.

- **Dazzle:** The noise and flash of light forces everyone within the listed radius to make a Hard Endurance roll. If they fail, they cannot attack for 1d3 Rounds due to intense disorientation. Within twice the listed radius, targets must make Standard Endurance rolls. More distant target do not need to roll.

- **Fragmentation:** The projectile violently explodes, affecting everything within its burst. The radius of this effect should be listed in parenthesis. Targets within the radius of the blast receive half damage to 1d3-1 Hit Locations (roll for each wound). Some explosive rounds (HEAP) also possess the Armour Piercing trait, so that they detonate inside an armoured object. Those that do not fully penetrate, have their explosive damage reduced by double the remaining thickness of Armour Points.

- **Frangible:** A projectile designed to disintegrate when striking a surface harder than itself. These are mainly used in fragile or dangerous environments, such as the inside of a flying airplane or a nuclear power plant, where a stray hit on equipment can have potentially catastrophic effects. They are generally ineffective against body armour; double all protection from armour for frangible rounds.

- **Hollow Point:** The projectile flattens inside the target, increasing the amount of damage inflicted. Roll damage twice and take the best result.

- **Incapacitate:** The round renders the target helpless for as long as the attacker continues to apply current with the Taser. At the end of every round, the target can attempt a Herculean Endurance roll to pull free of the Taser darts supplying the current. Until the target either breaks free or the attacker cease applying current, the target can perform no other action. Once the target has either freed herself from the darts or the attacker has ceased applying current, the target may make a Hard Endurance roll. Success means that the target can act normally. Failure means that the target must make a normal Endurance roll every round to attempt to act normally and cannot act until they succeed. A fumbled Endurance roll means that the target cannot act or begin making additional Endurance rolls to act for 1 minute (12 combat rounds), after which point they

must still make a successful Endurance roll in order to act normally.

- **Incendiary:** Designed to ignite whatever the projectile hits. If the target is naturally flammable, it bursts into flame according to the Fire rules on *Mythras* (page 79). Treat as an Intensity 3 heat source for the purposes of starting a fire.

- **Iron:** The weapon is made from wrought iron. It affects half-fae, fae and other creatures with the Iron Vulnerability trait and gains the Armour Piercing trait against all armour made by the fae. This trait can also be applied to weapons other than bullets, primarily to knives and clubs. Unless specially made, bullets, knives, and others weapons lack this trait because they are made from steel.

- **Scatter:** The weapon or round is made of tiny shot, fléchettes, or pellets that spread before they strike, reducing any range penalties by one step and inflicting damage to 1d3 adjacent Hit Locations. This comes at a cost however. Firstly, the weapon damage roll for each location is halved; secondly, any armour, natural or worn, doubles its Armour Point value against the damage.

- **Self-Guided:** Permits the selection of the Circumvent Cover special effect.

- **Silent:** The weapon may be used from ambush and makes little noise. This trait does not depend upon ammunition. Instead, the firearm must be fitted with a silencer, which is at least 6 inches long and somewhat fragile (3 AP/5 HP). Silencers cannot be used on machine guns, bazookas, rocket launchers, or grenades. They also slow the bullet somewhat, halving all the weapon's range categories. Silencers are universally illegal, except for spies and other specially authorised officials.

- **Tranquilising:** Permits the delivery of a narcotic or medicine, either by injection from a tiny ampoule built into the projectile, or by the projectile itself dissolving directly into the bloodstream. Depending on its nature, damage might only be rolled to see if it overcomes any protection worn by the target. Standard tranquiliser rounds have the following statistics:

Application: Injected
Potency: 80
Resistance: Endurance
Onset time: 1d3 minutes
Duration: 1d3+1 hours
Conditions: Unconsciousness. Victim falls into a deep sleep, and cannot be woken until the duration ends.
Antidote/Cure: Can be counteracted by the Medicine skill, and use of a strong stimulant.

- *Wooden:* These bullets are designed to affect vampires. They are treated as frangible rounds in all ways, except that they also damage vampires. This trait can also be applied to weapons other than bullets, primarily to clubs and similar weapons.

MODERN WEAPONS

Most modern firearms lack any inherent traits, but defer their effects to their ammunition. By default, standard bullets possess none, merely inflicting the weapon's basic damage. Special ammunition can be purchased for most modern weapons permitting rounds with the Armour Piercing, Frangible, Hollow Point, Incendiary, Iron, or Wooden traits.

Shotguns are the exception to this rule, possessing a versatile range of different ammunition. Other than a plain slug, shotguns may fire the following types of round:

Anti-personnel grenades (either 2d6+4 damage and Fragmentation with 2m radius or 1d3 damage and Dazzle with 1m radius),

- Anti-vampire rounds (Wooden)
- Anti-fae rounds (Iron)
- Baton rounds (Stun Location, temporary damage)
- Breaching rounds (Frangible)
- Buckshot (Scatter)
- Dragon's breath (Incendiary)
- Wooden pellets (Scatter, Wooden)

Since the War, Taser shells (Incapacitate) have also been developed for shotguns. They act just like a Taser, but don't require wires, giving them a longer range. They also continue to apply current to the target for 4 Rounds, but otherwise use the Incapacitate trait.

Firearms and other modern missile weapons also possess somewhat different characteristics from other ranged weapons.

- *Ammo:* Most firearms possess magazines capable of holding more than one round. Ammo lists how many rounds a weapon can fire before it needs to be reloaded. Reloading takes one turn. A range indicates that different models of this weapon have different sized magazines.
- *Firing Rate:* This is either 1, for single action and semi-automatic weapons, or three numbers separated by slashes; representing the rate of fire for semi-automatic, burst, and automatic fire in that order. The latter being the maximum cyclic rate of fire that can be released per combat action.
- *Force:* Because firearms cannot be parried, this characteristic is not used with modern weapons.

The tables detailing a variety of weapons found in *After the Vampire Wars* begin on page 69.

MODERN ARMOUR

Traditional armour is insufficient to stop projectiles fired at close range, and although heavy armour made of plate steel can withstand the impact of a rifle bullet, it is simply too heavy to be of any use save for static personnel.

All the armour types in the table on page 68 are effective against blades (swords and knives) and ballistic attacks. Of course, the armour types found in the *Mythras* rules may also be used on those occasions where archaic armour types are useful or fashionable; and some items of contemporary clothing offer a small amount of protection against blades. For example, a leather jacket, such as a biker's jacket, or a fleece-lined flying jacket offers 2 Armour Points with 1 point of ENC, and covers the arms and chest.

BALLISTIC VESTS

Ballistic vests afford some protection against firearms. Protecting the chest and abdomen, ballistic vests absorb the impact from projectiles and shrapnel explosions. These vests are made from multiple layers of woven or laminated fibres and are capable of protecting the wearer from small-calibre handgun and shotgun projectiles, and small fragments from explosives such as hand grenades. Metal or ceramic plates can also be incorporated into a ballistic vest, providing additional protection from rifle rounds, and metallic components or tightly woven fibre layers can give soft armour resistance to stab and slash attacks from knives and similar close-quarter weapons.

VEHICLES

Vehicles in *After the Vampire Wars* are treated in a semi-abstract fashion. Essentially they are background tools, used to get characters from A to B, with little need for detailed description or statistics save for the Games Master to note that the characters agents are now boarding the North Star, a cruise ship the size of the Empire State Building, or that the Lamborghini Veneno is one of the five fastest sports car in production. On occasion, Games Masters will require statistics for vehicles when it is necessary to represent them in chases or combat situations. The rules in this section allow for the representation of most kinds of vehicles, but in an abstracted way that is intended to permit flexibility and enhance storytelling.

STATISTICS

All vehicles are described in terms of their Structure, Hull, Speed, and Systems.

SIZE

All vehicles have one of five Size ratings, which determine the value or range of the rest of the characteristics.

HULL

Represents Armour Points.

STRUCTURE

Represents a vehicle's Hit Points.

SPEED

Every vehicle has a basic Speed rating.

SYSTEMS

Representing vital components of the vehicle, including the power plant, crew section, and so on.

TRAITS

A vehicle may also have 1 or more Traits. Traits, like the Abilities assigned to Creatures in the *Mythras* rules, or Combat Style Traits, offer an additional game description and advantage, reflecting the vehicle's nature.

HULL AND STRUCTURE

The size and purpose of a vehicle affects the thickness of its hull and resilience of its internal structure. A motorcycle, for example, has a minimal hull, built as it is for speed and agility. A tank, being a much larger military vehicle designed for the battlefield, has a much larger hull. Whenever a vehicle suffers harm, the incoming damage is reduced by its Hull value. Any remaining damage is subtracted from the vehicle's Structure points and has a percentage chance (equal to the penetrating damage) of affecting a System. If the vehicle is ever reduced to zero Structure, it is either utterly destroyed, or so badly wrecked it must be scrapped.

SPEED

Since the physics of velocity, acceleration, drag, and inertia (to name but a few) are complex issues, some simplification is needed and so vehicles are given an abstract speed rating. The Speed characteristic should only be used to see if one vehicle

VEHICLE SPEED

Speed Rating	Notes
Ponderous	Fastest speed for Enormous vehicles
Sluggish	
Slow	Fastest speed for Huge vehicles
Mediocre	
Gentle	Fastest speed for Large vehicles
Moderate	
Rapid	Fastest speed for Medium vehicles
Fast	
Fleet	Fastest speed for Small vehicles

can overtake another; or if in a race to reach an objective, which vehicle will arrive first. The speed rating represents a vehicle's nominal operational rate. In emergency situations, this performance can be increased by one step, at risk of wear or damage to the engines. Although the same table is used for all vehicle types, common sense should be applied so that only vehicles of the same class are compared. For example, if a jet aircraft and a sports car both have the same acceleration rate of Rapid, then it should be obvious the jet is comparatively faster.

Increasing a vehicle's Speed beyond its standard value is possible on a successful Drive roll. Usually this extra speed is only sustainable for a short period – no more than 1d6 minutes before the vehicle must drop to its standard speed or risk damage to its power plant. A critical Drive roll allows the period of higher speed to be increased to 1d12 minutes. A driver can attempt to push a vehicle's speed by 2 steps, but this requires a Herculean Drive roll, and the maximum the vehicle can sustain this speed is 1d3 minutes: a critical success will not extend the increased Speed's duration.

SYSTEMS

Every time a vehicle suffers damage that penetrates its hull, there is a chance that a vital System has been affected. Depending on which System has been hit, the effects of System damage can be catastrophic. The damage a System can sustain is based purely on the vehicle's size. This is modelled by the number of times it is hit, rather than the actual amount of damage. A single hit on a Small vehicle will instantly destroy that System. It takes two hits to demolish a Medium-sized vehicle's Subsystem, three for a Large vehicle, and so on.

VEHICLE SIZE, HULL & STRUCTURE TABLE

Vehicle Size	Civilian Hull Range	Military Hull Range	Structure Range	Example
Small	1-3	4-6	1-20	Motorcycle, Motorcycle and Sidecar, 2 Seat minicar
Medium	1-6	7-9	21-40	Sedan, Sports car, Speedboat, SUV, Traffic Helicopter, Van
Large	4-9	10-12	41-60	Attack Helicopter, Private Plane, Truck
Huge	7-12	13-15	61-80	Airliner, Tank, Yacht
Enormous	10-15	16-18	81-100	Aircraft Carrier, Battleship, Cruise Liner, Nuclear Submarine

VEHICLE SYSTEMS HITS

Size	System Hits
Small	1
Medium	2
Large	3
Huge	4
Enormous	5

VEHICLE SYSTEM DAMAGE TABLE

System (1d6 for Civilian, 1d8 for Military)	Partial Damage Result	Total Failure Result
1 Cargo Compartment	An amount of possessions or equipment stored in the hold, proportional to the damage, are destroyed	Everything in the cargo compartment is destroyed
2 Communications	Commas rolls suffer one additional grade of difficulty each time they are damaged	Vehicle can no longer communicate or spoof enemy sensors
3 Controls	Boating, Drive or Pilot rolls suffer one additional grade of difficulty each time they are damaged	Vehicle can no longer be steered or change course
4 Drive	Speed is reduced by an amount proportional to the damage	Vehicle can no longer propel itself
5 Pilot/Passengers	A number of passengers proportional to the damage are rendered casualties. Those affected suffer a Major Wound and must succeed in an Endurance roll or be killed instantly	Everyone aboard the vehicle dies
6 Power Plant	An additional (powered) subsystem goes off-line each time the power core is hit	Vehicle is destroyed in a disastrous explosion
7 Sensors	Navigation and Weapon attack rolls suffer one additional grade of difficulty each time they are damaged	Vehicle is rendered blind
8 Weapons	A number of weapon systems proportional to the damage become inoperative	Vehicle can no longer fire weapons

Systems that are damaged, but not yet destroyed, suffer a loss in functionality. This is equal to the proportion of current hits to its total capability. Thus an Enormous vehicle hit twice in the Drive would lose 40% of its power (2 hits out of a maximum of 5), and would reduce its Speed rating accordingly. *For instance, a tank with a Speed of Slow would be reduced to Ponderous. The specific effect depends on what the Subsystem controls.*

VEHICLE TRAITS

The maximum number of traits a vehicle can have depends on hull size and type:

VEHICLE TRAITS

Size	Number of Traits
Small	1
Medium	2
Large	3
Huge	4
Enormous	5

Every vehicle has an inherent Trait: the travel mode for which it was primarily designed. Therefore, aircraft inherently hold the Airborne Trait, boats the Seaborne Trait, and so on, This inherent Trait does not count towards the available number of Traits. However, if a vehicle wishes to include a second travel mode — a flying car for instance, then the Airborne trait needs to be taken as part of its available Traits.

AIRBORNE

The vehicle is capable of atmospheric flight.

ALL-TERRAIN

This Trait must be used with Ground vehicles. The vehicle is capable of traversing inhospitable, difficult, and steep terrain, using either tracks, advanced suspension and drive systems, or powerful drive differentials.

CAMOUFLAGED

The vehicle possesses camouflage paint that allow it to blend with its environment. Attempts to spot the vehicle visually are one grade more difficult.

CARGO

The vehicle is designed specifically to haul cargo rather than passengers. Passenger compartments are kept to a minimum with the rest of the vehicle's usable space being devoted to cargo containment with appropriate sections, tools, and even environmental conditioning (such as freezer sections for transporting perishables). When fully laden with cargo the vehicle's speed is two steps lower than its hull size would ordinarily allow.

CONSTRUCTION

The vehicle is equipped for heavy construction work. All vehicles with this trait have the All-Terrain Trait too, but speed is two steps lower than their hull size would ordinarily allow. The vehicle is fitted with task-appropriate tools such as crane jibs, digger shovels, dump carts, and so on.

ENHANCED PERFORMANCE

The vehicle's Speed rating is one step higher than the maximum for its size.

GROUND VEHICLE

The vehicle is capable of ground travel.

LUXURIOUS

The vehicle is designed specifically to carry passengers at a certain level of luxury. Excess cargo space is given over to luxurious passenger accommodations, swimming pools, hot tubs, extra crew to cater to the whims of the passengers, and so forth.

RESILIENT

All systems can withstand one additional hit more than normally determined by Size. This Trait can be stacked — so Resilient 2 indicates that systems can withstand 2 hits more than usual at a cost of two Trait points.

SEABORNE

The vehicle is buoyant on water.

STEALTH

Aircraft Only. The vehicle is designed to avoid detection by radar and other long-range sensor systems. Attempts to spot the vehicle using electronic sensors are one grade more difficult.

SUBMERSIBLE

The vehicle is capable of submersing beneath the surface of an ocean to an operating depth of its Hull Rating x10 metres. The collapse depth — the absolute maximum the submersible can reach without being crushed — is 1.5 times its operating depth.

SUPERIOR HANDLING

The vehicle's handling is rated as Easy.

VTOL

Vertical take-off/landing. This trait is inherent for helicopters and similar vehicles that use a combination of rotors to produce lift. When applied to fixed-wing aircraft it indicates the use of fixed or adjustable thrusters to control airborne attitude, ascent, and descent.

WEAPONISED

The vehicle has been adapted to accommodate weaponry. The maximum number of weapon systems a vehicle can support is equal to 1/10th of its Structure Points (so a vehicle with 40 Structure could support 4 weapon systems, if a military vehicle or a weaponised civilian vehicle. Weapon systems are detailed on page 69.

SAMPLE VEHICLES

What follows is a selection of common modern day vehicles.

BOAT (SPEEDBOAT)

Hull: 3 (Medium Civilian), 24 Structure
Speed: Fast
Systems: 3
Traits: Seaborne, Enhanced Performance
Weapons: None
Description: This typical 2-seat speedboat can be found all across the world. What it sacrifices in accommodation, it more than makes up for in speed.

BOAT (YACHT)

Hull: 10 (Huge Civilian), 75 Structure
Speed: Slow
Systems: 4
Traits: Seaborne, Luxurious
Weapons: None
Description: These pleasure craft range in size from 12 to 50 metres although larger yachts do exist. Designed for pleasure and comfort, yachts are designed for anywhere from 4 to 20 passengers, some even more. They will typically have from 2 to 8 crew.

BOAT (CRUISE LINER)

Hull: 12 (Enormous Civilian), 95 Structure
Speed: Ponderous
Systems: 4
Traits: Seaborne, Luxurious
Weapons: None
Description: Liners are the most comfortable and luxurious way of moving passengers across the open ocean. They typically feature elegant dining experiences, live entertainment, and a high degree of pampering. Liners are more than capable of carrying 2,000 to 5,000 passengers and crew depending on class, and sometimes even more.

CAR (SEDAN)

Hull: 4 (Medium Civilian), 25 Structure
Speed: Rapid
Systems: 3
Traits: Ground Vehicle
Weapons: None
Description: The standard 4-door sedan, featuring enough space to comfortably seat a driver and three passengers, or as many as five if they're friendly. Sedans possess an average of .50 cubic metres of trunk space.

CAR (SPORTS CAR)

Hull: 4 (Medium Civilian), 22 Structure
Speed: Fast
Systems: 3
Traits: Ground Vehicle, Enhanced Performance
Weapons: None
Description: The standard 2-door coupe typically possesses room for a driver and one passenger. Some have room for a single additional passenger in cramped accommodations. They are generally faster and more manoeuvrable then sedans, and have at most half as much trunk space.

TRAFFIC HELICOPTER

Hull: 4 (Medium Civilian), 22 Structure
Speed: Rapid
Systems: 3
Traits: Airborne, Superior Handling, VTOL
Weapons: None
Description: While not as fast as fixed-wing aircraft, it is more manoeuvrable and is regularly used in cities by news organisations, the police, and the wealthy.

MILITARY ATTACK HELICOPTER

Hull: 11 (Large Military), 50 Structure
Speed: Mediocre
Systems: 3
Traits: Airborne, Superior Handling, VTOL
Weapons: 1 mini gun, 4 rockets

Description: This four-person attack helicopter is a mainstay of modern aerial combat. While not as fast as fixed wing aircraft, it is more manoeuvrable and very useful in engaging ground targets and other air vehicles.

MOTORCYCLE

Hull: 2 (Small Civilian), 12 Structure
Speed: Fast
Systems: 3
Traits: Ground Vehicle, Superior Handling
Weapons: None
Description: Motorcycles typically have room for a driver and one passenger. They may be outfitted with a sidecar allowing for a third passenger, or to allow a second passenger a more comfortable ride. Adding a sidecar typically sacrifices the motorcycle's Superior Handling Trait.

SPECIAL EQUIPMENT

Although there has been a great deal of work on techniques to identify supernatural creatures and to defend against supernatural powers, results have been limited. However, there are a few devices that help ordinary humans face supernatural beings on a more even playing field.

DETECTION CAMERAS

Researchers have created video cameras that can automatically identify both fae and vampires. The camera analyses temperature, motion, and facial expressions. A few bulky and highly specialised digital cameras can run this program. However, most often it's used in expensive smartphones with high-end cameras and a data connection to a large supercomputer running the software that performs the analysis.

The user must record at least four rounds (20 seconds) of clear video of the target, at a range of no more than 5m. The camera sends this recording to the supercomputer, which delivers the answer three rounds (15 seconds) later and reveals if the individual is a fae, vampire, lycanthrope, or something else (typically an ordinary human).

Detection cameras possess three major limitations:

- They are somewhat tricky to operate – the user must aim them just right and may be prompted to adjust the view or change the settings. As a result, characters must make an Easy Electronics or Mechanics roll to correctly adjust the camera. Alternately, characters can simply attempt to keep the target in the same portion of the picture for the duration and must make a standard Perception roll to accomplish this.
- Smartphones with detection cameras are useless underground, or in any area without cell phone data service. The only cameras capable of performing this analysis without a wireless data connection are large and bulky

video cameras that weight 3 kg and are the size of a small loaf of bread.

● The third limitation is only known to government operatives and most elder vampires and their closest allies. This software can only detect lesser vampires. It cannot be used to detect elder vampires who attempt to hide their nature. Almost all elder vampires pretend to be human all of the time that they are in public.

This camera can also be built into electronic rifle sights that wirelessly connects to a small (3 kg) backpack or shoulder bag containing the computer that does the image processing.

PSYCHIC ROOM SHIELD

Researchers have had some success at technologically blocking supernatural powers. This device must be built into the walls, floor, and ceiling of a room, or potentially into the exterior of an entire house. When activated, this device provides the equivalent of a Mental Shield with an Intensity of 5 (see page 79) to everyone inside the protected area. This device also complete prohibits the use of purely observational powers like astral projection, clairvoyance, or the Project Sense spell in the interior of the protected area.

Installing this device in a room costs $1,000 per 40 cubic metres, and requires several days of work, as complex sheets of electronics are embedded in all of the walls as well as along the moulding between the walls and both the ceiling and the floor. All windows must be fitted with special heavy window shades. This device only functions when all doors into the protected area are closed and the window shades are down. Opening a door, raising a shade, or punching a hole in any of the walls instantly negates this protection. The protection provided by this device is cumulative with other forms of supernatural protection.

RESTRAINT COLLAR

Designed for use on prisoners, there are four versions of this device, one for psychics (including shifters), one for half-fae, one for lycanthropes, and one for vampires. The collar uses electrodes to detect the mental state in which the character uses their powers (or in the case of lycanthropes, attempts to shift into feral form), and delivers a Taser-like shock if the wearer attempts to use these powers.

If the device is triggered, the wearer suffers from the Incapacitation weapon trait. However, since the wearer cannot remove the collar without a special key, they can attempt a Herculean Endurance roll to perform a single action. The device continues affecting the wearer until the wearer has not tried to act in any manner for two full rounds, or until someone turns it off. Guards can turn these collars on or off using a cell phone-sized remote control, or via a central broadcast unit in the warden's office. The collars occasionally activate if the wearer concentrates too hard or becomes extremely angry. Although detecting the use of magic is so far impossible by technological means, magicians in prison are also fitted with collars designed to allow guards to incapacitate them if they appear to be attempting to use magic.

ARMOUR & WEAPON TABLES

ARMOUR

Armour	AP	ENC	Locations	Notes	Cost
Leather Jacket	2	1	Arms, Chest	Doesn't look like armour.	$200
Ballistic Vest	4	2	Chest		$300
Armour Reinforced Jacket or Trench coat	4	2	Arms, Chest, & Abdomen	Concealed armour consisting of clothing lined with ballistic fabric.	$1000
Advanced Ballistic Vest	6	3	Chest & Abdomen	Similar to the Ballistic Vest but includes ceramic plates for additional protection.	$400
Military Combat Armour	8	4	Full Suit (ENC = 28) including helmet	Battlefield-grade combat armour, highly restricted in availability.	$2000

FIREARMS

Ranged Weapon	Damage	Range	Firing Rate	Ammo	Load	Weapon Traits	ENC	AP/HP	Cost
Taser	Special	5/10/-*	1	3	3	Incapacitate, Silent	1	3/5	$400
Tranq. Dart Pistol	1d2	25/50/100	1	1	3	Tranquilizing, Silent	1	4/6	$200
.38 Pistol	1d6	50/100/200	1	6-9	3	-	1	6/8	$300
9mm Pistol	1d6+1	50/100/200	1	11-17	3	-	1	6/8	$500
.45 Pistol	1d8	50/100/200	1	6-9	3	-	1	6/8	$400
.357 Pistol	1d8+1	50/100/200	1	6-9	3	-	1	6/8	$500
10mm Pistol	1d10	50/100/200	1	6-9	3	-	1	6/8	$500
.50 Pistol	1d12	50/100/200	1	6 Box Mag	3	-	2	6/8	$600
5.56mm Assault Carbine	2d6-1	500/900/2000	1/3/-	30 Box Mag	3	-	3	6/10	$500
5.56mm Assault Rifle	2d6+1	600/1000/3000	1/3/20	30 Box Mag	3	-	3	6/10	$1000
5.56mm Light Machine Gun	2d6	600/1000/3000	-/-/20	200 Belt	6	-	4	6/10	Military +
7.62mm Medium Machine Gun	2d8+2	800/1500/4000	-/-/22	50 Drum or 200 Belt	3 Drum, 6 Belt	-	5	6/10	Military +
7.62mm Sniper Rifle	2d8+4	900/1500/5000	1/-/-	20 Box Mag	3	-	4	6/10	$1500
.50 Anti-Material Sniper Rifle	2d10+4	900/1500/5000	1/-/-	10 Box Mag	3	Armour Piercing	6	6/12	Military +
12 Gauge Pump Shotgun	3d6	20/100/200	1/-/-	8 Box Mag	3	-	3	5/8	$200
12 Gauge Combat Shotgun	3d6	20/100/200	1/-/8	8 Box Mag or 32 Drum	3	-	3	6/12	Military +
Bazooka	5d8+5	200/600/1000	1	Single Shot	4	Fragmentation (6m)	7	6/12	Military +
Rocket Launcher	4d10+10	500/800/1500	1	2 Box Mag	4	Fragmentation (6m), Self-Guided	9	6/12	Military +
Handheld Flamethrower	1d8+3	5/10/-	1	10	4	Incendiary, Scatter	3	4/6	$800
Fragmentation Grenade	3d6+6	10/20/30	1	1	1	Fragmentation (6m)	1	5/4	Military +
Stun Grenade	1d4+1	10/20/30	1	1	1	Dazzle (2m)	1	3/4	$200

* Tasers use darts connected to the weapon with thin wires. These wires give a Taser a maximum range of 10 m.

+ Military - Only soldiers and SWAT team personnel can use these weapons, civilians cannot purchase them, except perhaps on the black market, where prices will be quite high.

VEHICLE WEAPON SYSTEMS

Sample Vehicle Weapons	Damage	Range	Firing Rate	Ammo	Load	Weapon Traits	ENC
50-inch Cannon	3d6+3	1000/2000/6500	1/10/50	1	5	Armour Piercing, Fragmentation, Mounted +	6
Mini Gun	3d6	300/1000/2000	-/20/100	200	4	Mounted +	6
Rocket	5d6	5000/20km/60km	1	1	5	Fragmentation	12
Medium Missile/ Torpedo	6d10	Max range of 200km	1	1	5	Armour Piercing, Fragmentation Self-Guided, Mounted +	-
Large Missile/Cruise Missile	6d10+10	Max range of 1000km	1	1	10	Armour Piercing, Fragmentation Self-Guided, Mounted +	-

+ Mounted - Weapons with this trait are too heavy, bulky, or balanced to be utilised on a personal level. The weapon must be either mounted on a tripod, construction hard point, or upon a vehicle. Trying to fire the weapon without proper stabilisation is always a Herculean skill attempt.

SUPERNATURAL POWERS

All supernatural characters possess supernatural powers. Folk Magic, Mysticism, and Sorcery, all exist and mostly work as described in *Mythras*. However, modifications to each exist in *After the Vampire Wars*. The following chapter contains information on how these powers have been adapted to this setting, includes various new powers, as well as rules for different supernatural individuals using their powers against one another.

MYSTIC VISION

All Seers and other supernatural creatures, including natives of the Otherworld, automatically possess Mystic Vision. This ability appears immediately after a character becomes a Seer or other sort of supernatural being, and allows them to detect supernatural activity. By making an ordinary Perception roll, characters with Mystic Vision can sense supernatural activity in the immediate area, but not its source.

ACTIVE MYSTIC VISION

Supernatural characters that spend one Magic Point can fully engage their Mystic Vision. The effect of doing this is identical to using the Folk Magic spell Witchsight (*Mythras*, page 129), except that that active Mystic Vision also allows the user to discern the type of magic (fae, Folk Magic, Mysticism, and so on), and provides the following information when observing different types of supernatural characters:

- **Seers:** Unless these characters are using active Mystic Vision or some other supernatural ability, they cannot be distinguished from normal humans. However, psychics or magicians using their powers are obvious to anyone using active Mystic Vision.

- **Half-Fae:** The observer must make a Perception roll opposed by the half-fae's Deceit in order to see the half-fae's true nature. Failure on this roll means that the half-fae appears to be an ordinary person. Success reveals an insubstantial image of a being with the twisted and exaggerated features common to the fae. If the half-fae is using one of its Fae Powers when being observed with Mystic Vision, the observer can automatically see the half-fae's true nature.

- **Lycanthropes:** The observer must make an opposed roll vs the Lycanthrope's Deceit in order to see a lycanthrope's true nature. If character is successful, the lycanthrope appears to have somewhat animalistic features, with fangs and claws. If the lycanthrope is in feral form, no roll is necessary, their nature is easily and automatically apparent.

- **Shifters:** Shifters normally appear to be no different from psychics, but active Mystic Vision can easily see a shifter's bestial projection, and can see that their astral form is that of an animal.

- **Vampires:** Mystic Vision cannot be used to detect any vampires who are not using their supernatural powers. If a lesser vampire uses supernatural powers, the observer must make a successful opposed roll versus the vampire's Deceit in order to see the vampire's true nature. If successful, the vampire appears corpse-like and obviously dead. Mystic Vision cannot reveal that an elder vampire is anything other than a normal human unless the elder vampire wishes to allow this, even while using its supernatural powers. Mystic Vision also cannot be used to detect if someone is under the influence of an elder vampire's powers. Determining if someone is under a lesser vampire's control using active Mystic Vision requires a Perception roll opposed by the lesser vampire's Deceit.

- **Natives of the Otherworld:** If used to observe fae or other creatures from the Otherworld, the creature's true nature is obvious, unless they are using some effect to disguise their presence. In this case, then the character must roll versus the creature's Deceit to determine their nature.

POWER LIMITATIONS

This table lists what character types can learn which powers.

POWER LIMITATIONS

Character Type	Folk Magic	Fae Mutations	Fae Powers	Psychic Talents	Advanced Psychic Talents	Mysticism Talents	Sorcery Spells	Elder Vampire Powers
Seer (human)	Yes	No	No	Yes	Yes	Yes	Yes	No
Half-Fae	Yes	Yes	Yes	Yes	No	No	Yes	No
Lycanthrope	Yes	No	No	Yes	No	Yes	No	No
Shifter	Yes	No	No	Yes	Yes	Yes	No	No
Vampire (Lesser)	Yes	No	No	No	No	No	No	No
Vampire (Elder)	Yes	No	No	Yes *	Yes *	No	Yes *	Yes

* Only available as an Elder Vampire power

RESISTING SUPERNATURAL POWERS

Seers and other supernatural creatures do not suffer any penalties when using Willpower to resist a power or supernatural effect. Ordinary humans always resist with a Formidable Willpower roll – although resistances based on Endurance and Evade are unaffected. Any kind of effect causing weakness or physical harm is automatically resisted unless the target actively chooses not to.

NEW & MODIFIED SUPERNATURAL POWERS

The following section contains both new powers such as Fae Mutations, Fae Powers, Psychic Talents, Shifter Powers, and Elder Vampire Powers, as well as modifications to Folk Magic, Mysticism, and Sorcery. Also, different types and Power Levels of characters have limitations as to which powers they can learn, and in some cases, how these powers function.

FAE MUTATIONS

One of the most notable features of the half-fae is that they possess physical differences from ordinary humans. In additions to oddities of skin, hair, and eye colour, many of these physical differences are Fae Mutations. There are 20 Fae Mutations, but any individual half-fae can start play with no more than POW/3 (round up) Fae Mutations. As a result,

every half-fae has a relatively unique collection of mutations. At the choice of the Games Master and the player, players can either roll or select which Fae Mutations they character starts with. Unlike most other supernatural abilities, half-fae characters cannot normally acquire additional Fae Mutations, since these changes normally either appear at birth or adolescence. However, physical journeys to the Otherworld (page 96), learning from, making deals with, or fighting powerful fae, or

FAE MUTATION TABLE

1d20	Mutation
1	Aquatic (see below)
2	Camouflaged (*Mythras*, page 215)
3	Dark Sight (*Mythras*, page 215)
4	Death Sense (*Mythras*, page 215)
5	Earth Sense (*Mythras*, page 215)
6	Echolocation (*Mythras*, page 215)
7	Enhanced Smell (see below)
8	Endure Temperature (see below)
9	Increased Characteristic (can take only once, see below)
10	Leaper (see below)
11	Life Sense (*Mythras*, page 216)
12	Lightness (see below)
13	Limited Flight (see below)
14	Multi-Limbed (usually arms, (*Mythras*, pp 216-217)
15	Natural Armour (see below)
16	Natural Weapon (see below)
17	Night Sight (*Mythras*, page 217)
18	Poison Immunity (*Mythras*, page 217)
19	Regeneration (see below)
20	Venomous (see below)

exposure to potent magics could all serve as justification for developing a new Fae Mutation. In these cases, gaining a new Fae Mutation requires 3 Experience Rolls. Depending upon the method of gaining the new mutation, the Games Master can roll randomly for which mutation the character gains, or can allow the player to select one.

Some Fae Mutations are Creature Abilities (*Mythras*, pp 214-218), while others are described on the table on page 71.

ADDITIONAL FAE MUTATIONS

The following additional Fae Mutations are also available.

AQUATIC

This half-fae can either breathe both water and air, or has the Hold Breath Creature Ability. In addition, the character also possesses the Swimmer Creature Ability.

ENDURE TEMPERATURE

This half-fae is comfortable in minimal clothing from -40 F to 140 F (-40 C to 60 C), meaning they can remain comfortable almost anywhere on the planet. This half-fae can comfortably swim in arctic waters and does not suffer from hypothermia except in the coldest regions of the planet.

ENHANCED SMELL

The character can identify individuals by scent with a successful Perception roll, and can do so for hours after the person was last present, as long as the location has not been cleaned, rained on, or had a dozen or more people pass through it. In addition, if the target is on foot and not walking in a creek, in the rain, or otherwise in conditions that make tracking by scent difficult, reduce the Difficulty Grade of all Track rolls by one. A Hard Perception roll allows the character to determine the current emotional state of someone whom the character can clearly smell, meaning the person must be physically present, within 3 metres, and not in an area filled with strong scents like smoke, gasoline, or volatile chemicals.
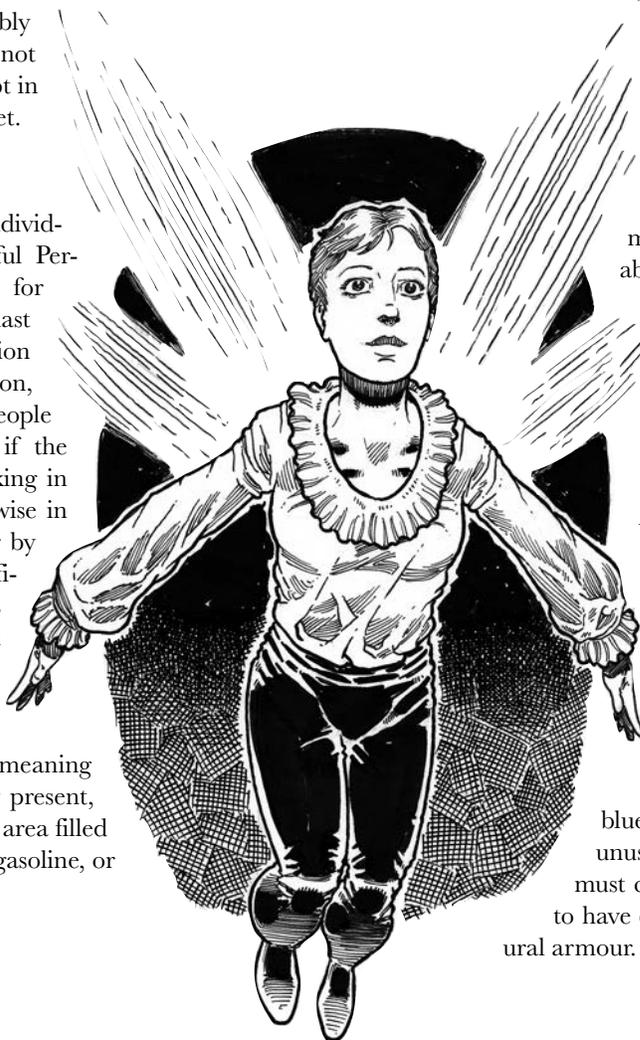
INCREASED CHARACTERISTIC

This half-fae gains either +4 to a single characteristic or +2 to STR and +2 to SIZ. Half-fae can only possess this mutation once. Reroll if rolled twice.

LEAPER

This half-fae has the Leaper Creature Ability (*Mythras*, page 216). This mutation also triples their jumping distance (*Mythras*, page 39), and allows the half-fae to jump their maximum distance from a standing start. Double these distances if the half-fae also possesses the Lightness mutation.

LIGHTNESS

This half-fae can, at will, vastly reduce their weight, allowing them to fall slowly and without harm from any distance or to run across the top of mud or newly fallen snow without leaving tracks. On a successful Athletics roll, the character can even run across the surface of water, but cannot stand or walk slowly on it.

LIMITED FLIGHT

This half-fae can fly for brief periods of time. Flight is treated as strenuous activity (*Mythras* page 79), unless the half-fae also possesses the Lightness mutation, in which case it is medium activity. The half-fae may have physical wings, or may be able to manifest glowing or translucent wings made of fae glamour at will.

NATURAL ARMOUR

This mutation provides armour that may be either unnoticeable or obvious, at the player's choice. Unnoticeable armour provides the character with 2 Armour Points to all locations without changing their appearance, while obvious armour provides the character with 4 Armour Points to all locations, but must be something highly visible, like warty hide, dragon scales, inhumanly smooth blue or green skin, or some similarly unusual body covering. The player must choose if they want their character to have easily unnoticeable or obvious natural armour.

NATURAL WEAPON

This half-fae has dangerous claws, bone spurs, horns, or other natural weapons. If these weapons are retractable and easily concealed, then they have the appropriate Damage and Reach for the character's SIZ (*Mythras*, page 222), and have the combat effect appropriate for the weapon type. If these weapons are too large or too obvious to be easily concealed, like claws that cannot retract, they possess the damage and reach of natural weapons one SIZ category larger than normal and have the combat effect appropriate for the weapon type. The player must choose if they want their character to have easily concealed or obvious natural weapons.

REGENERATION

All wounds heal even more rapidly than normal half-fae. The half-fae recovers from blood loss at a rate of one level per minute, and can regenerate lost or crippled limbs, and wounds heal at the following rate.

- Minor Wounds: Minutes
- Serious Wounds: Hours
- Major Wounds: Days

Powerful half-fae with the Regeneration Fae Mutation heal faster still. They recover from blood loss at a rate of one level per round, and use the following healing times:

- Minor Wounds: Rounds
- Serious Wounds: Minutes
- Major Wounds: Hours

VENOMOUS

The poison is typically delivered via a kiss or bite, unless the character also possesses the Natural Weapon mutation. This venom has a Potency of 70, and otherwise, at the player's choice, duplicates either the effects of sleeping draught (*Mythras*, pp. 76-77) or ophidian venom (*Mythras*, page 255, but the duration of the Hallucination and Mania is 2d6+6 hours, and the target develops a rabid fear of creatures that look like the character who poisoned them).

FAE POWERS

The following powers are available to half-fae. These powers are also common among creatures who are native to the Otherworld, including both fae and goblins. However, half-fae are the only characters from the mortal world that can learn these abilities. As soon as a character develops any Fae Power, they develop a new Professional Skill — Fata. This skill has a base rating of POW+CHA. Half-fae can gain additional Fae Powers by spending 5 Experience Rolls. Half-fae can freely learn any of these powers without a teacher.

THE FATA SKILL (POW+CHA)

Every half-fae with one or more Fae Powers possesses the Fata skill. It is used to see if an attempt to invoke and use a Fae Power is successful or not, and is improved in the same way as any other skill in the game. Most Fae Powers rely on Intensity for their effects. The Intensity of every Fae Power is equal to 1/20th of the Fata score for the Power. This Intensity not only dictates the effects of powers, it also governs how many powers can be kept active at any one time. A half-fae can simultaneously maintain a number of powers equal to half their Intensity score.

BARDIC VOICE

Range: POW Metres
Duration: Intensity x 10 Minutes
Cost: 1 or 3 Magic Points
Resistance: Willpower

The half-fae with this power can create a particularly strong emotional reaction in a target. To use this power, the half-fae can either spend 1 Magic Point and affect a single target, or spend 3 Magic Points to affect all targets within a radius of POW metres. In both cases, the half-fae must speak or sing in a way that is consistent with the emotion they are trying to create, and the target or targets must all be able to clearly hear the half-fae's voice.

Unless the target resists, the half-fae may fill them with intense sadness, apathy, rage, worry, happiness, lustfulness, or other emotional states. This state lasts for Intensity x 10 minutes, or until the target has a compelling reason to feel a different powerful emotion. This power can only be used for live, in-person performances, and does not work with recordings or live audio or video broadcasts. Intensity determines the power of the emotion felt:

- 1-2: Mild emotional feelings — enough to cause a distraction
- 3-4: Strong emotional feelings — enough to cause deep pleasure or distress
- 5+: Compelling emotional feelings — enough to consume the target's psyche

BERSERK

Range: Touch
Duration: Intensity x Minutes
Cost: 1 Magic Point
Resistance: Willpower

This power allows the half-fae to duplicate the effects of the Theism Berserk spell (*Mythras*, page 183). The half-fae can use this power on both themselves and on others.

CHAMELEON

Range: Touch
Duration: Intensity x 5 Minutes
Cost: 1 Magic Point
Resistance: None

This power allows the half-fae to duplicate the effects of the Theism Chameleon spell (*Mythras*, page 184), except that the duration is longer. The half-fae can use it on themselves or any single target they touch, and it works in any environment. Also, any attempt to interact with the recipient – whether observing where they go, attacking, parrying, and so on – inflicts a penalty against the observer of one Difficulty Grade per two points of Intensity.

COMMAND ANIMAL

Range: POW Metres
Duration: Intensity x 10 Minutes
Cost: 1 Magic Point
Resistance: Willpower

The half-fae can command any single non-supernatural animal to perform any feat possible for this animal. The half-fae can direct the animal with voice or gesture, and the animal continues to follow these commands for the duration of the power, even if the half-fae leaves. However, animals can only follow commands they can understand. Commands like "attack that person there" are valid, but "attack the next soldier you see" are not.

ELF SHOT

Range: Touch
Duration: Intensity x Minutes
Cost: 1 Magic Point
Resistance: None

The half-fae can charge small objects with malevolent energies. To use this power, the half-fae must touch an object with an ENC of less than one and then throw it at the target. If the object strikes the target, it does the following damage, in addition to any damage normally caused by the object. Duration refers to how long the object remains charged. If used on a dagger, shuriken, or other weapon, the Elf Shot damage is

ELF SHOT DAMAGE

Intensity	Damage
1	1d2
2	1d4
3	1d6
4	1d8
5	1d10
6	1d12
7	2d6

added to the normal weapon damage. However, this power can only be used in combination with weapons that the character physically throws. It does not work with guns, bows, or crossbows or with any melee weapons. If desired, the character can charge a small and harmless object like a grain of rice or a paperclip and throw it at the target. In this case, the target only suffers the damage caused by this power.

ENTANGLE

Range: POW x 10 Metres
Duration: Intensity x Minutes
Cost: 1 Magic Point
Resistance: Evade

This power is identical to the Theism spell of the same name (*Mythras*, page 186), except for the parameters listed above.

GROWTH

Range: Touch
Duration: Intensity x Hours
Cost: 1 Magic Point
Resistance: N/A

This power is identical to the Theism spell of the same name (*Mythras*, page 186), except for the parameters listed above.

HEALING

Range: Touch
Duration: 1 Minute
Duration: Special
Cost: 1 Magic Point
Resistance: None

The character infuses their hands with healing energies. These energies heal 1d6+2 hit points to a Minor Wound, 1d3+1 Hit Points to a Serious Wound, and 1d2 Hit Points to a Major Wound, in addition to also providing all the benefits of successful first aid. This power works on all living things.

HEX

Range: Touch (for curse) or POW Metres (for hexing food or devices)
Duration: Intensity x Hours, or permanent (for spoiling food)
Cost: 1 Magic Point
Resistance: None

The characters can place a curse on a target by giving them an object. The object can have any form, but it must pass from the character's hands to the target and the target must accept it. If the character succeeds in giving the target the object, the target suffers a negative modifier to all of their rolls of two Difficulty Grades. Business cards and money are common objects used with this ability. If the target gives the cursed object to someone else who accepts it, the curse transfers to the new recipient. If the target discards the object, it ceases to affect them, and if they destroy the object, the

curse instantly ends. In all cases, the cursed object can be concealed, like a bookmark in a book. The character can also use this same power to touch food and cause it to instantly spoil and to touch electronics to cause them to malfunction and be inoperable for the hex's duration. Detecting a cursed object using active Mystic Vision requires a Perception roll opposed by the caster's Deceit roll.

ILLUSION

Range: POW Metres
Duration: Hours x Intensity
Cost: 1 Magic Point per target or per area affected
Resistance: Special (see the description of Illusion)

The character can duplicate the effects of the Theism Illusion spell (*Mythras*, page 187). The spell can either affect a single target or an area of up to Intensity x metres in radius.

MINDBLAST

Range: Touch
Duration: Intensity x Hours
Cost: 1 Magic Point
Resistance: Willpower

This power allows the half-fae to duplicate the effects of the Theism Mindblast spell (*Mythras*, page 188), except that the duration is lower and using it requires the half-fae to touch the target.

MIRAGE

Range: POW Metres
Duration: Minutes x Intensity
Cost: 1 Magic Point per target or per area affected
Resistance: None

The character can duplicate the effects of the Theism Mirage spell (*Mythras*, page 188). the half-fae can create whatever sort of roiled and distracting image they desire, from smoke to fog, to horrific demon faces peering out of a glowing green cloud, all of which have a radius of up to Intensity x metres.

OTHERWORLD TRAVEL

Range: Special
Duration: 1 Minute
Cost: 2 Magic Points
Resistance: None

The half-fae can open a gateway that allows anyone who passes through it to physically enter the Otherworld. To use this power, the half-fae needs to stand at a minor or major nexus point (page 102) and spend 2 Magic Points. Characters must know the location in the Otherworld that they wish to visit. Half-fae can always visit portions of the Otherworld they have visited before, either psychically, physically, or in dreams. Once the character spends the Magic Points, a gateway into

the Otherworld opens in front of them, and remains open for up to one minute. When in the Otherworld, the character can open gateways back to the mortal world, but must be at an Otherworld Dreamgate (page 106) to do so. These gateways are an oval approximately 2 metres wide and 3 metres tall, and the character can close them with a single thought.
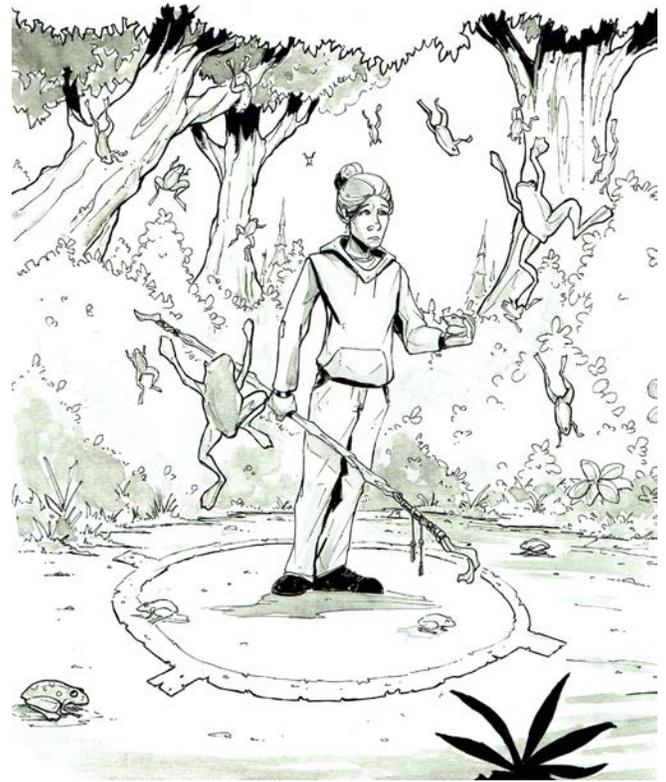
TRANSFORM OBJECT

Range: Touch
Duration: Intensity x Hours
Cost: 1 Magic Point
Resistance: None

The half-fae can transform an object into another object of approximately the same SIZ and can affect objects with a maximum SIZ of three times the power's Intensity. As long as both objects are within one point of SIZ, the half-fae can turn a large leaf into a dollar bill, or a stick into a hammer, or a rifle. A stick transformed into a hammer can be used to drive a real nail, and pile of leaves transformed into a ladder can support someone's weight. However, the half-fae can only use this power to create objects and mechanical devices like a suit of fancy clothing, a photo ID, or a mechanical pocket watch. They cannot create living things, explosives, electronic devices, or highly reactive or radioactive chemicals of any sort. A half-fae could transform a rock into a handgun, but would need real bullets in order to actually fire the gun. Another limitation on this ability is if a transformed object

touches iron or steel even for an instant, it reverts to its natural form.

FAE DISADVANTAGES

During character generation, half-fae can gain a total of up to two additional Fae Mutations or Fae Powers at the cost of taking up to two Fae Disadvantages. Each Fae Disadvantage provides the character with one additional Fae Mutation or power. Half-fae characters are normally born with any Fae Disadvantages they possess, but can on rare occasions gain a new one due to fighting or being cursed by a powerful fae, or exposure to potent hostile magics. If a half-fae character develops a new Fae Disadvantage during play, they also immediately gain a new Fae Mutation or power at no cost.

INHUMAN APPEARANCE

The character is obviously and visibly non-human. While some Fae Mutations give the character some minor non-human traits, most can be hidden. However, this flaw means that the character is obviously something other than human. Perhaps they have bright blue scaly skin and cat-like eyes, or antlers and legs like hind legs of a stag, or maybe even the head of a wolf.

IRON SENSITIVITY

Objects made of iron and steel make this half-fae uncomfortable. The half-fae increases the Difficulty Grade of all rolls made using tools, weapons, or vehicles made from iron or steel by one.

IRON VULNERABILITY

Prerequisite: Iron Sensitivity

Weapons made from iron or steel cause the character an additional +1d4 damage.

OATHBOUND

The character is bound by any oaths made. If the character makes a promise or otherwise gives their word, they are bound by this oath. Breaking this oath causes the character to be lose the use of all Fae Powers and become as vulnerable to supernatural powers as an ordinary human (Willpower rolls to resist magic become Formidable), for the next full lunar month (28 days). This penalty immediately ends if the character either fulfils the terms of the oath, or goes to the person who they made the oath, asks for forgiveness, and makes an offer of some new action or service to perform instead of the oath, but only if the other person accepts this new promise. Half-fae who have broken an oath to someone now dead, can either find some way to talk to this person's ghost or talk to the person's heir, typically their closest relative by blood or marriage.

FOLK MAGIC

All Seers and other supernatural characters can learn Folk Magic. However, the following Folk Magic spells are not available in *After the Vampire Wars*: *Befuddle, Demoralise, Fanaticism,* and *Witchsight*. In addition, Folk Magic spells with the Ranged trait only have a range equal to the caster's Folk Magic skill/5 in metres. Finally, if the Shock spell is targeted at an electronic device, it causes this device to temporarily overload and malfunction. The device cannot be used until it has been restarted or reset, but suffers no actual damage. The Shock spell cannot harm devices that are primarily mechanical, like cars or firearms.

LEARNING FOLK MAGIC

Folk Magic is relatively easy to learn. Occasionally, when a Seer or other supernatural character feels the strong desire for some sort of assistance, from a light when the electricity has suddenly gone out, to urgently wanting to put out a grease fire on their stove, they accomplish that goal and know a new spell. Also, people can teach these spells to one another. Any character who suddenly needs something that a Folk Magic spell that they don't possess could provide can instantly gain the use of this spell during play if they have 3 Experience Rolls saved up. Characters can also go on social media and find groups who share Folk Magic with one another.

NEW FOLK MAGIC SPELLS

The following new Folk Magic spells are all widely known.

BOOST

Touch

This spell allows the user to briefly use any electronic device that is out of power or which has suffered minor damage. It can also boost the device to permit a phone or computer to get a voice or data signal that would otherwise be too weak. However, it can't be used to make a smashed computer work or allow someone to use a phone in a cave or other area with no signal.

REMOTE CONTROL

Instant, Ranged

The caster can perform any single simple operation on an electric or electronic device they can see. Such operations include causing a phone to dial a number, causing a camera to take a picture, or turning a device on or off. This spell cannot perform any action that the device's user could not perform in a one Turn.

imprison them. If used in this fashion, the creature automatically overcomes the warding, but the spell is not otherwise disturbed. The spell is instantly negated if the object it is cast upon is destroyed or badly damaged. The Magic Point used to cast this spell is recovered normally.

MYSTICISM

In *After the Vampire Wars*, some Mysticism Talents can only be learned by Impressive or Powerful characters, but otherwise the rules for using Mysticism are unchanged.

LEARNING MYSTICISM

Any Seer, lycanthrope, or shifter can learn Mysticism. As soon as one of these characters learns both the Meditation and the Mysticism Skills, they automatically develop a single Mysticism Talent (which must be paid for with power points during character generation, or with 5 Experience Rolls if learned later). The character learns this Talent via intense mediation and introspection. Characters can learn additional Talents in this fashion, but doing so is difficult and requires 2 months and 6 Experience Rolls to learn a single Mysticism Talent. All of these self-learned Talents belong to a Path unique to the character, unless they decide to teach it to others. Characters are also free to learn Mysticism from a teacher, and use the normal rules for learning given in Mythras. As a result, most characters join a magical lodge (page 110), and learn further Mysticism there.

ADVANCED TALENTS

The following Mysticism Talents can only be learned by Impressive or Powerful characters: the traits *Immunity* and *Indomitable* (*Mythras*, page 158), the new Talent *Spirit Combat* (see below), and all Enhancing Attributes Talents (*Mythras*, pp. 159-160), except *Fatigue*, *Healing*, and *Movement Rate*.

NON-EXISTENT TALENTS

The Talents *Magic Sense* and *Spirit Sense* do not exist, since Mystic Vision provides the same information.

ALTERATIONS TO TALENTS

Most of the Talents called upon by mystics work in exactly the same fashion as they are described in *Mythras* (pp. 157 – 160), but a few might have minor alterations to them in order to function seamlessly in *After The Vampire Wars*. Unless listed below, the Talents work exactly as published previously.

WARDING

Instant, Touch, Resist (Willpower)

This spell imbues a small object, at least the size of a coin, with the ability to create a lasting ward around a location. This object must be in plain sight and either attached to a wall of the protected location, or otherwise visibly placed inside it. This spell cannot be used to directly protect living creatures or moving objects, but it protects any location up to the size of an ordinary sized house, office, or apartment. If used in a car, the ward protects it while parked. Mansions and their outbuildings like detached garages, or sheds can be protected with multiple uses of this spell. Any ghost, goblin, half-fae, shifter, or lesser vampire who attempts to enter the space protected by this spell must attempt to resist with an opposed Willpower roll with the caster of the spell. If they fail, they cannot enter this space. These creatures also cannot use any of their innate powers (including Fae Powers, bestial projection, psychic vampirism, and vampiric gaze attack) on anyone inside the protected area if they fail the Willpower roll, but they can use other powers normally.

This spell must be renewed four times a year, and any creature affected by this spell can attempt to resist it only once every time it is cast. However, this spell is somewhat taxing to cast and requires the caster to spend 1 Experience Roll each time they perform it. This spell can also only be used to keep supernatural creatures out of a space, it cannot be used to

ASTRAL PROJECTION

While projecting, the mystic automatically possesses active Mystic Vision. In addition, mystics can use astral projection to psychically enter the Otherworld (see page 103 for further information).

INDOMITABLE

This Talent protects against Empathic Push, Telepathic Command, and Synaptic Puppetry, as well as Sorcery spells and fae, and vampiric powers that attempt to control the target's emotions and thoughts. However, it does not provide perfect protection against the powers of elder vampires or the fae. When used against an elder vampire's gaze attack or blood binding or any Fae Power used by one of the fae, this Talent allows the mystic to augment their resistance roll with their Mysticism skill, using the rules for augmenting skills (*Mythras*, page 50). Indomitable completely protects against all other types of mental control.

IMMUNITY (X)

New categories of damage such as bullets or explosions are also possible options for immunity.

ENHANCING HEALING RATE

This Talent also increases how rapidly the mystic recovers from Fatigue lost due to blood loss in the same fashion.

NEW TALENTS

Two new Mysticism Talents exist in *After the Vampire Wars*:

MIND BLANK

The mystic reduces personal psychic emanations in a way that clouds any form of scanning or perception. Whether due to active Mystic Vision, a telepathic Mind Scan, Psychic Feel Emotions, Clairvoyance, a technological lie detector, or any sorcerous, vampire, or Fae Powers, the mystic's mind and emotions are not merely unreadable, but also register as a normal human with no supernatural powers who is thinking and feeling whatever the mystic wishes any mental intruder to discover. This Talent does not protect the mystic from any sort of mental control, but does hide their thoughts and emotions from scrutiny.

SPIRIT COMBAT

Mystics can use active Mystic Vision to perceive spirits, but to interact with them, they must possess this Talent. Spirit Combat allows a mystic to use all the rules for spirit combat in *Mythras* (pp. 137-139). mystics and spirits engaging in spirit combat use Tenacity Points (*Mythras*, page 139) instead of Magic Points as Hit Points for spirit combat. In addition, mystics use their Meditation Skill to calculate their spirit damage (*Mythras*, page 131).

- Mystics who are victorious in Spirit Combat can choose to inflict any of the Consequences of Defeat (*Mythras*, page 138) on a spirit, except binding.
- The most common consequences of Spirit Combat are exorcised and obligation.
- Normally, the mystic can engage any spirit within POW metres (including spirits that are possessing some person or object), in Spirit Combat, but cannot enter Spirit Combat with living beings.
- Mystics who enter Spirit Combat when also using Astral Projection, and shifters who enter Spirit Combat when using Bestial Projection, can engage ordinary humans in spirit combat and can even temporarily possess them.

PSYCHIC POWERS

Any Seer or other living supernatural character can learn Psychic Powers, and like learning Folk Magic, many of them stumble upon a Psychic Talent or two on their own. The only limitation is that, Vampires lose all Psychic Talents upon becoming undead. When a character first generates their Psionic Discipline(s), they are allowed to choose their initial Psionic Talents from those available to them, and can choose a number based on the number of power points they wish to allocate to Psychic Talents. As soon as a character develops a Psionic Discipline, they develop a new Professional Skill with a specialisation in that Discipline — Psionics (Discipline). This skill has a base rating of POW+CON, and is calculated at its base rate for each Discipline the character has (if multiple).

Some Talents can be found listed under multiple Disciplines. Characters should note under which Discipline they learned that Talent, as it will dictate which of their Psionic skill specialisations will be used for that Talent. As characters continue their lives and careers, they may acquire new Talents at the cost of three Experience Rolls per new Talent. New Talents belonging to an existing Psychic Discipline can even be gained during play, if the player has sufficient Experience Rolls saved up.

New Disciplines are more difficult to acquire. Ordinary characters require access to special training by Powerful psychics, exposure to potent magic, mental contact with formidable inhuman creatures, or an event that increases the Power Level of the campaign. Impressive characters are subject to the same requirements, unless they are willing to spend two months of personal study to learn a new Discipline. Powerful characters can freely learn new Psychic Disciplines. New Psychic Disciplines usually require one Month and 5 Experience Rolls to learn. Characters who develop new Psychic Disciplines automatically gain one new Psychic Talent in that Discipline and can learn more normally.

HOW TO USE PSYCHIC POWERS

Tapping into their internal life force, or Magic Points, psychics fuel their psionic powers from within and unleash their effects upon the world. For the psychic, it is like any other forced natural process — they will it, it happens. However, it can be exhausting to draw upon their powers too often. In order to activate a Psionic Talent, the character must expend the relevant number of Magic Points and succeed in a Psionics skill roll.

PSIONICS (POW X2)

Every psychic has the Psionics skill. It is used to see if an attempt to invoke and use a Psychic Talent is successful or not, and is improved in the same way as any other skill in the game. Each Talent in a Psionic Discipline uses the same Psionics percentage to see if it is used successfully or not. However, every Discipline requires the development of its own Psionics skill percentage. Therefore, a character with the Empathy Discipline at 75% is only able to invoke the Talents of this Discipline — the psychic cannot try to invoke, say, Levitation. When a new Discipline is learned, its Psionics score begins at the base of POW x2.

PSIONIC INTENSITY

Some Talents rely on Psionic Intensity for their effects. Psionic Intensity is one twentieth of the Psionics score for the Discipline. Psionic Intensity not only dictates the effects of Talents, it also governs how many Talents can be kept active at any one time. A psychic can maintain a number of Talents equal to half the Psionic Intensity of the Discipline, as long as the Talents belong to same Discipline. Talents from different Disciplines cannot be maintained simultaneously.

PSYCHIC DISCIPLINES

Psychic powers are divided into seven Disciplines, which are groupings of related powers. Every Psychic Discipline has a number of Psychic Talents associated with it. These Talents are how the Discipline is used to affect the world. How to use these Talents and their effects are detailed in their respective sub-sections below. Advanced Psychic Disciplines and Talents are not available to characters in Ordinary Campaigns, and cannot be learned by some nonhuman characters

PSIONIC TALENTS

Each Discipline is made up of distinct Talents that describe the actual powers the psychic is capable of. There are five specific statistics for every Psionic Talent, listed in the Talent's descriptions.

PSYCHIC DISCIPLINES

Discipline	Talents
Biokinesis	Eidetic Memory, Inflict Pain, Mental Shield, Psychic Wrack (Body)+, Psychic Healing, Synaptic Puppetry+
Empathy	Animal Bonding, Blending, Empathic Push, Feel Emotions, Inflict Pain, Mental Shield,
Martial Mind *	Cryokinetics, Evil Eye, Focus Force, Psychic Wrack (either), Pyrokinetics, Sense Danger
Mental Savant	Blending, Computer Telepathy, Eidetic Memory, Mental Shield, Sense Danger, Psychic Healing
Telekinesis *	Cryokinetics, Focus Force, Levitation, Psychokinesis, Pyrokinetics, Shatter
Telepathy	Mental Scan, Mental Shield, Mind Probe, Psychic Wrack (Soul)+, Telepathy, Thought Implant+
Visions	Clairvoyance, Computer Telepathy, Mental Scan, Precognition, Psychometry, Sense Danger

* Advanced Psychic Disciplines, only Impressive and Powerful Characters can learn these Disciplines.
\+ Advanced Psychic Talents, only Impressive and Powerful Characters can learn these Talents

RANGE

Every Psionic Talent has a finite range in which its target can be found. These ranges are defined as:

Personal (only affects the psychic)
Touch (the psychic must touch the target)
Short (within a number of metres equal to POW)
Medium (within line of sight)
Long (anywhere in the world)

DURATION

Psionic Talents, once active, last a specific amount of time. These durations are defined as

Instantaneous (effects take place over a few seconds)
Focus (Talent lasts for as long as the character continues to maintain concentration, imposing one degree of difficulty on anything else performed)
Lasting (Talent lasts a specific length of time as defined in the Talent's description)

AREA OF EFFECT

Each Psionic Talent potentially affects the world in a specific way, whether it is by affecting a single target, a dimensional area, or other defining calculation. Psychics with sufficient control over their powers can open their minds to larger areas. The psychic can double the area of effect by choosing to impose a level of difficulty upon their skill test and pay twice the normal costs. This can be performed multiple times, doubling the area/cost repeatedly, progressing with

each additional level of difficulty imposed before the skill test. Thus, a single target becomes two targets, becomes four targets, becomes eight targets, etc.

COST

Every Psionic Talent has a required initial cost of at least 1 Magic Point, with some Talents requiring more to fuel them. The total cost of Magic Points depends on the outcome of the Psionics roll:

If the Psionics roll is a...

- *Critical Success:* The Talent's Magic Point cost is half (and if that cost would ordinarily be 1, then the cost is zero).
- *Success:* The caster spends the normal Magic Points, and the Talent works successfully.
- *Failure:* The Talent fails, but no Magic Points are expended.
- *Fumble:* The Talent fails and either 1d3, or the full Magic Point cost is expended, whichever is higher.

RESISTANCE

Psionic Talents that target another being or object have a listed skill or derived trait used to resist the effects of the Talent. The consequences of failing these resistance tests are described in each Talent, along with any additional critical success or fumble effects that roll may have.

ANIMAL BONDING

Range: Short or Special
Duration: Lasting or Permanent
Area of Effect: One Animal
Cost: 1 Magic Point or 1 Experience Roll

The psychic can mentally communicate with any one natural or supernatural animal with a creature INT of at least 4 by spending 1 Magic Point. This communication lasts for POW minutes, but does not allow the character to control the animal and is often of limited utility. However, this ability does allow the Psychic to treat all rolls involving riding, training, or working with any animals they are communicating with as one Difficulty Grade easier.

The psychic can also choose to form a powerful and permanent psychic bond with a single animal. This animal can be wild or tame, and can be anything from a wolf or horse to a starling or a housecat. The only limitation is that the animal must be a natural animal and not a magical creature, and it must be at least as large as a rat or a robin. Bonding with tiny creatures is not possible. Once the Experience Roll is spent, the character has a powerful psychic bond with this animal, which has the following effects:

- The animal's intelligence increases to 7, and the animal also gains normal INT.
- The animal also now gains the same lifespan as the character, aging at the same rate.
- If the animal has fewer Hit Points than the character, the animal gains +1 HP to each Hit Location.
- Both the character and the animal have an instinctive sense where each other are and what the other's basic physical and emotional state is. The character and the animal share a very close emotional bond; if one is hurt or scared, the other will seek to help. The character and the animal can also communicate with each other at will. This communication is psychic and silent, but because the animal is still not very intelligent, this communication is also somewhat limited – the animal can communicate as well as a human child. For example, the character cannot ask the animal what was written on a piece of paper, since the animal cannot read, but it is intelligent enough to recognise someone dressed as a police officer.
- By spending 1 Magic Point, the character can either borrow the animal's senses or actually fully take control of the animal's body and use it like their own. In either case, the character goes into a light trance and ceases noticing the world around them. However, the character immediately notices if someone shakes or moves their body or if they suffer any form of harm. The character can return to their own body in one action.
- The animal uses the character's Willpower to resist magic and other supernatural abilities.
- The character can use the animal's Magic Points as freely as their own at any range.

If the animal-bonded mistreats or neglects the animal companion, the companion may temporarily cut off contact with the character and choose to ignore the character. Until the character can restore the companion's empathy and trust, they also lose access to all abilities related to this power. Also, if the character regularly mistreats or neglects the companion, it can permanently break the bond, causing the permanent loss of all abilities. The character cannot become animal bonded again unless some way is found to atone for the actions. This is also true if the character's animal companion dies due to carelessness, neglect or deliberately sacrificed its life for a selfish or petty reason.

However, if the animal companion died for some other reason, then the character need only befriend another animal and spend another Experience Roll to create a new bond with a new animal companion. If desired, characters can possess several animal companions, with the maximum number being equal to ¼ the character's CHA for Ordinary characters. This number increases to ½ CHA for Impressive characters and CHA for Powerful characters.

BLENDING

Range: Short
Duration: Focus
Area of Effect: Self or Single Target
Cost: 1 Magic Point
Resistance: None

The Psychic appears to be perfectly ordinary and unremarkable. This ability allows the Psychic to seamlessly blend into any crowd, and only people who know her exceedingly well will recognise her. This ability automatically defeats any attempt using active Mystic Vision to identify the Psychic as supernatural, but only as long as the Psychic is not currently using any other supernatural powers. This ability also forces anyone using Mental Scan to make an opposed roll against the Psychic's Psionic skill to recognise the target or sense the use of any supernatural powers. Finally, this ability can allow the Psychic to walk past relatively lax security guards. However, it will not get her past vigilant security guards who insist on looking at everyone's ID, and it cannot fool electronic security measures, including facial recognition software. If the Psychic uses this ability on someone else, the Psychic must keep that individual in sight.

CLAIRVOYANCE

Range: Long
Duration: Focus
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: None

The Psychic can extend her senses across space to observe a distant individual or location. The limitation on Clairvoyance isn't based on range, but is instead how familiar the Psychic is with the person, place, or object she is attempting to observe. There are four categories of familiarity:

Exceedingly Familiar: The Psychic has visited or otherwise interacted with the target of the vision many times. The Psychic's phone, close relatives, or home all fall into this category, as does the home of a close friend who the Psychic has visited many times.

Moderately Familiar: The Psychic has visited or otherwise interacted with the target multiple times. Either the Psychic has frequently interacted with the target over the course of at least several weeks or has visited it once a year for at least a decade.

Somewhat Familiar: The Psychic has visited or otherwise interacted with at least once, for at least an hour or two.

Unfamiliar: The Psychic is only familiar with the target from photographs, distant observation, and detailed descriptions provided by others, or the Psychic visited or interacted with the target once for a few minutes.

CLAIRVOYANCE

Intensity	Degree of Familiarity			
	Exceedingly	Moderately	Somewhat	Unfamiliar
1-2	A single brief but clear vision.	A single brief, unclear vision.	A few symbolic images.	No vision.
3-4	Clear vision and sound for the duration of the Focus, but only from a single point-of-view.	A single brief but clear vision.	A single brief, unclear vision.	A few symbolic images.
5+	Clear vision and sound for the duration of the Focus, can shift point-of-view and look around the person or room as if physically present.	Clear vision and sound for the duration of the Focus, but only from a single point-of-view.	A single brief but clear vision.	A single brief, unclear vision.

Descriptions of Results

A few symbolic images: The Psychic cannot see or hear the target, but sees a few images that provide information about the target. For example, a mouse being stalked by a cat might mean the target is in danger, while an image of a grave could mean that a person is dead or that a lost cell phone has been destroyed.

A single brief unclear vision: The Psychic can see the target, but only for a moment, and from a point of view that provides only incomplete information. Examples include seeing someone tied to a chair, but no hint of where they are or who is with them, or a dimly lit image of a house with several intruders inside, but no hint of who the intruders are or how many of them there are.

A single brief but clear vision: The Psychic obtains a clear image of the target's current environment, like a mental photograph.

The other results indicate that the Psychic can see the target clearly, as if watching a video.

COMPUTER TELEPATHY

Range: Short
Duration: Focus
Area of Effect: Single Electronic Device
Cost: 1 Magic Point
Resistance: N/A

Psychics with this Talent can control computers, smartphones, drones, and other complex electronic devices with their mind. In addition to being able to operate the computer or other device as well as a conventional user, depending upon the

Psionic Intensity, the Psychic can also use mental power to get around restrictions like passwords.

- **1-2:** Operate the device as well and easily as a conventional user or hacker.
- **3-4:** Operate the device as well and easily as a conventional user or hacker, but all Computer rolls to hack or manipulate software are one Difficulty Grade easier.
- **5+:** All Computer skill rolls become two Difficulty Grades easier.

CRYOKINETICS

Range: Short for Impressive characters, Medium for Powerful characters
Duration: Instantaneous
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Endurance/ENC x10
Special Note: Only Impressive and Powerful Characters can learn this Talent

The Psychic rips the heat out of the air in a small area, causing a flash freeze that could solidify water, make objects brittle, and cause painful frostbite. Unless a resistance roll is made using the target's Endurance skill, all Hit Locations and objects suffer 1 point of cold damage per point of Psionic Intensity that bypasses physical armour and item AP ratings. Targets without an Endurance skill use their ENC multiplied by ten for their resistance test. Items specifically treated to be protected against cold and freezing are immune to this damage.

EMPATHIC PUSH

Range: Short for Ordinary and Impressive characters, Medium for Powerful characters
Duration: Lasting
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Willpower

The Psychic with this Talent can push a particularly strong emotional reaction in a target. Unless the target resists, the Psychic may fill them with intense sadness, apathy, rage, worry, happiness, lustfulness, or other emotional states. This state lasts until the target loses consciousness or is given a compelling reason to feel a different powerful emotion. The Psionic Intensity determines the power of the emotion felt:

- **1-2:** Mild emotional feelings — enough to cause a distraction
- **3-4:** Strong emotional feelings — enough to cause deep pleasure or distress
- **5+:** Compelling emotional feelings — enough to consume the target's psyche

EIDETIC MEMORY

Range: Personal
Duration: Focus
Area of Effect: Self
Cost: 1 Magic Point
Resistance: N/A

Even without rolling or spending Magic Points, the Psychic has an inhumanly good memory, which does not fade with time. Anything that Psychic makes even the most rapid and casual effort to remember, like glancing at the license plate of a car driving away, they automatically remember forever. Spending a Magic Point allows the Psychic to go even further, permitting them to remember details they only casually noticed or perhaps even didn't notice at all.

If the Psychic glanced at complex set of blueprints, heard a conversation in an unfamiliar language, or saw someone across the room type in a password on their computer, they could study their memory of this scene in detail. This study could allow them to notice all the details of the blueprint, repeat back everything they heard, or perhaps see what characters the person typed. This detailed recall allows the psychic to make Perception rolls to examine her memories, and because she can replay the memory repeatedly, these Perception rolls are one Difficulty Grade easier than normal.

EVIL EYE

Range: Short for Ordinary and Impressive characters, Medium for Powerful characters
Duration: Lasting
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Willpower

This Talent floods a target with unstable psionic energy found in the darkest parts of the Psychic's mind, effectively tainting them with unexplainably bad luck. The target may resist, but may not spend any Luck Points to reroll this test if failed. While this Talent is in effect, the target suffers two degrees of difficulty on all skill tests. The Evil Eye lasts for 10 minutes per point of Psionic Intensity.

FEEL EMOTIONS

Range: Medium
Duration: Focus
Area of Effect: Single Target (at a time)
Cost: 1 Magic Point
Resistance: Willpower

The Psychic can experience the exact emotional state and surface feelings of a single target each Round. Each Round this power is in effect, the target may resist again. On any Round where the power is still in effect, the Psychic may learn one

additional aspect of the target's overall emotional state. This includes if anyone is currently influencing their emotional state, such as if the target's emotions had been manipulated by psychic powers or magic. If a target is currently under the effects of a Mental Shield, this Talent senses nothing but an emotional void similar to a sociopath's fugue state and cannot be maintained beyond the initial Round.

FOCUS FORCE

Range: Medium
Duration: Instantaneous
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Endurance

Special Note: Only Impressive and Powerful Characters can learn this Talent

The Psychic can hurl an invisible bolt of psychokinetic force at a target like throwing a powerful unseen punch. The Focus Force bolt inflicts 1 point of damage per point of Intensity. The attack is capable of applying the Bash and Stun Location Special Effects. If successfully resisted, the Focus Force attack washes over the target, causing no physical damage.

INFLICT PAIN

Range: Touch for Ordinary and Impressive characters, Short for Powerful characters
Duration: Focus
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Endurance

The Psychic can inflict agonising paralysis upon a target with simple flesh-to-flesh contact. The target must resist the Talent each Round. If not, their pain receptors are flooded with psionic energy. The pain causes no physical damage, but the target loses 1 Action Point for every 2 points of Psionic Intensity. When the Talent's effects end, the target receives 1 level of Fatigue for every 2 Rounds the power was affecting them. As this Talent requires contact, the Psychic must be a position to grasp the target, either passively (such as an unsuspecting handshake or embrace), or through an appropriate Combat Style (such as Unarmed) and choosing the Grip Special Effect. In a combat situation, the usual rules for breaking free of a Grip apply. Powerful Psychics can use this Talent simply by looking intently at the target.

LEVITATION

Range: Personal for Impressive characters, Short for Powerful characters
Duration: Focus
Area of Effect: Self or Single Target for Powerful characters
Cost: 1 Magic Point
Resistance: N/A

Special Note: Only Impressive and Powerful characters can learn this Talent

The Psychic uses psionic energy to float through the air in any direction at half their normal Movement rate. This movement is totally silent and works without needing to physically move one's body — simply floating in whichever direction the Psychic wills. Floating too far away from the ground triggers the subconscious fear of falling that all sentient beings face. A Psychic can levitate up a maximum number of metres equal to twice their Psionic Intensity.

MENTAL SCAN

Range: Medium
Duration: Instantaneous
Area of Effect: 1 kilometre radius centred on Psychic
Cost: 1 Magic Point
Resistance: N/A

The Psychic knows the presence, distance, and location of all sentient beings within range and area of effect. Hints as to the presences' nationality, culture, and if the presence is a supernatural creature or is currently using any supernatural powers are also provided. In addition, if the target is someone the Psychic knows well, the Psychic learns who they are. If a target with a Mental Shield is scanned, the shield is detected — but no other information from that target.

MENTAL SHIELD

Range: Personal
Duration: Lasting
Area of Effect: Self
Cost: 1 Magic Point
Resistance: N/A

The Psychic subtracts the intensity of their Mind Shield from the intensity of any mental scrutiny, interaction, or assault. If the Mind Shield reduces the intensity of the attack to zero or below, the attack has no effect. Mind Shield only affects powers that directly target the Psychic's mind, emotions, or physiology, like Empathic Push, Inflict Pain, or Synaptic Puppetry. It does not affect purely physical attacks like Focus Force or Pyrokinetics. Mental Shield also works against any Sorcery spells that are resisted by Willpower, as well as all uses of the Tap spell. When used against a power like vampiric mind control, which lack any sort of Intensity, the power allows the Psychic to augment their resistance roll with their Psionics skill, using the rules for augmenting skills (*Mythras*, page 50). However, Mental Shield can only augment resistance rolls made using Willpower. Each use of Mental Shield lasts for Intensity hours for Ordinary and Impressive characters, and 24 hours for Powerful characters.

MIND PROBE

Range: Short
Duration: Instantaneous
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Willpower

This Talent grants the Psychic the ability to access to one piece of key information the target knows per point of Psionic Intensity. This piece of information could be a single snippet of data: a password, a name, a location, something short and simple. Whatever specific thought the Psychic pushes on, that is what rises to the surface unless the target resists.

PRECOGNITION

Range: Personal
Duration: Instantaneous
Area of Effect: Special (see below)
Cost: 2 Magic Points
Resistance: N/A

The Psychic opens his mind to the potential strands of fate, allowing fragmented but useful visions to flood his psyche about the near future. These visions provide clues relating to something important that may happen in the future (up to a number of days equal to Psionic Intensity) with the Intensity of the Talent governing the accuracy of the foresight. As with all prophecy in *After the Vampire Wars*, these visions only provide images of the most likely future, and the character's reaction to these visions may change this outcome.

- ◘ 1-2: A general sense of the nature of the event (danger, illness, betrayal, and so on).
- ◘ 3-4: One or two still images of the future, which are often somewhat vague, like seeing a large battle at a location, but from an angle where the viewer can't see exactly who is fighting.
- ◘ 5+: Either a series of still images or a single brief scene, complete with sound.

PSYCHIC HEALING

Range: Touch
Duration: Focus
Area of Effect: Self or Single Target
Cost: 2 Magic Points
Resistance: N/A

The Psychic uses psionic energies to both detect any medical problems and greatly enhance the patient's ability to heal. When using this ability, the Psychic instantly learns all of the medical problems the patient is suffering from. This information can be used to make Medical rolls to treat the target one difficulty grade easier. In addition, this Talent aids healing in additional ways, as follows:

PSYCHIC HEALING

Power Level	Healing Provided
Ordinary & Impressive	All the benefits of the Folk Magic spell Heal (*Mythras*, page 126). In addition, this Talent also heals half (round up) of the Hit Points lost to a Serious Wound, allows the target to recover one level of Fatigue lost due to blood loss, and cures any disease that the patient would eventually recover from, like the flu or an infection.
Powerful	Cure any disease, all harm caused by any poison, and all Fatigue lost due to blood loss. Fully heal Minor and Serious Wounds, and heal half the damage caused by Major Wounds.

Psychics can only use this Talent on any single wound once. However, this ability takes time to use. Curing blood loss, diseases, or poisons requires the Psychic to spend five minutes healing the patient, and the Psychic must spend one minute healing the patient for every Hit Point cured using this Talent. If the Psychic ceases using this Talent, this healing stops.

PSYCHIC WRACK

Range: Short for Psychic Wrack (Soul), Medium for Psychic Wrack (Body)
Duration: Focus
Area of Effect: Individual Target
Cost: 1 Magic Point per Point of Intensity and per Target (for Psychic Wrack (Body)), 1 Magic Point (for Psychic Wrack (Soul))
Resistance: Evade for Psychic Wrack (Body) or see Spirit Combat rules (Mythras, page 137-140)
Special Note: Only Impressive and Powerful characters can learn this Talent

There are two entirely separate forms of Psychic Wrack that must be learned separately.

Psychic Wrack (Soul) allows the psychic to enter Spirit Combat and attack discorporate spirits, including spirits possessing people or objects. Use the Psychic's Psionics Skill as both the skill for Spirit Combat, and also to determine their Spirit Damage (*Mythras*, page 131). Each attack damages the target's Tenacity Points (*Mythras*, page 139). Psychics who are victorious in Spirit Combat can choose to inflict any of the Consequences of Defeat (*Mythras*, page 138) on a spirit, except binding. The most common consequences of Spirit Combat are exorcised and obligation. See Spirit Combat (*Mythras*, page 137-140) for further details.

Psychic Wrack (Body) allows the character to damage living creatures with bolts of psionic force. On their turn, as a Combat Action, the psychic may launch a psionic attack against the target or targets, using his Psionics Skill as the attack roll, which may be resisted with Evade. Successful attacks strike a random location, the Psionic Intensity denoting the damage inflicted. Worn armour does not protect against Psychic Wrack (Body), but Mind Shield and other forms of magical

protection function as per their descriptions. The Psychic must concentrate to launch a Wrack attack, but can let the attack drop into dormancy to perform other actions in between each psychic assault. Damage inflicted depends on Psionic Intensity:

Intensity Damage for Psychic Wrack (Body)

- 1-2: 1d4
- 3-4: 1d6
- 5+: 1d8

PSYCHOKINESIS

Range: Medium
Duration: Focus
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Special (see below)
Special Note: Only Impressive and Powerful characters can learn this Talent

The Psychic can mentally pick up, move, manipulate, and even hurl other objects. The character can manipulate a single object he can see with a SIZ/ENC equal to or less than his Psionic Intensity x3. If the object being manipulated is bigger, one additional Magic Point must be spent for every additional 5 points of SIZ/ENC. If the target does not wish to be moved, it may resist with its own Willpower. Once able to be manipulated, an object can move (unless hurled, see below) as if it had a Movement rate of 2m.

Attacking with a psychokinetically hurled object requires the object to be no larger in SIZ/ENC than the Psionic Intensity of the Talent. The object can be hurled at a similar force to that of physically hurling, say, a rock, up to a number of metres equal to the Psychic's POW. This form of attack uses Psionics (Telekinesis) as the attack skill, and inflicts damage based on its material composition (or its own weapon damage if a melee weapon is what is hurled). Damage inflicted is 1d2 for soft or easily broken substances such as fruit or fragile pottery; 1d3 for harder items that are still readily damageable such as wood and plastics, or 1d6 for items made of extremely durable materials like stone or metal. The Games Master has final say as to the damage of a given substance or item.

PSYCHOMETRY

Range: Touch
Duration: Focus
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: N/A

When the Psychic touches a single object or location, something of the object's past is revealed to him. This vision is viewed in real time for as long as physical contact and focus is maintained, with the Psychic watching scenes revolving around the object in some fashion — like watching a film from an omniscient viewpoint. The scenes are viewed in real time, but in no particular order or timeline. The Intensity of the Talent governs the accuracy of the revelation:

- 1-2: A general sense of the nature of the history
- 3-4: Reasonably accurate but with some uncertainties
- 5+: Very accurate with clear indications of the specific nature of the history.

PYROKINETICS

Range: Short for Impressive characters, Medium for Powerful characters
Duration: Focus
Area of Effect: 1 cubic metre
Cost: 2 Magic Points
Resistance: Special (see below)
Special Note: Only Impressive and Powerful Characters can learn this Talent

The Psychic superheats the air in a small area, causing molecules to vibrate with energy. This creates spontaneous combustion in flammable objects and the atmosphere itself. The Intensity of the Fire is equal to the Psionic Intensity of the Talent. If a living target is caught in the area of effect, the target may either resist the Talent using Evade to escape the area, or Endurance to weather the increasing heat. Either way, resisting the power does not stop its effects on the rest of

the area. There is nothing supernatural about the fire once created; it will grow, spread, or be snuffed out normally.

SENSE DANGER

Range: Medium
Duration: Focus
Area of Effect: Self
Cost: 1 Magic Point
Resistance: N/A

The Psychic automatically knows the type, direction and number of threats constituting a danger while the Talent is in effect. This includes ambushes, traps, dangerous terrain, and so on.

The Intensity of the Talent governs the accuracy of the awareness:

- 1-2: A general sense of the nature of the danger
- 3-4: Reasonably accurate but with some uncertainties
- 5+: Very accurate with clear indications of the specific nature of the danger

SHATTER

Range: Short for Impressive characters, Medium for Powerful Characters
Duration: Instantaneous
Area of Effect: Single Object
Cost: Special
Resistance: N/A
Special Note: Only Impressive and Powerful characters can learn this Talent

The Psychic sends psionic energy waves into a non-living and inorganic object, vibrating it at a molecular level in order to shatter it to pieces. The Psychic applies 1d3 points of damage per point of Magic Point expended to the Hit Points of the substance. The Psionic Intensity of the Talent negates twice the number of the material's Armour Points. If the AP of the object are not fully overcome, damage is reduced by the remaining amount.

For example, a psychic wants to shatter a glass door between herself and a hostile lycanthrope. The door has 6 AP and 20 Hit Points. The Psychic's Psionics roll is 60%, giving her an Intensity of 3 which is doubled to 6 — enough to overcome the door's AP and apply damage unhindered to the glass. Had the door been made of toughened glass, with an AP of 9, the door would offer 3 points of damage reduction (9-6=3), making the task somewhat harder.

SYNAPTIC PUPPETRY

Range: Medium
Duration: Focus
Area of Effect: Single Target
Cost: 2 Magic Points
Resistance: Willpower

Special Note: Only Impressive and Powerful characters can learn this Talent

The Psychic uses his mental powers to link his own nervous system to that of the target's, giving him control over the target's body like a living puppet. The target may resist, but only when the power is initiated. Once in effect, the Psychic is allowed to use the target's body as if it were their own, with one degree of difficulty added to any skill tests made using the 'puppet.' The target is completely mentally aware of their surroundings during this time, they merely cannot do anything about it — they are a passenger in their own body. The puppeteer can attempt to control one extra individual for every 2 points of Psionic Intensity, but the resistance for all those being controlled becomes one difficulty grade easier.

TELEPATHY

Range: Medium (Long for Powerful characters)
Duration: Focus
Area of Effect: Special
Cost: 1 Magic Point or Special
Resistance: Willpower

The Psychic can communicate mentally with others. There is no Magic Point cost when two characters with this Talent communicate. For each additional Magic Point spent, one extra mind can be included in the communication. In addition to being in contact anyone he can see, if the Psychic has previous located and identified someone with Mental Scan, or is communicating with them via any real-time media like a phone call or live video link, he can use telepathy to contact the individual. Powerful Psychics can also contact anyone they have previously been in mental contact with, regardless of where they are on earth. Finally, Psychics can also use Telepathy to invade other people's dreams.

The clarity of the communication or ability to affect others' dreams depends on the Psionic Intensity of the telepath:

- 1-2: Short sentences — up to four or five words ("Behind you!" "An Elder Vampire controls Joseph."), observe dreams and communicate with the dreamer
- 3-4: Complex sentences accompanied by a single mental image, appear in and interact with someone's dreams
- 5+: Complex sentences accompanied by precisely what the telepath both sees and hears, entirely reshape someone's dreams

THOUGHT IMPLANT

Range: Short
Duration: Lasting
Area of Effect: Single Target
Cost: 1 Magic Point
Resistance: Willpower

Special Note: Only Impressive and Powerful characters can learn this Talent

The Psychic can embed a passionate compulsion into the target. The compulsion can be something as mundane as forcing someone to never refuse alcoholic beverages or to perpetually guard a location or item; or something dark and sinister like trying to assassinate an authority figure or rob a bank and bring the money to the Psychic. The target must resist normally, with a degree of ease added if the compulsion puts their life in jeopardy or strongly goes against their principles and beliefs. Commands to commit suicide, murder beloved family members, or other tasks that the target would never consider automatically fail. The compulsion lasts a number of hours equal to the twice the Psionic Intensity of the Talent when used by Impressive Psychics, and a number of days equal to twice the Psionic Intensity when used by Powerful characters.

SHIFTER POWERS

In addition to being able to learn Folk Magic, Mysticism, and all Psychic Powers, shifters also automatically know two other powers: Bestial Projection and Psychic Vampirism, described below. Because of these powers' close connection to Psychic Powers, the skill governing their use and Intensity is Psionics (shifter) and uses the rules for Psychic Powers described above. All shifters know Psionics (shifter) in addition to whatever other Psychic Disciplines they learn, and Psionics (shifter) does not count as one of the Psychic Disciplines they start with at their Power Level.

BESTIAL PROJECTION

Range: Kilometres x Psychic Skill
Duration: POW x 1 Minutes per Magic Point Spent
Area of Effect: Self
Cost: 1 Magic Point to activate, plus additional Magic Points to materialise
Resistance: N/A

This power duplicates all of the abilities of the Astral Projection Mysticism Talent (*Mythras*, page 157), except that when shifters use this ability they take the form of a specific animal when they are astrally projecting. The shifter must choose the animal form when they first learn this power and it cannot be changed. Anyone who uses active Mystic Vision to look at the shifter's astral form sees this animal. The shifter can also materialise a tangible astral projection. Doing so costs 1 Magic Point, and as well as 1 additional Magic Point every minute to keep it materialised.

The shifter can choose the form of any natural animal with a SIZ ranging from 2 up to the shifter's POW. In this form, shifters retain their INT and POW. When they cause this projection to materialise, it has the animal's average values for STR, CON, SIZ, and DEX. However, shifter can

also add or subtract a total of Psionics/20 (round up) points to or from these characteristics, as long as the final number remains within the limits of the normal animal's characteristics. If a shifter with a Psionics (shifter) Skill of 65 turns into an astral wolf, they could add or subtract a total of 4 points to the animal's characteristics. Shifters can allocate these points when they first choose an animal form, and add additional points as their Psionics (shifter) Skill increases.

When in tangible form, this animal is visible and can be touched and attacked normally. The animal also has all of the normal physical capabilities and Creature Abilities of the animal. However, projections of venomous animals are not poisonous, since tangible projections are made of psychic force, not living tissue, and thus cannot create poisons. Every point of damage done to this animal form causes the shifter to lose one Tenacity Point (*Mythras*, page 139). If the animal is killed when in tangible form or the shifter runs out of Tenacity Points, the animal's body vanishes in a burst of shimmering light and the shifter loses two Fatigue Levels.

Shifters can learn this power multiple times, but learning each additional version of this Talent costs 1 Experience Roll. Each different version of this Talent allows a shifter to project her spirit as a different animal. A shifter who learned this power three separate times could project themselves as three entirely different animals. The one limitation on this power is that shifters cannot appear human in astral form. Shifters can use Psychic Vampirism in this form and often scare targets in order to create the required strong emotion.

PSYCHIC VAMPIRISM

Range: Short
Duration: Focus
Area of Effect: Single Target
Cost: 0 Magic Points
Resistance: Willpower

Any time a shifter with this power is in the presence of someone who is currently feeling any strong emotion, they may attempt to steal some of this person's Magic Points. This emotion can be anything from terror to joy, greed, or lust. The target instinctively resists with their Willpower every round the power is affecting them. Successfully overcoming the target's Willpower earns the shifter 1 Magic Point per point of Psionic Intensity. However, shifters cannot take more Magic Points from a target than the target currently possesses. Ordinary humans do not generally notice this process happening and merely feel tired. Being drained of Magic Points in this fashion costs the target 1 Fatigue Level, regardless of how many Magic Points are drained. However, any character able to use Mystic Vision automatically knows their Magic Points are being drained, and can make a Mystic Vision roll to identify who is stealing them.

Draining 1 or more Magic Points from a target also instantly restores all Fatigue Levels lost to not using Psychic Vampirism for a week or more. If the shifter is not currently

down any Fatigue Levels due to not using Psychic Vampirism, using this Talent restores one Fatigue Level to the shifter and even allows shifters to recover Fatigue lost because of blood loss. Shifters can also use the Magic Points they steal to heal their wounds. Taking 3 Magic Points from a single target within one minutes allows the shifter to instantly heal one Minor Wound. Taking 6 Magic Points from a single target within one minute allows the shifter to either instantly Heal a single Serious Wound or instantly transform a Major Wound into a Serious Wound.

This ability cannot be used in combat. Shifters can do nothing except walk, hold a simple conversation, play or sing a well-known piece of music, or perform another non-demanding activity when using this Talent. They also cannot defend themselves in any fashion unless they are willing to forgo the Magic Points they are attempting to steal. A shifter can steal Magic Points from targets who are not feeling strong emotions, but doing so requires physical contact. Using psychic vampirism in this fashion feels like an obvious attack to any target with supernatural powers.

SORCERY

Sorcery exists in *After the Vampire Wars*, and uses the Invocation and Shaping Skills exactly as described in *Mythras* (pages 161-162). However, Sorcery also has differences that are described below. The most important difference is Sorcery that can be cast in two ways: as spells, and as rituals. A few Sorcery spells can only be cast as rituals.

SPELLS

How fast characters can cast spells depends upon their Power Level:

- *Ordinary characters* require 1 Round to cast a spell, plus one additional Round for each spell component modified.
- *Impressive and Powerful characters* require the listed time to cast spells (1 Turn), plus one additional Turn for each spell component modified.

RITUALS

- Ordinary characters require one day to cast Sorcery rituals, plus an additional day for every spell component modified. In addition, an Ordinary sorcerer requires the assistance of one additional sorcerer (of any Power Level) for every spell component modified to perform any Sorcery ritual.
- Rituals of this length require the character take only take breaks from performing it to sleep and eat.
- Impressive sorcerers require one hour to cast Sorcery rituals, plus an additional hour for every spell component modified, and can perform Sorcery rituals alone.
- Powerful characters require one minute to cast Sorcery rituals, plus an additional minute for every spell component modified and can perform Sorcery rituals alone.

The spells *Earthquake* (see below), *Enchant*, *Enslave*, *Evoke*, *Hide Life*, *Information* (see below), *Portal*, *Prophecy* (see below), *Shape Weather* (see below), *Switch Body,* and *Undeath* can only be cast as rituals.

Casting any Sorcery spell as a ritual provides several advantages.

- Treat Invocation and Shaping skills as Easy Difficulty Grade when performing a spell as a ritual. This change both makes the rolls more likely to succeed and also

LEARNING SORCERY

Many sorcerers learn their spells from teachers, but even more have access to grimoires. Between various more or less legitimate websites devoted to learning magic, and publications the US military created during the War, there are now dozens of commonly available grimoires, each with a slightly different style of magic, and different spells. One grimoire might contain only traditional Western European magic using the four classical elements, with spells like Animate (fire), Evoke (air elemental), Sculpt (water), and Sculpt (earth), another might focus on nature and the natural world, and contain spells to Draw, Enslave, and Repulse various types of animals, as well as Regenerate and Shape Weather. Most grimoires contain roughly a dozen spells that should have some thematic relation to one another.

Many sorcerers who do not learn their spells solely from grimoires learn their magic from a single teacher who occasionally takes on students. However, sorcerous cults and brotherhoods also exist, and are known as lodges. Most are relatively small, and almost none contain more than a few hundred members. Many sorcerers died during the War, and even more were trained by the military. As a result, most sorcerous cults and brotherhoods are in flux, especially since many sorcerers simply learn what they want on-line. However, the larger, quite loose, governing structures of the occult community mostly still functions, see page 110 for further information.

The one limitation on learning new Sorcery spells is that spells that can only be cast by Impressive or Powerful characters (see below) are quite rare, since only a small fraction of sorcerers can use them. In general, almost no grimoires contain more than two of these spells, and if a character doesn't start out knowing one of these spells, learning it requires access to an Impressive or Powerful teacher, or access to a restricted website or private library. Membership in a cult or brotherhood can get a character access, but so can significant favours or sufficient quantities of cash.

provides sorcerers with additional Intensity and points of Shaping.

- Another sorcerer can Augment (*Mythras*, page 50) both the sorcerer's Invocation and Shaping on a spell, and this bonus also increases the Intensity of the spell and the number of Shaping points available. However, sorcerers whose presence is necessary to perform the ritual cannot augment it.
- Spells cast as rituals can, at the caster's discretion, use the Sympathetic Range table (see below) to determine their range, but using this table requires the sorcerer to possess a sympathetic connection to the target.
- Spells cast as rituals can, at the caster's discretion, use the Further Extending Duration table (*Mythras*, page 163) to determine their duration. However, spells that are cast upon sapient creatures can never use this table.

SYMPATHETIC RANGE

SYMPATHETIC RANGE

Points of Shaping	Range and Sympathetic Connection Required
0	Touch
1	Unlimited with two or more fragments of the target (drop of blood, hair, fingernail clipping)
2	Unlimited with one fragment of the target (drop of blood, hair, fingernail clipping)
3	Unlimited with any personal object that the target has worn or carried continuously for at least a year (like a ring or a mobile phone)
4	Unlimited with any personal object that the target has worn or used regularly for at least a year (favourite clothing, an ink pen, a car, or a laptop)
5	Unlimited with any personal object that the target has used several times within the last year (a walking stick, a pistol, or a heavy winter coat)
6	Unlimited with any object the target has created or consumed (like a letter written by the target, or a cigarette butt smoked by them)
7	Unlimited with a live video of the target
8	Unlimited with a recorded video of the target made within the last year
9	Unlimited with a clear photograph of the target made within the last year
10	Unlimited if the caster has ever spent over an hour interacting with the target

Explanations

- Unlimited with (or if) X means that the caster can use the spell on the target, regardless of range, so long as the caster possesses the appropriate type of connection to the target.
- A fragment of the target is a lock of hair, a fingernail clipping, a chip of paint or stone, or a droplet of blood that is large enough to be easily visible. The caster must use the entire fragment or sample for the spell, which is irrevocably consumed during the ritual.
- Use the same table for using a spell to affect an object or a location. Using a pen or photograph that has remained in a room for the last year as a connection to the room would require 3 points of Shaping, using the primary driver of a car as a connection to the car would require 4 points of Shaping (since the driver regularly drives the car), while using an empty container of antifreeze or motor oil as a connection to the same car would require 6 points of Shaping (since the car consumed the oil).

EXCLUDED AND LIMITED SPELLS

Some of the Sorcery spells listed in *Mythras* do not exist in *After The Vampire Wars*: *Enlarge, Mystic (Sense), Shrink, Shapechange,* and *Transmogrify*. In addition, only Impressive and Powerful characters can learn or cast the following potent spells: *Dominate, Earthquake, Enslave, Hide Life, Portal, Sculpt, Shape Weather, Switch Body,* and *Undeath*. See descriptions of Earthquake and Shape Weather below.

MODIFIED SPELLS

ANIMATE (SUBSTANCE)

The spell can also be used to operate and control mechanical, electric, and electronic devices, including everything from cell phones to handguns or automobiles. Possible types of control include causing a phone to dial a phone number or take a picture, turning a device on or off, locking or unlocking a lock, or activating or deactivating an alarm system. This spell cannot cause the device to perform any action that the device's user could not perform in the course of the device's normal operation. In addition to being able to drive a car using this spell, the sorcerer could also use it to aim and fire a gun. When using the Animate spell on technological devices, the only requirement is that the device be primarily constructed out of the material being controlled. Using Animate on a car or other modern vehicle requires Animate (metal), while using it on a computer or phone would require Animate (plastic).

DOMINATE

The spell can be used to force spirits into bindings created using the Enchant spell.

ENCHANT

This spell can also be used to create bindings for spirits. The use rules for spirit binding, creating bindings, and calling upon bound spirits (*Mythras*, pp. 135-136). Ordinary Power Level supernatural characters can control a number of bound spirits equal to half CHA, Impressive characters can control a number of bound spirits equal to 3/4 CHA, and Powerful characters can control a number of bound spirits equal to their CHA.

EVOKE

This spell can only be cast at a Nexus Point (minor or major), and summons creatures from the Otherworld. It can also psychically transport characters into the Otherworld (see psychically visiting the Otherworld, page 103).

The Evoke spell can also be used to summon spirits. If used in this fashion, it works exactly the same way as Summoning a Spirit (*Mythras*, pages 136-137). When summoning the spirit, the spirit makes an opposed test of its Willpower against the sorcerer's Invocation roll, and uses the result to determine the summon spirit's attitude. Sorcerers can also use the Evoke spell to summon spirits from someone who is possessed, and then use the Dominate spell or Spirit Combat (see below) to force the spirit to depart.

Sorcerers who lack the Dominate spell who wish to attempt to either exorcise a spirit or bind a spirit using the Enchant spell can enter Spirit Combat with this spirit while casting the Evoke spell. Sorcerers and spirits engaging in spirit combat use Tenacity Points (*Mythras*, page 139) instead of Magic Points as Hit Points for spirit combat. In addition, sorcerers use their Shaping Skill to calculate their spirit damage (*Mythras*, page 131). Sorcerers can only engage in Spirit Combat with spirits they summon with the Evoke spell, and the only Consequences of Defeat a victorious sorcerer can use are bound, exorcised, dissipated, and obligation (*Mythras*, page 138).

PERCEIVE (SENSE)

This spell can also be used to receive and interpret Wi-Fi or cell phone signals, but it cannot be used to break encryption.

PHANTOM (SENSE)

The duration of this spell is not limited by concentration. Concentration is required to direct or control the actions of an illusion, but stationary illusions, illusions cast on objects or creatures, or illusions that only perform simply repetitive movements require no concentration.

PORTAL

This spell does not have the concentration requirement, and instead remains open for the spell's full duration. Also, if the Portal spell is cast at a major Nexus Point, it can also be used to open a physical portal into the Otherworld, to any location known to the sorcerer (see physically visiting the Otherworld, page 103). Use the Sympathetic Range table to determine the Range needed to reach a particular location in the Otherworld.

PROTECTIVE WARD

When cast as a Sorcery ritual with 5 points of Shaping used for Duration, this allows the character to cast Damage Resistance, Spell Resistance, or Spirit Resistance on a stationary area of the listed volume. Cast in this fashion, this ward has an indefinite duration and lasts until the sigils used in the spell description (*Mythras*, page 173) are damaged or erased. Placing a lasting ward like this is taxing and requires the caster to spend 1 Experience Roll for every spell component modified when performing this ritual. However, the caster recovers the Magic Points used for this ritual normally. Protective Ward can only be used in this fashion to ward stationary objects like rooms or buildings.

REGENERATE

This spell also completely restores Fatigue lost due to blood loss. In addition, if this spell is cast as a Ritual by a Powerful character, the spell heals Major Wounds, restores lost or crippled limbs, and cures all diseases and poisons.

SPELL RESISTANCE

This spell also resists Psychic Powers that specifically target the protected individual. In addition, it protects against other supernatural effects, like vampiric domination, that are directly targeted at the protected individual. If the supernatural effect lacks intensity, Spell Resistance allows the target to augment their resistance roll with the sorcerer's Invocation Skill, using the rules for augmenting skills (*Mythras*, page 50).

NEW SORCERY SPELLS

The following Sorcery spells also exist in *After the Vampire Wars*. Any sorcerer is capable of learning and casting Information

or Prophecy, but only Impressive or Powerful sorcerers can learn or cast Earthquake or Shape Weather.

EARTHQUAKE

Area (Tens of Metres x Intensity), Duration (Instant), Resist (Evade), Ritual Only

This spell is identical to the Theism spell of the same name (*Mythras*, page 185). It affects an area with a radius equal to 10m x the Intensity.

INFORMATION

Instant

This spell provides the sorcerer with a single clear piece of information that the caster must specifically be looking for. The caster must ask a simple, clear question and this spell provides the answer. This answer can consist of no more than three words, like a password and account name or a brief phrase like "Sophie murdered Roberto". This information must also be known to at least one person or recorded in at least one location. Information that is not recorded anywhere and which no one knows cannot be gained using this spell. This spell also cannot be used to obtain information that no one except an elder vampire knows. The spell's Intensity governs the obscurity of the information the sorcerer can obtain:

- 1-3: The information is known to dozens of people who use or think about it regularly. The security code for a door in a business is an example of this type of information.
- 4-6: The information is known to one or two people who use it regularly. Personal passwords for phones or work computers are typical examples.
- 7-9: The information is known to a one or two people who use or think about it infrequently. The account number and code phrase for a rarely used numbered Swiss bank account or the name of someone you blackmail every few months are examples of this type of information.
- 10+: The information is known to a single person who has carefully hidden it and has tried not to think about it for years. The name of something that target murdered several decades ago and no one ever found out about would be an example of this type of information.

PROPHECY

Concentration

The sorcerer opens his mind to the potential strands of fate, allowing visions to flood his psyche about the near future of a particular target. The Intensity of the vision governs the accuracy of the foresight. Range allows the sorcerer to learn the future of distant targets. Assigning Shaping points

to Duration allows the sorcerer to determine how far in the future they wish to.

PROPHECY RANGE

Duration Point	Time (future)
0	Next Few Hours
1	12 Hours
2	1 Day
3	2 Days
4	4 Days
5	1 Week
6	2 Weeks
7	1 Month
8	2 Months
9	4 Months
10	1 Year

As with all prophecy in *After the Vampire Wars*, these visions only provide images of the most likely future, and the character's reaction to these visions may be able to change this outcome. The spell's Intensity governs the detail and accuracy of the revelation:

- 1-3: A general emotional sense of the future, combined with one or two still images of the future that are often somewhat vague, like seeing a large battle at a location, but from an angle where you can't see exactly who is fighting.
- 4-6: Either a series of still images or a single brief scene, complete with sound.
- 7-9: Several brief scenes that may or may not seem related.
- 10+: Several longer scenes that provide a clear if very rough narrative of events.

SHAPE WEATHER

Area (Kilometres x Intensity), Duration (Hours x Duration), Ritual Only

This spell allows the sorcerer to alter the local weather by altering the current wind, temperature, and precipitation. Each point of Intensity permits the sorcerer to change the current position on one of the three weather tables: the Wind Table, the Temperature Table, or the Precipitation Table (*Mythras*, page 85) by one row up or down. For example, 4 point of intensity could be used to do anything from reduce the wind from a Strong Gale to a Moderate Breeze, while not affecting Temperature or Precipitation, to changing the temperature from Cool to Cold and increasing the precipitation from Light to Heavy. When using this spell to affect precipitation, as long as the sorcerer changes the relative humidity to greater than 25%, the sorcerer can cause precipitation

without needing to make an additional check. Similarly, sorcerers wishing to stop precipitation can automatically do so if they reduce the relative humidity to 25% or less, and if they reduce the relative humidity at all, they can roll to stop this precipitation by rolling above the current relative humidity. This spell's duration is equal to a number of hours equal to the number of points of shaping applied to Duration. If no points are applied to Duration, the weather lasts 30 minutes.

THE ENCHANT SPELL & SUPERNATURAL SUBSTANCES

In most cases, using the Enchant spell means that the sorcerer cannot recover the Magic Points used to cast it until after sorcerer unweaves the spell. However, certain rare supernatural substances can be used as part of an Enchant spell to create a magical item that is self-sustaining. Doing this allows the sorcerer recovers their Magic Points normally, while the item remains enchanted until it is destroyed. Each use of the Enchant spell requires a different specific component. Determining this component requires a successful Lore (occultism) roll, which is usually Hard or Formidable.

Most of these components are the remains of different types of supernatural creatures, usually creatures from the Otherworld. However, plants or other objects from the Otherworld may be required instead. Often, the only way to obtain such items is either to negotiation with a powerful fae or physically journeying to the Otherworld to obtain the item. Obtaining the component required to perform any self-sustaining enchantment should be both difficult and dangerous.

SORCERY & HUMAN SACRIFICE

There is great power in the death of intelligent beings. Sorcerers performing a ritual can design it to incorporate a human sacrifice. Although the procedure is called human sacrifice, any living intelligent being can be used, including lycanthropes, shifters, and half-fae. Vampires are not alive and cannot normally be sacrificed in this manner. However, elder vampires and mummies who can perform Sorcery can sacrifice either humans or other vampires and can gain benefit from both. Only undead sorcerers can gain benefit from sacrificing intelligent undead. Inhabitants of the Otherworld are not alive in any normal sense and so cannot be used as sacrifices.

Regardless of the exact nature of the sacrifice, the victim must be alive and conscious. The victim is always sacrificed near the end of the ritual. If successful, the sacrifice adds twice the victim's POW as a bonus to the caster's Invocation and Shaping skills, both for rolling to cast the spell and also for determining the spell's Intensity and the number of points of Shaping available for the spell. A single sacrifice can only affect a single Sorcery Ritual.

To gain this bonus, the victim must be killed by the caster at the appropriate point in the ritual. If the victim escapes, is freed, or otherwise survives the ritual, the ritual automatically fumbles. Regardless of where it occurs, always treat this fumble as a fumble at a major Nexus Point (page 102), even if the ritual is not performed at a Nexus Point, and roll on the Nexus Point Phenomena table (page 103). However, if the caster is performing this ritual with one or more assistants, and the victim escapes, the sorcerer can instead kill one of the assistants to allow the ritual to avoid automatically fumbling.

ELDER VAMPIRE POWERS

Upon becoming an elder vampire, every elder vampire develops a single special power. After they have existed for 300 years, elder vampires all gain one additional power. Elder vampires continue to gain one additional power for every additional 200 years that they survive. These powers are:

CONTROL PREDATOR

The elder vampire can summon and control large predators like sharks, wolves, coyotes, cougars, alligators, or even large domestic dogs. Each elder vampire with this ability can summon and control only one general type of animal (dogs, big cats, coyotes and wolves, sharks…), which must be selected when the power is gained. By spending one Magic Point, the elder vampire can summon and control 1d3 large creatures like alligators or cougars, or 1d6 smaller predators, like wolves until the sun next rises, as long as these creatures are within 5 kilometres of the vampire. The vampire can sense and control all of these creatures as if they were all blood bound to her.

DAYWALKER

The elder vampire takes no damage from sunlight and suffers no pain from being in sunlight (although it is still uncomfortable). Daywalking vampires also suffer no skill penalties and do not increase the Difficulty Grade of Willpower rolls in sunlight. However, they still cannot spend any Magic Points or use their gaze attack or any other vampiric powers while in direct or indirect sunlight.

GROUP COMMAND

Elder vampires with this special power can use their gaze attack on multiple people are once. By looking at and speaking to a crowd, the vampire can attempt to overcome the targets in an opposed Willpower roll. Make one roll for all ordinary humans in the crowd, using the highest Willpower present. Roll vs. the Willpower of each supernatural individual separately. Everyone the vampire manages to control can be controlled as if the vampire was a lesser vampire using hypnotic control on a single individual. Everyone the vampire

affects must be within POW metres of the vampire and must be able to hear the vampire and see the vampire's face clearly.

LEGIONS OF THE NIGHT

The vampire can call and control animals traditionally associated with vampires, like insects, bats, rats, ravens, or crows. This power allows the vampire to call a swarm of insects with a SIZ of 2d6+9 (see *Mythras*, page 251) or hordes or flocks of rats, ravens, crows, or bats. Each swarm, horde, or flock costs 1 Magic Point to summon and control.

The animals must be within 3 kilometres of the vampire in order for the vampire to summon them. The size of any swarm or horde depends upon the number of such animals in the vicinity. In urban areas, most insect swarms are SIZ 18 or less, and flocks and hordes are typically medium or large. Huge and enormous flocks or hordes are only available in specific locations known for these creatures.

The swarm, horde, or flock controlled by a vampire can be ordered to risk their lives or even die for the vampire. Vampiric control continues for up to one hour or until the vampire releases control of the animals.

MULTIPLE CONTROL

The vampire can use blood binding to possess a target while retaining fully use of its own body and senses. The vampire can effectively sense and act in two places as once. Elder vampires can take this ability more than once. The second time allows the elder vampire to control three people in addition to its own body, and taking it for a third time allows the vampire to control seven people in addition to its own body. Vampires cannot take this ability more than three times.

PSYCHIC POWER

The vampire can learn any one of the seven Psychic Disciplines and gains one Talent in that Discipline for free. Once they possess a Psychic Discipline, elder vampires can learn other Talents in it normally. Elder vampires can choose this power more than once, gaining a new Psychic Discipline each time.

SORCERY

The vampire can learn to use Sorcery as easily as a human sorcerer of the same Power Level and gains one Sorcery spell for free. The vampire can then learn other spells normally.

ZOMBIE CREATION

Anytime an elder vampire kills someone, or encounters a body that is mostly intact, the vampire may spend 1 Magic Point and cause the corpse to become a zombie (*Mythras*, page 274). These zombies cannot create more of their kind and obey all of their creator's commands. If the body's flesh has mostly decayed, then the vampire can create a skeleton instead (*Mythras*, pp. 264-265).

ZOMBIE CONTAGION (PREREQUISITE ZOMBIE CREATION)

If the elder vampire takes both Zombie Creation and this power, they can create contagious zombies. These zombies are identical to the normal zombies created by other elder vampires, except that anyone who a zombie bites and who then dies within the next eight hours becomes another zombie. After this time, the person does not become a zombie if they die. Zombie bites contain no poison and have no other lingering effects. The ability to create contagious zombies is exceedingly rare. It was used to terrible effect by one elder vampire during the War. Elder vampires must be at least 500 years old to take this power. Skeletons created by Zombie Creation are never contagious.
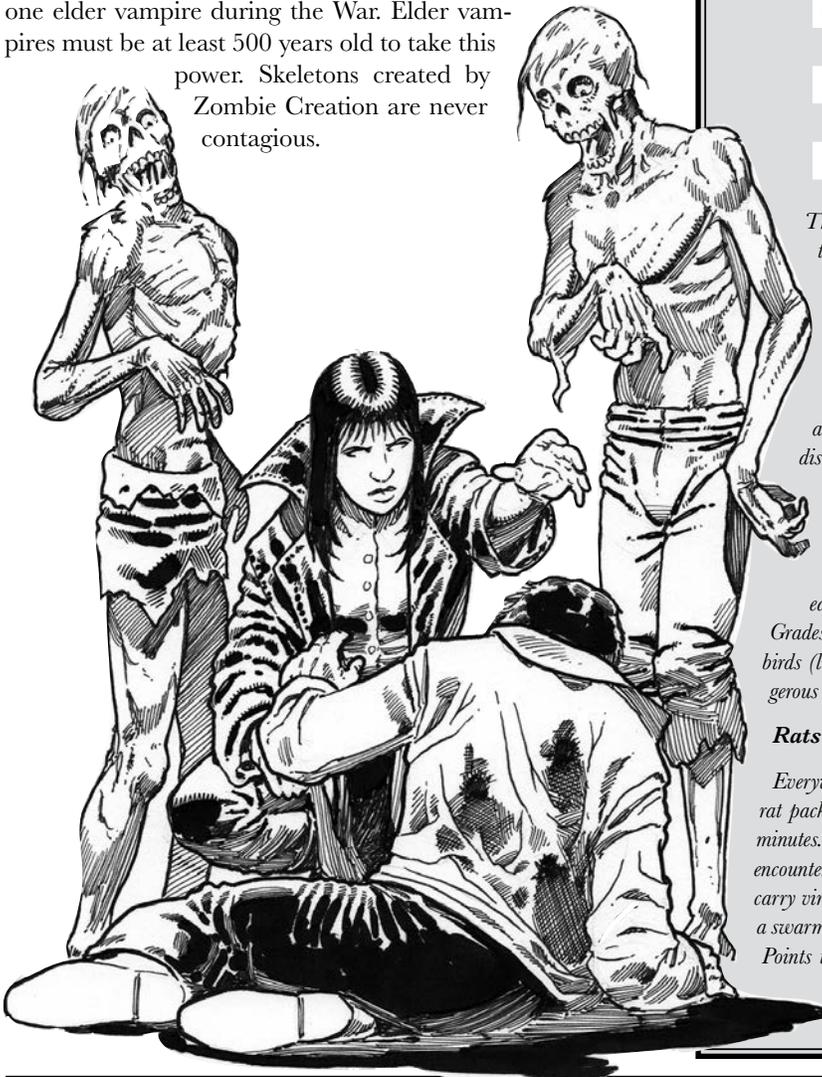
FLOCKS & HORDES

Whilst most small or passive animals are harmless to humans, collective groups of them can pose a more significant threat, due to their overwhelming numbers. Although not as tiny as insects, a flock of birds, horde of small rodents, or swarm of bats can pose just as much danger; dozens or hundreds of small individuals that overwhelm any normal defence, scurrying or flying past weapons, and sometimes even penetrating armour and clothing. Unless there is some good reason, the collective affects every Hit Location of a target that fails to Evade.

Melee weapons are useless against a flock, horde, or pack since each blow can only kill a tiny proportion of the entire group. Each individual creature is so minor they possess no characteristics, but the collective itself is given a number of Hit Points to disperse it, assuming the characters have some sort of area effect attack, like an explosive, capable of damaging a volume rather than a single target. Unlike insect swarms, these groups can inflict different types of injury rather than just poisonous stings. The size of the group determines the number of 'injuries' it delivers at the start of every round. These are automatic and cannot be avoided if it has engulfed the victim. Consult the chart below.

Group Size	Injuries	Hit Points
Small	1d3	1d6+6
Medium	1d4	1d6+12
Large	1d6	1d6+18
Huge	1d8	1d6+24
Enormous	1d10	1d6+30

The best option when faced with a collective pack is to escape the area as quickly as possible. If the mass can move more quickly than the characters, such encounters are potentially fatal.

Bats & Birds

Although bats can carry disease, they do not generally attack people directly. Instead, they simply cause a significant distraction due to the battering of hundreds, even thousands, of thrumming wings passing by. This can interfere with actions from trying to cross over a narrow bridge to casting a spell as the bats bump those in their path or get caught in clothing and hair. The magnitude of the distraction each round is calculated by imposing a number of Difficulty Grades equal to half the rolled injuries. A flock of medium-sized birds (like crows) has the same effect, but are somewhat more dangerous and also do their listed damage

Rats

Everywhere verminous rats thrive, there are dark tales of hungry rat packs that can consume men and strip livestock to the bone in minutes. Although somewhat exaggerated, rats can pose dangers if encountered in sufficient numbers. Even if beaten off, rat bites often carry virulent diseases that can be just as deadly. When attacking as a swarm, if the rolled number of injuries exceeds the victim's Armour Points then each successful injury inflicts 1 Hit Point of damage. In addition, the victim may be exposed to a disease. Rat packs scurry along at a rate of 4m.

SUPERNATURAL OBJECTS

Sorcerers can use the Enchant spell to create enduring object imbued with magic, but these are not the only magical objects found in this setting. Some objects have inherent magical power; others were either found during physical journeys to the Otherworld or were enchanted by powerful fae or Otherworld dragons. A few objects seem to have simply become magical on their own. Some these items are either unique, but there may be as many as several dozen of some supernatural items. However, none can be duplicated without the aid of a powerful Otherworld creature like a fae or dragon. Acquiring any of these objects should be a significant achievement. The following are merely three examples of the many possible supernatural objects.

LOYALTY BRACELETS

These relatively common items are usually created by powerful fae, who either give them to human servants or to amoral people they make deals with. There are also rumours that a few tyrants have spontaneously created such items. Loyalty bracelets create a Passion for loyalty in to wearer, directed towards the person who put it on the wearer. The value of this passion starts at 40 + 2d10% and is fixed. Wearers never voluntarily remove a loyalty bracelet, except when faced with threats of violence. Loyalty bracelets have no effect on vampires, any native inhabitants of the Otherworld, or the Unseeing (page 10).

THE ONYX ECLIPSE

This pendant is one of a set of five. Their origin is unknown, but their powers are infamous. Five centimetres in diameter, each pendant is made in the form of a solar eclipse, where the sun is black onyx and the surrounding corona is gold. Each pendant has one power – a vampire who wears it gains the Daywalker elder vampire power, even if a lesser vampire wears it. These pendants provide no benefits to anyone except a vampire and any vampire who possesses one keeps it a closely-guarded secret, since many other vampires would be happy to kill the wearer in order to steal it.

SPIRIT GATEWAYS

Made in the form of a metal gateway the size of a playing card, these items allow the wearer to physically enter the Otherworld. To use this gateway, the wearer needs to stand at a minor or major magical Nexus, set the item on the ground in front of them, and spend 2 Magic Points. The user must also have a clear idea of the portion of the Otherworld they wish to visit. Users can always visit portions of the Otherworld they have visited before, either psychically, physically, or in dreams. At this point, a gateway into the Otherworld opens in front of the user, and remains open for up to one minute.

This gateway is that is 2 metres wide and 3 metres tall. The person holding the spirit gateway can close this gateway with a thought. The owner can also use this item to open Otherworld Dreamgates (page 106) back to the mortal world. The individual using this item must be a Seer or other supernatural character who was born in the mortal world. Natives of the Otherworld cannot use this item.

THE OTHERWORLD

T he mortal world is not the only realm. There is another, far stranger, world of magic and dreams. It is a realm of flexible physical laws and vast contrasts. Known as the Otherworld, it is home to spirits, ghosts, and a multitude of magical creatures, including the terrible and predatory fae, as well as elementals, and many others. Most of these creatures can step across into the physical world and then vanish back into their invisible homeland when threatened or pursued. Skilled sorcerers can also learn to summon these creatures. Although portions of it are in constant flux, the Otherworld also has a sort of geography, and is divided into different realms known as domains.

HOME OF GHOSTS & SPIRITS

The Otherworld is not the land of the dead, but it is home to ghosts who are not tied to the mortal world (like haunts, see *Mythras*, page 150). Ancestor spirits, undeath spirits, and wraiths all dwell in the Otherworld. It is also home all of the other spirits described in *Mythras* (Spirit Types, pp. 142-153). Some of these many types of spirits can visit the mortal world on their own, and any of them can be summoned by sorcerers. In the Otherworld, spirits have a corporeal existence and bodies that fit the type of spirit they are. However, in the mortal world, all ghosts and spirits possess only incorporeal bodies. See page 128 for information on ghosts and further information about other spirits in the Otherworld.

LAND OF DREAMS

Almost everyone has visited the Otherworld, and most people occasionally visit it when they sleep, because the Otherworld is also the land of dreams. Most dreams take place solely inside someone's head and are nothing more than the product of random thoughts and fears. However, almost everyone occasionally has exceptionally powerful or vivid dreams, and some people regularly have them. These dreams take place in the Otherworld. Even ordinary humans with no hint of supernatural power periodically have their spirit leave their body during sleep and go on epic journeys into the Otherworld. Occultists throughout history have known this fact and as far as all researchers have been able to determine, this sort of dreaming is perfectly normal. In the vast majority of cases, the process is both safe and almost indistinguishable from other forms of dreams.

However, these dream visitations are useful to some of the inhabitants of the Otherworld. Ghosts can use the opportunity to attempt to send messages to people they know, or often simply to random strangers who in some way resemble someone the ghost knew in life. Also, the fae and some other denizens of the Otherworld depend upon the visits of human dreamers. These creatures feed off the emotions people experience in dreams. Many fae seek to enhance these emotions by interacting with dreamers. The actions of various fae are one reason that Otherworld dreams are usually emotionally powerful. Fae feed upon lust, faith, love, joy, hate, or almost any powerful emotional imaginable. Dreamers who encounter one of the fae have dreams related to the emotion the fae feeds upon. If a dreamer interacts with a fae who decides to feed upon fear, then this dreamer is almost certain to have a terrifying nightmare.

Because every dreamer's spirit is firmly connected to their body, such emotionally powers dreams can cause them to feel strong emotions and potentially wake up filled with terror, lust, or even wonder. However, despite feeling these strong emotions, dreamers are completely safe. Any harm done to

the dreamer is purely illusory, and most people cannot even feel pain particularly strongly in dreams, or if they do, they immediately awaken. Fae can steal the spirits of humans, but only with elaborate preparations that involve making a close connection with the human. Simply interacting with someone in a dream once does not allow the fae or any other inhabitant of the Otherworld to harm dreamers in any fashion.

TIME IN THE OTHERWORLD

Time in the Otherworld is highly variable. In almost all cases, time passes faster in the Otherworld than in the mortal world, but the exact rate varies. In general, people who visit the Otherworld psychically have time pass between 10 and 30 (1d3 x 10) times faster in the Otherworld. An eight hour visit to the Otherworld allows the dreamer to spend between three and 10 days in the Otherworld. Physical visits are even more variable, with visitors coming back to the mortal world to find that something between one fifth and one 30th (1d6x5) as much time passed while they were gone. In general, time always passes at least five as fast in the Otherworld, and it never passes more than 30 times as fast. However, someone who was kidnapped into the Otherworld might spend more than a year there, to find out that everyone back in the mortal world thinks that they were missing for two weeks.

DOMAINS OF THE OTHERWORLD

Depending upon your point of view, the Otherworld is either a singular place or a series of connected regions. Each of these regions, called domains, are effectively separate realities, with their own rules and physical laws. One domain might be a realm composed of elemental fire. Here, beings made of living flame walk and fly, the climate is always warm or hot, and tools and garments are made from metal or solid flame. In this domain, powerful individuals use magics related to fire, heat, and light. However, advanced technology cannot exist in this realm and water magics cannot function. Another domain might be a ghostly land of the dead where the long nights are only broken by short periods of dim and gloomy twilight. This domain is inhabited solely by ghosts, spectral spirits, and horrific, skeletal fae. All of the plants are either dead and withered or jet black and disturbingly healthy. A third domain might consist of a barren plain broken only by isolated large cities covered with domes made from complex

crystals. The inhabitants of this realm use exotic technologies that appear to be strangely shaped polished stones or delicate crystalline constructs, none of which have any moving parts. The fae who live here look much like the alien "greys" found in various UFO stories and travel in silent glowing craft that fly without any visible means of propulsion. Most of the spirits here are scintillating clouds of sentient energy.

Psychologists who analyse dreams and occultists who explore the Otherworld both agree that the Otherworld bears a close resemblance to an amalgamation of images, scenes, locations, and events from human myths, legends, faiths, famous stories, well-known advertisements, and popular mass media. This is far from a coincidence. The fae and most other creatures that inhabit the Otherworld are incapable of creativity. Instead, the majority of ghosts are locked in memories from their life, while the fae borrow images and ideas from human dreams. Since domains are created by inhabitants of the Otherworld, it's hardly surprising that these domains appear to be careful but ultimately patchwork creations of images and stories created by humanity.

DREAMS AND DOMAINS

All domains are powered by the psychic energy of dreaming humans. Domains grow if they attract many human dreamers, and in growing, accrete elements from the imaginations of these dreamers. The essential nature of a domain remains the same, but the details change and often become more complex over time.

If a domain's imagery falls out of fashion, it shrinks. Eventually, it can become little larger than a small urban neighbourhood, an isolated rural hamlet, a small grove of trees, or a single palace or castle. The Otherworld is filled with such tiny domains. Some were once far larger, while others are merely the best the creature who created them could manage.

The advantage for creatures that control a domain is that they gain access to a portion of the Magic Points and emotional energy spent by all the humans who visit it. Otherworld creatures that live in a domain they do not control must interact with humans directly, providing these people with some pleasure or terror in return for the psychic energies of these emotions. However, anyone who holds a domain need do nothing but wait for dreaming humans to visit and soak up their stray emotional energies.

Domains, like the rest of the Otherworld, contain only five types of creatures or objects. There are domain-holders, creatures living there, visitors to the Otherworld (including both dreamers and conscious visitors), objects possessing some innate power, and scenery.

Most of the creatures that inhabit a domain and most of the objects in it are scenery. In an urban domain, almost all of the buildings are scenery, as are most of the shopkeepers, shoppers, and individuals walking down the street. Some of a domain's ordinary inhabitants are simply dreaming humans,

TRAVEL IN THE OTHERWORLD

The Otherworld works on dream logic. Although someone who is moving slowly and paying careful attention to their surroundings moves at a seemingly normal pace, anyone who has a destination in mind and focuses on getting there usually moves far faster than they would in the mortal world – unless someone is trying to stop them. As a result, someone could easily walk, drive, or fly through large portions of a vast domain like Capital or the Wilds in an hour or less.

but most are constructs of the domain that have no actual reality and no real intelligence. A scenery shopkeeper can buy or sell goods and make simple mindless conversation, but cannot go beyond these limits. Scenery, people, and creatures may look intelligent and self-aware, but they are not.

MOVING BETWEEN DOMAINS

The majority of domains are open and visitors are free to move between them. Intelligent inhabitants of a domain can also move to other domains, but most never think of the idea. Scenery, people, and creatures cannot move from one domain to another, and refuse to attempt to leave their domain. A few domains either have natural boundaries or have guards patrolling all points of entrance or exit.

The relationship between different domains is exceedingly fluid. When a character leaves a domain, they usually end up in a domain with at least some similarities. Upon leaving a domain of elemental fire, travellers could find themselves in an Arabian Nights-like desert kingdom or perhaps a heat-baked, cinematic Old West town. Also, most large domains are surrounded by numerous small domains.

Attempting to travel between two specific domains requires travellers to seek out aspects of the first domain similar to those of the domain they are seeking. For example, trying to go from an Arabian Nights domain to one that is a haunted 1950s town in a blighted monster-filled forest requires finding the portion of the border of the Arabian Nights domain that is the darkest and gloomiest, and leaving this domain there. For differences that extreme, travellers typically pass through several intermediate domains on their way to their destination.

When either visitors or natives of the Otherworld move from one domain to another, their garments, weapons, and whatever items they are carrying on their person all change to fit the local technology and milieu. Ordinary human dreamers and weak inhabitants like goblins and the least powerful spirits may even change form somewhat when they move from one domain to another. These individuals usually do not notice these changes or at least find nothing surprising about them. However, conscious visitors and powerful beings like

fae or most spirits realise that their possessions have changed. Domain-holders and their personal possessions do not change when they move to another domain, because their connection to their domain anchors them.

Much of the Otherworld consists of a series to tiny domains, each one usually no larger than a city block, a small grove of trees, a cemetery, or an apartment complex. Many of these micro-domains are only inhabited by elementals, goblins, weak spirits, or other less powerful beings; however, a few are home to a single fae, who is weaker and less ambitious than most of its kind. These tiny domains provide no benefit to their inhabitants beyond a place to live and occasionally extract a few Magic Points from dreamers who end up there.

DOMAIN-HOLDERS

A single powerful being like a fae or dragon, or a small group of such beings, controls each domain. The largest domains may be controlled by as many as several dozen domain-holders. These beings both harvest energy from the domain and also stabilise it. In addition, as long as they are in their domain, domain-holders recover Magic Points faster than normal and have their POW increased (see below).

Killing a domain-holder who is one of several causes the fabric of the domain's reality to warp and shift until the remaining domain-holders can stabilise it. This process can take as long as several days, and always lasts several hours. During this time, it is far easier to enter and exit a domain that might normally be closed or well guarded. This is also when various creatures from other portions of the Otherworld are likely to try to invade. Every scenery object or individual within the domain becomes somewhat less solid and reliable. Scenery, people, and creatures might act erratically or simply freeze in place for a Round or two. Eventually, the remaining domain-holders either stabilise the domain or recruit a new domain-holder to assist them.

Killing all of the creatures holding a domain or killing a domain's single holder has far more dramatic results. For the first several hours, the effects are identical to killing one of several domain-holders. After this, the domain continues to decay, with scenery objects and creatures first randomly changing shape and then decaying at high speed, dissolving, or simply vanishing without a sound. The oldest creations and objects and those that the domain-holder invested the most thought and emotion into remain the longest. The rest of the domain decays around them. Eventually, the domain shrinks, the most enduring creations crowd together, and after no more than a few days, the domain vanishes entirely and again becomes part of the random fabric of the Otherworld. Dreamers and others who are visiting psychically are automatically ejected from the Otherworld when the domain vanishes, and both the inhabitants of the Otherworld and anyone who is visiting it physically must either flee this dissolution or suddenly find themselves in a neighbouring domain.

POWERS OF DOMAIN-HOLDERS

- *Domain-holders of a small domain, no larger than a medium-sized town or forest, regain 1 Magic Point every minute and add +1 to their POW while in their Domain.*
- *Domain-holders of mid-sized domains, like on the size of a small city, regain 2 Magic Points per Round and, depending upon the size of the domain, add between +2 and +5 to their POW while in their domain.*
- *Holders of the largest domains, like Capital or the Wild (see below), regain 10 Magic Points per Round and add +10 to their POW while in their domain. If multiple individuals hold a domain, reduce the benefits to each as follows:*
  - *If no more than seven people hold a domain, reduce all benefits to those provided by the next lowest size of domain. For example, six people holding one of the largest domains would all regain 2 Magic Points per round and, depending upon the size of the domain, add between +2 and +5 to their POW while in their domain.*
  - *If between eight and 49 people hold a domain, then reduce all benefits to those provided by a domain two sizes below. For example, if 40 people held one of the largest domains, they would all regain 1 Magic Point every minute and, depending upon the size of the domain, add +1 to their POW while in that domain.*
  - *If a domain is held by multiple individuals and some are killed, the remaining domain-holder recalculate the above bonuses, based on the number of survivors.*
- *As long as they are within their domain, all domain-holders can change their SIZ and appearance without cost (with a maximum SIZ equal to their SIZ + POW) and can also assume the shape of any creature native to their domain that is within this SIZ range.*
- *Domain-holders also all possess the Illusion and Transform Object Fae Powers in their domain and can use it without cost in their domain. They can use these abilities to either permanently or temporarily reshape their domain.*
- *Illusions created by domain-holders have physical reality in their domain. These illusions can be held, walked on, or used as a weapon as well as a normal physical object. Like all illusions created in the Otherworld, they last until the creator wishes to dispel them. However, physically altering any inhabitant who is not simply scenery requires the domain-holder to make an opposed roll with their Fata Skill against the target's Willpower. In addition, all such changes vanish when the target leaves the domain.*
- *Domain-holders possess a general sense of their domain. As long as they are within it, they can sense major disturbances like large battles or massive destruction anywhere in their domain. In addition, any time someone else uses a power to alter or reshape any creature or object that is part of their domain the domain-holder makes a standard Perception roll to notice this alteration. On a successful roll, the domain-holder knows both what was transformed and where this transformation occurred. An outsider from the mortal world or another domain who used the Transform Object power to reshape her own equipment would remain unnoticed, but if the same individual reshaped any object from the domain, the domain-holder could make a standard Perception roll to notice.*
- *By spending 1 Magic Point and making a successful Perception roll, domain-holders can observe any location within their domain. By spending another Magic Point, the domain-holder can instantly teleport to this location.*

TAKING A DOMAIN

Most domains whose holder or holders die do not get the chance to decay into nothingness. Occultists do not understand the exact process, but creating a domain is exceedingly difficult. However, maintaining a domain is considerably easier, as is taking control of one. Any Otherworld creature can hold one, as can a half-fae who has the Illusion Fae Power or a sorcerer with the Phantom (sight) spell.

Taking control of a domain requires that all previous domain-holders be dead, and that the new domain-holder takes control of the domain by using the Illusion Fae Power or the Phantom (sight) Sorcery spell to reshape and alter the previous domain-holder's dwelling in some manner that notably changes it and makes it more visibly belong to the new claimant. However, all domains possess a natural resistance to control. To successfully take control of the domain, the claimant must engage the domain in Spirit Combat (*Mythras*, pp. 137-138) with the domain. The claimant uses their Fata or Shaping skill (depending on how they created the illusion), and the domain uses a Spectral Combat skill equal to the highest Willpower possessed by any of its most recent domain-holders.

This Willpower Skill is modified, depending upon the size of the domain. Do not modify it for small domains, and multiply it by two for medium domains. Multiply the previous domain-holder's Willpower by five for one of the major domains, like Capital (see below). Domains possess a number of Tenacity points equal to their Willpower Skill/5.

Like all Spirit Combat in *After the Vampire Wars*, Tenacity Points (*Mythras*, page 139), rather than Magic Points, are lost. If the claimant wins, the illusion remains and the claimant is now the domain-holder. If the domain wins, the claimant loses and cannot try again for one full day, during which time others can try to claim the domain. Multiple individuals can work together to win the Spirit Combat and can combine their Tenacity Points. However, accomplishing this requires all of them to have worked together to create the illusory changes.

Everyone who takes part in this Spirit Combat becomes one of the domain-holders – if they succeed.

However, taking control of a domain does not allow the new domain-holder to create whatever they want. The act of creating a domain imposes a vision of reality upon the Otherworld, and the basic features of this vision must be maintained. An Arabian Nights realm of living fire and flying carpets must keep this mythic grandeur vision, just as a realm of haunted castles, frightened villagers, and roving vampires and werewolves maintains its gloomy feel. However, the new domain-holder can change various details as long as they maintain the domain's overall feel. Perhaps a cruel vampire who ruled the haunted land from its dark and brooding palace was slain by a holy knight with a dark past, who cleanses the palace of evil and transforms one wing of the palace into an austere and almost monastic cloister. The land is still haunted, and ghosts and monsters still prey upon the inhabitants, but they can now turn to the holy knight for aid.

Residents of the mortal world can hold domains, but find it easier to do so as part of a group. The domain-holder (or at least one of the domain-holders, if there is more than one) must visit the domain every time she sleeps. Also, if all of the domain-holders live in the waking world and none of them visit the domains for three full days in the waking world, it becomes unclaimed. At this point, the domain both begins to disintegrate and it can be claimed by anyone, just as if the previous domain-holder had died.

DOMAIN SIZE & NOTABLE DOMAINS

Most domains that aren't one of the tiny interstitial domains are still relatively small. They are no larger than a medium sized town of up to 10,000 people, or an area of land up to four kilometres in diameter. Moderate-sized domains are considerably less common, but hundreds exist. They are typically no larger than a city of 100,000 or an area up to 20 kilometres in diameter. These small and moderate domains are exceptionally variable, but most are in some way recognisable or familiar to anyone familiar with myths, folklore, and popular culture. There are elemental domains, glittering steampunk domains with airships and steam-powered robots, as well as domains that resemble the settings of various widely popular novels or television shows. The following are two of the most common sorts of medium-sized domains, afterlife domains and elemental domains.

THE AFTERLIFE DOMAINS

These are a series of moderately large domains that resemble visions of the afterlife from various religions and works of popular culture. In addition to more traditional domains, the afterlife domains include an angelic heaven that resembles a mixture of New Age writings and artwork, a hell that looks remarkably like the one depicted in various dark and gritty comic books, as well as more than a dozen Chinese heavens and hells that contain imagery from several well-known martial arts films.

Presided over by fae and goblins taking on the roles and appearance of supernatural judges and tormentors, almost every conscious person who visits one of these domains understands that they have little or no connection to any actual afterlife. However, many dreamers find these realms very emotionally moving. On rare occasions, the spirits of humans who suffer various physical or emotional traumas retreat to one of these domains or are convinced to stay by the realm's inhabitants, leaving their bodies in comas. Some people eventually return to their bodies without aid, others only return if travellers to the Otherworld venture into the realm where the person's spirit now dwells and convince them to return to their body.

ELEMENTAL DOMAINS

Home to elementals and various fae and goblins who have adapted to existence here, each of these domains has a singular elemental theme. Many are related to one of the four classical European elements. However, realms of wood, metal, and other elements also exist. Each of these domains is relatively small, and consists of a city-state containing several fiery brass castles, with dragons and salamanders inhabited the wilderness areas, or a large city made of ice, glass, and chilled metal, where the inhabitants skate down streets as smooth as skating rinks. Sorcerers and mystics occasionally visit these realms to gain insight into certain types of magic or the answers to occult mysteries.

THE MAJOR DOMAINS

There are also a handful of domains that are far larger and older than most. Most of these domains have existed for many hundreds or perhaps even many thousands of years. However, like the entirety of the Otherworld, even these large stable domains reshape themselves in response to changes in human ideas and dreams.

CAPITAL

One of the largest domains appears to be a slightly fantastic modern city. Known as 'Capital' to students of dreams, this domain is held by at least 30 fae. This domain is a very common location for dreamers to visit, in large part because it resembles modern cities so much. However, to conscious visitors who are able to closely examine this domain, it also clearly seems both odd and exceedingly diverse. Portions of Capital vary in appearance from the mid-19th century to imaginings of the late 21st century. The technology, architecture, and styles of dress also range from the Victorian era,

to the modern era, to various visions of the near future. Each different era is located in a different district of Capital, but it all forms a single vast and unified city.

Capital is home to hundreds of thousands of spirits and goblins, as well as tens of thousands of less powerful fae. All of these beings feed upon human dreams and take advantage of a stable and comfortable domain. They also engage in a vast array of intrigues here. As both the most populous and one of the largest domains, all manner of creatures dwell here. Many ghosts and shades of buildings (see page 128) that are not powerful enough to create their own small domains, but which are in some way associated with a city or city life, end up in Capital.

Millions of dreamers visit Capital every night and some of the native inhabitants and deliberate visitors attempt to keep track of the various secrets these people may reveal in their dreams. Some conscious visitors make Capital their night-time home, setting up shops where they buy and sell secrets or attempt to perform services for powerful Otherworld natives to gain some boon in return.

THE HAUNTED REALM

Many thousands of years ago, a group of fae understood that humans often seek to encounter the ghosts of dead loved ones or even dead enemies, ancestors, or pets in their dreams. These interactions are often highly emotional and thus filled with nourishment for hungry fae. A mixture of unconscious impulse and conscious design prompted these fae to create a vast sepulchral domain modelled after a decaying mélange of various mortal cities and towns. Using the promise that coming to this realm would make contacting the living more likely; these fae convinced a multitude of ghosts and shades of buildings to become part of this domain. Since this ancient era, ghosts have continued to congregate here. Also, many vampires visit this domain when they dream.

Although ghosts of both people and buildings can be found throughout the Otherworld, in the Haunted Realm they predominate. Every night, millions of humans visit this domain in their dreams, talking with ghosts, living in long-demolished childhood homes, wandering through haunted buildings, or having a terrifying nightmare about ghosts, zombies, haunted houses, and horrific threats of death. Even more than Capital, this is also the realm where conscious travellers to the Otherworld come if they wish to find the ghost of a person or a building. Even if the spirit or place is not part of this domain, some other ghost may have heard stories about who or what the characters are searching for.

This domain also offers scholars and the curious access to an amazing amount of history, in the form of first person accounts about a vast array of times and places, including no shortage of supernatural history. However, ghosts rarely give information away for free, except to someone that they have a close personal tie to. In return for information or aid, most ghosts ask for favours of their own. The two most common

favours are either carrying messages to or otherwise making contact with someone living or helping the ghost accomplish some goal, like aiding their descendants or punishing a living foe. Agreeing to perform such a favour and then failing to do so often results in the person being haunted and tormented by the ghost every time they fall asleep, and perhaps also while they are awake.

The Haunted Realm is inherently creepy. Even at its brightest, the sunlight in this domain is grey and wan, and all settlements consist of decaying buildings and large graveyards. This realm is peopled entirely by ghosts and various creatures of the night, including vampires, zombies, hungry ghouls, mummies, animate skeletons, and many other similar creatures. Of course, most of the inhabitants that aren't ghosts or dreaming vampires are fae, spirits, and goblins disguised as members of the undead. The zombies and skeletons are simply animate scenery.

THE WILDS

The third of the three largest domains is the Wilds. This domain consists of a dreamlike version of various sorts of wilderness and rural areas, from isolated farmsteads, to vast, enchanted forests inhabited by hosts of magical creatures. This is a domain where dreamers can experience faerie tales as terrifying nightmares or dreams of heroic adventure. Visitors may be pursued through endless and foreboding woods

by unseen and terrible monsters, or they might find Baba Yaga's chicken-legged hut in a clearing. This is also a realm of mysterious, isolated, and sometimes disturbing villages. Like everyplace in the Otherworld, the nature of these villages can be anything from a medieval village, to a modern small town, to an embattled enclave defending itself against zombie hordes or similar threats.

Many occultists believe that the Wilds is the largest of the large Otherworld domains, but it is also one of the most diverse. Much of it is controlled by various fae who appear as medieval lords and ladies, inhuman hunters with terrible hounds, or living avatars of a swamp or section of forest. However, portions of the Wilds seem to be entirely under the control of dragons, unicorns, and other intelligent Otherworld beasts, who attempt to drive out or temporarily destroy any fae who attempt to enter their portion of the Wilds. Visitors seeking information from or about magical beasts now dwelling in the mortal world can often find this information in the Wilds. However, many of its more powerful inhabitants enjoy hunting human prey, and so visits are often cut short.

NEXUS POINTS

Some locations in the mortal world possess a latent connection to the Otherworld. The locations also naturally attract mystical energies. These places, called 'nexus points', are often regarded as either blessed or cursed. Inexplicable events are more common in at nexus points. They attract some magical creatures and on rare occasions, fires start spontaneously, strange noises are heard, furniture rearranges itself, and small objects simply appear or vanish. Such events are more common when someone performs supernatural powers at a nexus point, and are both guaranteed and often fairly dramatic if someone fumbles the roll for such a power. On rare occasions, gateways into the Otherworld may spontaneously open here.

Occultists and other experts in the supernatural believe that nexus points arise because natural features and human belief affect the flow of magical energies. There are two types of nexus points, minor and major. Major nexus points are considerably rarer and more powerful than minor nexus points. Very few nexus points of either type are in private hands and characters should not start a campaign in possession of a nexus point.

NEXUS POINT POWERS

Nexus points give a bonus to the use almost all supernatural powers. Minor nexus points reduce the Difficulty Grade of all supernatural skills used there by one. Major nexus points reduce the Difficulty Grade of all supernatural skills used there by two. In addition to making rolls to use supernatural power easier, these bonuses also increase the power's intensity,

and increase a sorcerer's Invocation and Shaping skills, permitting greater manipulation of spells. Vampiric powers and the powers of other undead, like mummies, are not affected by nexus points. Vampires and other undead are not directly connected to the world's magical energy, but the powers of spirits are affected by nexus points.

Nexus points are also the only places where physical travel between the mortal world and the Otherworld is possible (see visiting the Otherworld, below). Fae who travel to the mortal world always arrive at a nexus point, and supernatural individuals who wish to physically travel to the Otherworld must do so at a nexus point. Sorcerers can only use major nexus points to travel to or from the Otherworld. However, half-fae and creatures native to the Otherworld can travel between worlds at both major and minor nexus points.

MINOR NEXUS POINTS

Minor nexus points are not common, a large city might have as many as two dozen such locations, and even a medium-sized town or small city should have between one and half a dozen. Minor nexus points are always in locations that have some social or natural importance. A small island in the centre of a lake might contain one, as might a historical graveyard or a small public square.

MAJOR NEXUS POINTS

Major nexus points are considerably rarer. Even the largest cities rarely contain more than three major nexus points. These nexus points are almost always associated with an important civic location or impressive natural feature like a mountain or waterfall. The location of most major nexus points are recognised to have mystical or symbolic importance and so may be located in an important public building, a city's central square, or some similar location.

LOCATING A MAGICAL NEXUS

Using Mystic Vision, all supernatural characters can see the location of any magical nexus within one kilometre. The nexus is visible as a brilliant glowing dot on the horizon. The closer a supernatural character is to the nexus, the larger the size of the glow.

Alternately, characters with access to a detailed map of a region and information about the region's history can make a Lore roll to locate potential magical nexus points in this region. Performing this research is a process that requires at least eight hours of concentrated work, unless the character is already exceedingly familiar with the region. For a familiar region, like a character's hometown, this process only requires two hours.

NEXUS POINT PHENOMENA

When some supernatural character or Otherworld creature uses any supernatural power at a magical nexus, make the following roll. Rolling at minor nexus points is optional unless a fumble occurs.

PHENOMENA

Roll	Nexus Point Phenomena
01-30	No effect
31-60	Odd breezes, strange noises, small objects seem to have moved on their own. The air suddenly becomes slightly warmer or cooler.
61-90	Objects up to the size of a chair or table to have moved on their own, local temperature briefly changes of up to 10 degrees C (50 degrees F), loud shrieks or howls.
91-95	One or two small objects are thrown with force (causing up to 1d2 damage), small objects freeze solid or heat hot enough to cause minor burns (causing up to 1d2 damage), a fire the size of a match or candle can start or be extinguished. Electronics can cease functioning. They either need to be rebooted or their batteries have been mysteriously drained. Small objects can break on their own, plants up to the size of a houseplant may die and instantly wither and turn brown.
96-98	Small objects or animals up to size of rat can vanish or die and objects the size of a briefcase can be thrown with enough force to cause up to 1d4 damage. Small objects or rat-sized creatures from the Otherworld spontaneously appear, a large group of small objects can be thrown (like a handful of nuts or coins) causing up to 1d4 damage. Electronics may cease functioning and require minor repairs. An old and worn object up to the size of a large book can suddenly appear to be new, or a new object of up to the same size can suddenly become old and worn. If numerous small animals or insects are present, a flock, horde, or swarm (page 95) may spontaneously form.
99+00	Portals to the Otherworld can spontaneously open, and fires the size of a campfire can be started or extinguished. Objects up to the size of a large piece of luggage can vanish or appear, Otherworld creatures can spontaneously appear, or a person can be physically transported to the Otherworld.

VISITING THE OTHERWORLD

There are two ways to visit the Otherworld, psychically, and physically. Psychic visits to the Otherworld are remarkably easy. The only difference between these visits and ordinary dream visits is that the visitors are fully aware and in control of their actions, rather than being controlled by some mixture of their subconscious mind and the local rules of the Otherworld. Physical visits to the Otherworld are both more difficult, and also far more dangerous. Physical visitors to the Otherworld who are injured or killed suffer real harm or death, rather than simply waking up.

PSYCHICALLY VISITING THE OTHERWORLD

Psychically visiting the Otherworld is relatively easy and there are a variety of different ways of doing so.

HALF-FAE VISITING THE OTHERWORLD

All half-fae can psychically visit the Otherworld as an innate power. To do so, all they need to do is sit down and meditate, make a successful Willpower roll, and spend 1 Magic Point. Half-fae can also take anyone along who is touching them simply by spending 1 additional Magic Point to take up to six other people with them. Half-fae can appear anywhere in the Otherworld that they have visited psychically or in dreams. If a psychic sends a half-fae a telepathic image of a location in the Otherworld, the half-fae can also psychically visit this location.

VISITING VIA PSYCHIC POWERS OR MYSTICISM

A psychic who possess the Telepathy Talent need only contact the mind of someone who is dreaming to visit the Otherworld. The psychic can then either observe and participate in the target's ordinary dreams, or they can urge the dreamer to visit the Otherworld. If desired, the psychic can also mentally contact others and bring them along. The psychic and everyone they bring with them arrives at the dreamer's destination in the Otherworld. Because they are in contact with a waking mind, the dreamer the psychic contacted also becomes fully

aware of their experiences and can act normally once they are in the Otherworld. While the psychic is in the Otherworld they no longer need to use Telepathy to keep in contact with the dreamer or with whoever they brought with them, they can simply talk.

Psychics who wish to arrive at a particular location in the Otherworld must either contact the mind of someone having a dream in that location, attempt to convince the dreamer to visit this location (typically by talking to the person in the dream), or use Thought Implant to coerce the person in attempting to visit this location.

VISITING USING SHIFTER POWERS OR MYSTICISM

Shifters can use Bestial Projection Talent to visit the Otherworld, but always appear in their animal form. Doing so requires them to find a nexus point and have their projection travel through it. Like psychics, shifters who know the Telepathy Talent can also take others along with them. When they travel through the nexus point, the shifter can choose to arrive in the Otherworld at any location they have ever visited there before.

Mystics who possess the Astral Projection Talent can visit the Otherworld in exactly the same manner, by causing their projection to travel through a nexus point. However, mystics always appear in the Otherworld in a form that looks like their physical body. Regardless of the method used, the psychic or shifter need not spend any more Magic Points for Telepathy or Bestial Projection once the characters are in the Otherworld, and mystics can cease using Astral Projection. These characters remain in the Otherworld until they choose to depart or are forced to leave.

VISITING VIA SORCERY

Sorcerers can use the Telepathy spell to make contact with someone who is dreaming and enter the Otherworld just like a psychic using the Telepathy Talent could. Sorcerers can also use both the Evoke spell to psychically travel to the Otherworld. When using the Evoke spell in this fashion, the character's physical bodies all fall into deep trances where their spirits enter the Otherworld.

Then, the sorcerer and everyone with them either arrives in the Otherworld at a random location that the sorcerer previously visited in a dream, or the sorcerer can use a sympathetic connection to a particular location. A work of art depicting a particular location in the Otherworld that the artist had visited can serve as a magical connection to this location. Similarly, a sample of clothing or hair from either a changeling or someone physically abducted by the fae would lead the sorcerer to this person's spirit, while an item used or damaged by one of the fae would send the sorcerer to the domain that fae resides in.

All but the most careless or overconfident fae place magical protections around their home and around any human spirits they have abducted. Visitors to the Otherworld cannot appear inside these barriers. Instead, visitors always appear outside of these barriers and must enter while in the Otherworld. Naturally, these locations are also protected by guards, walls, and similar defences.

THE NATURE OF PSYCHIC VISITS TO THE OTHERWORLD

Characters who psychically visit the Otherworld do not need to sleep. While they are visiting the Otherworld, their physical bodies remain in a deep sleep-like trance, which provides all

of the sleep that the characters require. Likewise, characters do not need to eat or drink. Doing so may be enjoyable, but provides no nourishment. They may also become hungry or thirsty out of habit, or because a powerful Otherworld creature compels them to. However, these characters never suffer harm from hunger or thirst.

Characters who visit the Otherworld psychically appear with suitable clothing and simple and easily portable tools and weapons. However, all tools and weapons must be both appropriate to the domain the characters are visiting and must also be tools or weapons that the characters have a skill of at least 50% with. Characters cannot appear with elaborate devices, vehicles, beasts of burden, or any other large or unusual objects or creatures.

COMBAT IN THE OTHERWORLD

Fighting spirits in the Otherworld is handled using the same characteristics used for Spirit Combat (*Mythras*, page 133), despite these creatures possessing physical bodies. Their attacks on anyone psychically visiting the Otherworld (see page 103) reduce the character's Tenacity Points (*Mythras*, page 139), but if someone is physically present in the Otherworld, all attacks made against them by spirits are physical attacks that armour protects against and that damage the character's Hit Points.

Fighting fully corporeal Otherworld creatures, like fae or goblins, is handled like standard combat. The results of combat for characters depend upon whether they are visiting the Otherworld psychically or physically. If they are visiting the Otherworld psychically, all damage done to them comes off of their Tenacity Points (*Mythras*, page 139). In contrast, characters who visit the Otherworld physically suffer normal Hit Point losses from combat and must use time, advanced medical care, or supernatural powers to heal these wounds. Characters who visit the Otherworld physically can die there.

However, there are only two ways for anyone psychically visiting the Otherworld to become trapped in the Otherworld. A visitor must either willingly make a deal to remain there with a powerful Otherworld creature, typically in return for some boon, like freeing another captive, or the visitor must lose Spirit Combat to a powerful Otherworld creature. Such losses are rare, because a visitor can always leave in the middle of Spirit Combat and return to their body simply by deciding to wake up. This decision requires the character concentrate for one Turn, but is automatically successful. As a result, psychic visitors to the Otherworld are only ever captured if they either regard attaining their goal as more important than the risk of capture or are sufficiently overconfident that they decide to continue with Spirit Combat even

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HEALING, DEATH & SAFETY IN THE OTHERWORLD

Characters who psychically visit the Otherworld have few risks other than failing to attain their goal. In addition, anyone who is injured can will their psychic body to heal. Characters can heal themselves in the Otherworld by concentrating for one minute (12 Rounds), making a successful Willpower roll, and spending 1 or more Magic Points. Each Magic Point spent in this fashion allows the character to recover 1 Tenacity Point. Characters who lose all of their Tenacity Points instantly return to their bodies in the mortal world, unless prevented from doing so by some outside force. The only actual risk from visiting the Otherworld is that a character might be captured by a fae or spirit and their body either possessed or left to lie in a coma.

HEALING RATES

Characters who cannot otherwise do so cannot heal crippled or lost limbs in the Otherworld, but they do improve their speed of recovery by one step (compared to their normal Healing Rate) as follows:

- *Combat Rounds*
- *Minutes*
- *Hours*
- *Days*
- *Weeks*
- *Months*

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when defeat looks likely. If a character's spirit is captured in the Otherworld, their body either remains in a coma, or one of the fae inhabits it as a changeling (see page 126). However, if the character's trapped spirit ever escapes from captivity, they instantly return to their body, displacing any creatures who is possessing their body. Ordinary dreamers can only be captured by the fae through deals and trickery, because they instantly awaken if engaged in Spirit Combat.

PHYSICALLY VISITING THE OTHERWORLD

Many scholars of the occult believe that the Otherworld is a purely psychic realm. This theory is reinforced by the fact that Otherworld entities that visit the mortal world create bodies of psychic force that almost instantly dissipate into nothingness when they are killed. The fact that some types of powerful magic allows individuals to physically visit the Otherworld confuses many occult scholars, since it flies in the face of this theory, as does the fact that the fae sometimes
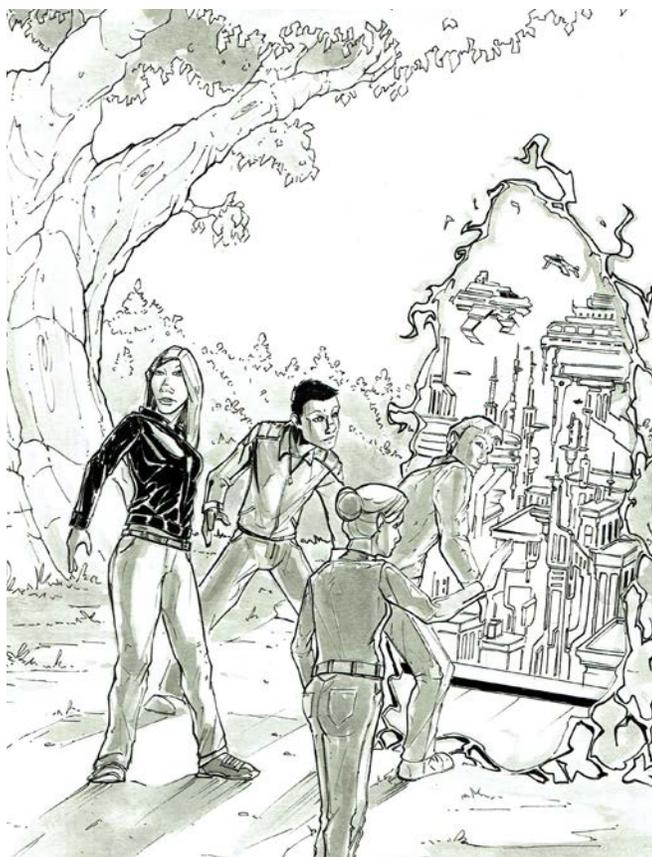
physically abduct people and take them into the Otherworld and that people who physically visit the Otherworld can bring items from the Otherworld back with them. However, while physical travel to the Otherworld is possible, it is also difficult and risky.

There are only four ways to physically enter the Otherworld.

1. The characters must be transported by an Otherworld creature.
2. A half-fae with the Otherworld Travel power must open a physical gateway to the Otherworld at a nexus point.
3. A sorcerer must use the Portal spell at a major nexus point.
4. One of the characters must possess a magical artefact like the Spirit Gateway (page 95) and use it at a nexus point.

While fae, half-fae, and magical artefacts can open gateways into the Otherworld at both major and minor nexus points, sorcerers can only physically enter the Otherworld at major nexus points. Regardless of how the gateway is created, when the travellers step through the gateway, they arrive in the Otherworld. Characters who travel to the Otherworld with the help of one of the fae automatically arrive at the domain that this fae holds. If the fae does not hold an Otherworld domain, then the travellers arrive at or near the fae's home.

OTHERWORLD DREAMGATES

There are no nexus points in the Otherworld. However, there are locations that are slightly closer to the mortal world. Known as Dreamgates, all of these locations contain some sort of gateway or opening that can be passed through, like an archway, the opening of a cave, or even a pool or lake. Characters who wish to return to the mortal world must use the Otherworld Travel power, the Portal spell, or some similar means of travel at this gateway. As they pass through it, they enter or return to the mortal world. To Mystic Vision, Dreamgates in the Otherworld appear just like nexus points do in the mortal world.

Large domains like Capital have many dozens of Dreamgates, and all domains have at least one. However, some of the tiny micro-domains between larger domains often do not have any. In all cases, anyone who wishes to physically travel to a specific location in the Otherworld arrives at the Dreamgate nearest to their destination. Domain-holders cannot sense if someone enters their domain through a Dreamgate, but they can automatically sense if a character is preparing to use one to leave their domain, since this process requires the Dreamgate be charged with powerful energies.

PROS & CONS OF PHYSICALLY VISITING THE OTHERWORLD

Choosing to visit the Otherworld physically is not a safe or an easy choice. The only risk when psychically visiting the Otherworld is capture by some powerful Otherworld creature, and avoiding this is relatively easy. Visitors need not fear death or injury. However, physically visiting the Otherworld means that the visitor risks their body and their life in a realm that can be exceptionally hostile. However, there are reasons to visit in this fashion. Unlike when visiting psychically, sorcerers can perform Sorcery rituals in the Otherworld when the visit physically.

The Otherworld is a realm filled with magical power and by physically visiting it, characters can take advantage of this power. Because their physical bodies are in the Otherworld, where they are saturated with the magical energies that abound there, characters recover triple their normal number of Magic Points every hour (3 points per hour for Ordinary characters, 6 points per hour for Impressive characters, and 12 points per hour for Powerful characters). Shifters' Magic Point recovery is unchanged, but when they use Psychic Vampirism while physically present in the Otherworld, they triple the Magic Points they gain from each use of this power. However, they do not drain these additional Magic Points from their target; instead, these extra Magic Points come from the ambient magic around them.

Also, all bonuses to Magic Point recovery do not stack with those gained by domain-holders who are in their domain.

Characters also heal more rapidly (see text box on page 105), for as long as they remain in the Otherworld. In addition, visitors can take all manner of equipment with them.

There are also a few tasks that only physical visitors to the Otherworld can accomplish. Someone who psychically visits the Otherworld can rescue someone who was physically abducted, but the now free captive is still trapped in the Otherworld and requires some means of returning home. However, anyone who physically visits the Otherworld can also physically leave it, bringing the captive with them. The other prospect that draws some desperate or greedy individuals to the Otherworld is the fact that physical visitors can bring back artefacts from the Otherworld and also fragments of Otherworld creatures that they kill there.

However, getting to one's destination is less simple than when psychically travelling there. Characters who psychically visit the Otherworld can appear at any location they know and which is not magically warded, but physical travellers arrive at the nearest Dreamgate, which may be some distance away from their destination.

MUNDANE OBJECTS IN THE OTHERWORLD

When characters physically enter the Otherworld, their bodies appear as they always do, but all equipment that they take with them changes to fit the domain the characters are visiting and changes again if the characters visit a new domain. The only exceptions are items that are in some way magical, including both supernatural artefacts and items created using the Enchant spell. These items remain unchanged, and cannot be altered by any fae magic in the Otherworld. However, while other objects change, most also retain their function. Clothing not only still covers the wearer, but fancy clothing still appears to be fancy, armour continues to provide the same protection, and warm clothing remains warm.

The style, colour, and cut of the clothing can change drastically. Objects may also appear very different with a pistol becoming anything from a ray gun, to a crossbow pistol, to a magic wand. Some of these changes depend upon how familiar the character is with the item.

Objects and devices that the character purchased recently transform into something appropriate to the domain and function normally there, which can mean that the owner may have no skill with a weapon, or that their armour now offers far less projection or is far more encumbering. However, if the character has owned the object for more than six months and uses it regularly, even if only in practice, then the character can still use it without penalty, despite its new appearance. Also, weapons retrain the same damage, and (in the case of missile weapons) range, and armour offers the same AP, coverage, and ENC. However, the various weapon traits change, depending upon what the weapon now appears as. Another

limitation on weapons is that unless the fae who controls the Domain specifically allows weapons to perform automatic fire, the weapon can only fire one shot at a time.

Even modern electronics retain their function, if not their appearance, if the device is one the owner has used for more than six months. However, a smartphone will not receive a phone signal unless the domain already has some equivalent to cell phones. If this is the case, then it functions normally. Also, a smartphone could appear as anything from a strange crystalline device to a small magical creature that the user can ask questions. Self-contained devices, like a set of two-way radios that could be used for short range communication back in the mortal world can be used to communicate in the Otherworld.

When an object from the mortal world returns from the Otherworld, it instantly reverts to its normal appearance and function, regardless of what it appeared to be in the Otherworld. However, any damage that the object suffered damage in the Otherworld remains and is translated from the form the object had when it was damaged to its actual form. If a handgun became a crystal wand that fired bolts of green fire, and this wand was broken in half in the Otherworld, when the owner returned home, the wand's remains would become a bent, twisted, and useless handgun.

RETURNING HOME

To return to the mortal world, travellers must be at a Dreamgate and either have a fae, half-fae, or someone with a spirit gateway artefact open a magical doorway to the mortal world, or have a sorcerer cast the Portal spell. Regardless of the method used to leave the Otherworld, travellers always return to the nexus point where they left the mortal world. However, travellers from the mortal world don't need to return there alone. Fae and other inhabitants of the Otherworld can accompany travellers who physically return back to the mortal world. Otherworld creatures all gain appropriate physical bodies when they travel to the mortal world. However, all ghosts and other spirits remain incorporeal. Also, if two characters who physically travelled to the Otherworld at different times via two different nexus points return to the physical world together by walking through the same Dreamgate, they each return to the nexus point that they originally used to enter to Otherworld.

TRANSPORTING OBJECTS BETWEEN WORLDS

Attempting to transport objects from the Otherworld back to the mortal world is also possible. However, most objects in the Otherworld are scenery. These objects have no reality beyond the will of the fae or other powerful being that holds the domain or maintains the small section of the Otherworld

where the object was found. All such objects vanish into nothingness as the person holding them returns to the mortal world. However, fragments from the bodies of Otherworld creatures that were not scenery always remain intact. The horn of a unicorn, or scales from a dragon look just like they did in the Otherworld and retain any innate magical properties. Also, some can be used to help sorcerers create permanent enchantments.

The only other items that can be brought back from the Otherworld are objects containing some innate magical power. Some of these magically potent objects were originally enchanted in the mortal world and were taken to the Otherworld years, decades, or even centuries before. Other powerful objects have no clear origin, but some occultists believe that either the fae or other powerful beings created them or they spontaneously formed out of the fabric of the Otherworld. Also, a few of these objects are Otherworld creatures that exist in the form of objects.

To anyone with Mystic Vision, all of these items appear visibly special in the Otherworld. Some glow, others are animate, and most simply seem unusually vivid and real. These items do not change shape when moved from the Otherworld to the mortal world, but they no longer appear visibly special, beyond being obviously magical to anyone with Mystic Vision. All such items have supernatural powers. Some items can duplicate the effects of a single Sorcery spell, psychic power, or other supernatural ability, while others have their own unique and often highly idiosyncratic abilities. Some of these items can be used by anyone, even humans who are not Seers. Some items require special training to use and others can only be used by Seers. See pages 94-95 for descriptions a few of these objects.

USING SUPERNATURAL POWERS IN THE OTHERWORLD

Most supernatural creatures and powers function normally in the Otherworld, but the following are somewhat different.

ASTRAL PROJECTION

All other mystic Talents function normally in the Otherworld. However, astral projection is a special case. Mystics cannot send out their astral body in the Otherworld. Occultists believe that this is because there is no separation between psychic and physical bodies in this realm. However, mystics who possesses the Astral Projection Talent can become briefly non-solid, allowing them to walk through walls, avoid harm, or escape from restraints simply by using this Talent.

FAE POWERS

The results of the Illusion and Transform Object Fae Powers are naturally permanent. However, half-fae can dispel any of their illusions or transformations at any time, as long as they can clearly see the illusion or transformed object. In addition, the illusion power can be used to create either illusions or actual physical objects and can even physically transform its target. However, physically altering a living target that is not scenery requires the character to an opposed roll between the character's Fata Skill and the target's Willpower.

LYCANTHROPES

When a lycanthrope shifts into their feral form in the Otherworld, their transformation becomes far more impressive. They visibly transform into a large animal-human hybrid, their SIZ increases by 6 points, and they gain an addition AP on all locations due to thick fur (for a total of 2 AP).

SHIFTERS

When a shifter uses Bestial Projection in the Otherworld, their body physically transforms into their chosen animal. Also, they do not need to spend Magic Points to maintain this form or to become solid, it is always solid. The shifter can remain in animals form as long as desired, and can return to their human form at any time simply by concentrating for one round and making an Easy Willpower roll. However, shifters who psychically visit the Otherworld using Bestial Projection must remain in their animal form until they wish to leave the Otherworld, but regardless of whether they are there psychically or physically, like mystics using Astral Projection, shifters can also become non-solid by making a Psionics (shifter) roll and spending 1 Magic Point.

SORCERY

Regardless of how they visit the Otherworld, sorcerers can perform spells normally. However, they can only perform Sorcery Rituals if they physically visit the Otherworld. In addition, for purposes of performing Sorcery Rituals, the entire Otherworld counts as a minor nexus point, and both the dwellings of domain-holders and Dreamgates both count as major nexus points. The Evoke spell can be cast normally to summon Otherworld creatures.

VAMPIRES

Sunlight in the Otherworld is harmless to vampires, who can function equally well at night or during the day. However, vampires who are physically in the Otherworld must feed to restore lost Fatigue or heal wounds caused by fire or wood.

SUPERNATURAL SOCIETY

I n much of the developed world, all supernatural crea-
tures now have at least some legal rights, and in the
United States, most of the populace knows and under-
stands at least a little about the various types of supernatural
creatures. However, despite both legal rights and publicity,
most supernatural creatures and people with supernatural
powers maintain their own societies. These sub-cultures are
frequently closed to outsiders, and are often unknown to ordi-
nary humans. In both run-down bars in slums that have not
been rebuilt since the War and huge and lavish mansions,
supernatural creatures and humans with supernatural abili-
ties gather to socialise and engage in complex and sometimes
deadly politics.

PSYCHICS

Psychics have been publicly known for decades and are largely
accepted by the general public. The effects of Shadowing
mean that the general public and the mass media still believe
that Psychic Powers are relatively minor. Most people don't
believe that powers like Psychokinesis or Pyrokinetics exist,
and regard psychics as interesting or mildly eccentric. These
people are also almost never frightened of any psychics or
Psychic Powers, unless faced with an obvious psychic threat.

In the wake of vampires, magicians, lycanthropes, and all
the other supernatural creatures becoming publicly known,
the mass media now considers psychics to be somewhat passé.
Some people who are not strongly affected by Shadowing
regard telepathy and other similar powers as creepy and inva-
sive. However, most of the public doesn't consider psychics
to be in the same category as "real" supernatural beings like
half-fae, sorcerers, or vampires.

This mixture of acceptance and dismissal has meant
that psychics are the supernatural individuals who are the
most integrated into mainstream society. A number of large
companies now employ psychics as security analysts, trou-
bleshooters, and in a wide range of similar capacities. Of
course, a psychic who is foolish enough to start reciting the

embarrassing thoughts that a co-worker is thinking rapidly
obtains a reputation for being creepy and potentially danger-
ous. Such people also often either end up subject to a lawsuit
or charged with a serious crime. One result of this acceptance
is that when most people see what a psychokinetic or pyroki-
netic can do they assume they are dealing with a sorcerer or
some type of non-human, and regard the individual with a
mixture of awe and suspicion.

MAGICIANS

Like psychics, people who learn Folk Magic, Mysticism, or
Sorcery are simply ordinary humans who have learned super-
natural powers, but the existence of magic only became pub-
lic after the War. Today, Folk Magic is common, and most
Seers know at least a few spells. Even before the War, it wasn't
uncommon, although Shadowing meant that people treated
Folk Magic as some combination of luck and parlour tricks.
In contrast, Mysticism and Sorcery are both ancient and chal-
lenging disciplines that few seers have the patience to master.
Prior to the War, there were fewer than 10,000 sorcerers and
6,000 mystics in the United States. The same approximate
ratio of one sorcerer for every 30,000 people and roughly
half that number of mystics was also true across most of the
developed world.

Until the War, both mystics and sorcerers lived in secrecy.
A few sorcerers and mystics worked for various governments
as spies or occult security consultants, but most were inde-
pendent and owed no allegiance to any organisation. Few
people knew about magic before the War, but today, at least
in regions where Shadowing has faded somewhat, magic and
magicians are known to the public. Few people understand
how powerful or dangerous Sorcery or Mysticism can be,
but many who have an interest in the occult now accept that
magicians can create low powered blessings and wards, solve
various minor potentially supernatural problems like haunted
houses or persistent bad luck, and give their enemies a small
amount of bad luck. As a result, there is now public demand

for magic. This has led to a split within the magical community between the secret magicians and those who are willing to be somewhat open about their abilities.

MAGICAL LODGES & ORGANISATIONS

Because powerful Sorcery is easier to perform with assistance, prior to the War many sorcerers organised themselves into lodges or similar small organisations. Sorcerers tended to congregate in large cities, and most large cities had between 10 and 100 sorcerers. In some cities, all of these sorcerers worked together in relative harmony; in others, there were several lodges, which often were bitter rivals, as well as a number of sorcerers who refused to align themselves with any of these competing lodges.

Mystics were usually somewhat more solitary, and were as likely to live in small towns or rural areas as in cities. However, because sorcerers must learn new spells from some external source like a book or teacher, and new Mysticism Talents are most easily learned from a teacher, most magicians kept in contact with at least a few others of their kind. The bond between teachers and their current and former students was especially strong, and enmities between teachers and former students could be especially bitter. In addition, magicians with similar interests also frequently sought one another out.

MAGICIANS & THE WAR

The War disrupted the magical community. A few magicians sided with the vampires, often because they had friends or allies who were vampires. However, most sided with humanity, pitting magicians against one another in deadly magical battles. Because of the desperation of the situation, a large number of sorcerers took new apprentices, as did many mystics. In addition to believing that additional sorcerers and mystics would help win the War, sorcerers knew that having additional assistants to help them perform powerful rituals was invaluable. This additional aid was one of the ways that sorcerers were able to cast spells that affected some of the most powerful and dangerous elder vampires. Although a number of magicians died during the War, once the War was over, the number of mystics and sorcerers had increased by almost 40%.

MODERN MAGIC

Most magicians remain in the shadows, having no interest in letting the general public know about their powers or activities. However, many magicians in the United States and Russia fought in the War, and the governments of these nations continues to keep track of such people. More secretive magicians

use illusions and similar spells to avoid the attentions of the government, but erasing secure government records is more difficult, especially since offices containing sensitive material are now routinely warded.

In addition to attempting to prevent magic being used to commit crimes, government and law enforcement officials also occasionally visit powerful magicians and ask for information or aid for dealing with serious supernatural problems. These officials understand that they cannot force magicians to help them, and that attempting to do so could backfire drastically. However, most magicians realise that if they value their privacy and a lack of interference by the government, they should both obey the laws governing supernatural powers and also spend at least a little time helping out police, FBI, or other law enforcement or intelligence personnel who come seeking their help.

The lives of public magicians are very different. Even people strongly affected by Shadowing are occasionally willing to pay a magician to help them pass a difficult professional exam, obtain a necessary promotion, or attempt to reassure themselves that the person they are interested in really loves them. Sometimes, even a relatively faint hope that magic can solve a problem is worth the price. However, most public magicians are not overwhelmed with clients seeking their service, because proving someone is a magician is far from easy.

Many of the so-called magicians who work in public are charlatans who are skilled at cold-reading and other con-artist techniques. Others are Seers who know a few useful Folk Magic spells or Psychic Talents that allow them to both fake more powerful magic and learn what their customers want. In addition to performing fake magic for a fee, more than a few of these faux-magicians also offer to teach well-paying students magic, which, at best, consists of a mixture of meditation techniques and occasionally tea or incense spiked with mild hallucinogens.

However, in addition to the multitude of fakes, several hundred sorcerers now live in public, including a few who actually have shops that offer to sell various sorts of magical services. Magical healing and divination are the most popular options, but magical wards and protections against real or imagined supernatural threats are also popular. Others clients wish to speak with a ghost or rescue someone whose mind or body has been stolen into the Otherworld, and a few offer high prices for deadly curses.

STUDENTS & TEACHERS

The closest bond among magicians is between apprentice and teacher. In return for this teaching, students are expected to aid their teacher. Some magicians even expect students to either support them financially or act as their servants. In addition, students of Sorcery always help their teacher perform rituals. Teachers generally spend at least six months instructing a student. At the end of this time, the student

should know several spells and also possess at least some understanding of the magical community and the limitations of magic. Most have also been instructed as to the ethics of magic. Although they are no longer directly beholden to their teacher once their period of instruction is over, most magicians feel a great deal of loyalty for their teacher and will not hesitate to aid them if they need help.

Although some magicians never teach students, others teach as many as a dozen or even more. For the students of these magicians, the bonds between fellow students can also be quite strong. Although few magicians take on multiple students at the same time, knowing that someone had the same teacher often causes a magician to consider that person to be an ally and a potential friend. The only time that students do not feel these bonds is if they either felt their teacher abused them or discovered that the teacher used magic for various heinous purposes. This sort of enmity between teachers and students is rare. However, because some magicians live for centuries and can become extremely powerful, such hostilities can endure for equally long and can result in spying, magical sabotage, open disputes that can polarise a local magical community, and even deadly magical battles between bitter enemies. Often, the only thing stopping students from working magic against a hated former teacher is the fact that this magician almost certainly has several sympathetic connections to the student.

MAGICAL CRIMES & CRIMINALS

The one place where magicians are almost certain to cooperate is in attempting to keep conflicts and violence between magicians well away from the eyes of the press, the government, and especially from law enforcement officials. Magicians have been working to remain secret for centuries, and Shadowing has allowed them to remain that way, but today these efforts are more difficult. In addition, since the War, a few magicians now openly work for the local, state, or federal government, often as law enforcement personnel. Many magicians dislike the idea of law enforcement officials investigating or arresting magicians who use magic to commit crimes. Some magicians consider government magicians to be disloyal and untrustworthy, or even traitors to the magical community.

BLACK MAGIC & BLACK MAGICIANS

Almost everyone who uses magic is quick to point out that the concept of black magic as a type of magic is nonsense. There is no sort of magic that is inherently corrupt or evil. However, every magician also recognises that magic has great potential for abuse. Despite this fact, there is no unified policy about how to handle magicians who use magic in various harmful or even heinous ways. Some magicians don't consider harmful magic to be any of their concern, unless this magic is directed at them or someone they care about.

However, most magicians believe that stopping such people is both a moral duty and also common sense, because such people could easily cause governments and law enforcement agencies to become hostile to magicians. Often, the differences between these two attitudes are the result of beliefs imparted by a magician's teacher. A single magician with strong views on this subject can influence local attitudes towards harmful magics if they teach a number of students.

MONITORS

Monitors are experienced magicians who make it their duty to police the magical community, seeking out magicians who use magic to commit murder or other serious violent crimes, including aiding the fae, or performing long-term possession or serious mental coercion. Although there are rarely more than several hundred magicians in even the largest cities, most cities that have more than a dozen magicians have at least one Monitor, and the largest magical communities may have two or three. Monitors rarely take in interest in non-violent activities like using magic to aid in con games or even using short-term mental control to cause ordinary humans to perform acts like allowing the magician to access confidential records. Instead, their interest is in magics that either directly harm or threaten the magical community, or cause incidents that draw hostile public or official attention.

Because there is nothing resembling an official hierarchy of magicians, Monitors have no official standing, but they have a great deal of unofficial status. Most magicians cooperate with Monitors, answering their questions and not obstructing their investigations. Magicians who do not cooperate with Monitors swiftly gain a reputation for being untrustworthy and their fellows are likely to either refuse to interact with them or to investigate that magician's activities on their own.

When a Monitor discovers a magician who has been committing serious crimes using magic, punishments range from fines to periods of imprisonment in special cells warded against magic. Magicians avoid attempting to kill one another, but sufficiently violent and dangerous magicians may be either killed or permanently imprisoned. On rare occasions, a magician is physically banished to the Otherworld after being tattooed with an enchantment that prevents them from ever returning to the mortal world.

Any punishment more serious than a fine must be discussed with any local magicians who are interested in the proceedings, as well as with at least two other Monitors who are not from the same city. In cases where a magician's guilt is unclear, magic is used to determine the truth. For most serious crimes, local magicians who are interested in stopping the criminal aid the Monitors. In general, the more serious the crime, the more local magicians are inclined to help with the investigation.

Impersonating, attacking, or mentally controlling a Monitor are all serious offenses that draw the retribution of Monitors from other nearby cities, who are usually aided by most

the local magicians. Monitors who abuse their power are also dealt with very harshly. Most Monitors resent or distrust the intrusion of human law enforcement personnel into magical crimes. However, two Monitors now work for the FBI and are attempting to find common ground between magical and mundane justice.

SAMPLE LODGES

The following are three examples of the many dozens of sorcerous and mystical lodges available in *After the Vampire Wars*. All of these lodges are relatively small and at least somewhat secretive. While agents of various local and national governments may know of their existence, and might contact some of them for assistance with magical problems, none of these lodges possess any cultural presence, both because magic was secret until recently, and also because the vast majority of people are incapable of using magic. Almost no one in a lodge publicly advertises their membership. Most of the few sorcerers and mystics who advertise their membership in a

lodge are not actually a member of any lodge and are instead commercial magicians attempting to use membership in a fictitious lodge as advertising.

Almost no lodges possess more than a few hundred members, and the majority have fewer than 30. Due to substantial differences in power, the ranks of overseer and leader (*Mythras*, page 197) are reserved for Impressive or Powerful characters. Some of the smallest lodges only have Ordinary members, and most lodges lack Powerful members, because these individuals are quite rare.

Almost no lodges possess members of common rank, because lodges are only open to Seers and others with supernatural abilities. Also, because of their small size, few lodges possess any distinction between overseers and leaders, usually because the lodge is a local organisation and so the overseer or overseers are also the leaders. One important difference between magical lodges and the cults and brotherhoods described in *Mythras*, is that membership in a lodge is usually a hobby or part-time affair. No lodge has any official social position, and while some of the larger lodges collect dues that are used to support overseers and leaders, none offer any financial support for lower ranking members, and most

provide no financial support for any members. As a result, members are expected to provide for their own needs, and almost no one spends more than 20-30 hours a week at duties related to their lodge.

THE TECHNOSPIDERS (SORCEROUS LODGE)

HISTORY

This lodge grew out of the hacker culture of the 1980s and early 90s, when a small group of magically talented hackers banded together to share their knowledge.

NATURE

The Technospiders promote the ideas that everyone deserves equal access to information, that governmental and corporate secrecy are antithetical to freedom, and that magic and technology should work hand in hand.

ORGANISATION & MEMBERSHIP

This lodge is a loose collection of several dozen hackers and people involved in maker culture who are also sorcerers. It is intensely non-hierarchical, with the exception of the obvious difference between Ordinary, Impressive, and Powerful characters, but all members can freely access the lodge's spells and training, which are available at a proven/adept level. Currently, this lodge has no Powerful members. Joining requires someone have at least three members support their membership, and that the individual possess Computer and Electronics at 50% or higher.

RESTRICTIONS

None, beyond not revealing other member's secrets (including their identities), and avoiding violence except in self-defence or when defending others

SKILLS

Computers, Electronics, Invocation (technomagic), Shaping, Willpower

MAGIC

Animate (metal and plastic), Damage Resistance, Enchant, Evoke, Information, Perceive (electricity and the radio spectrum), Prophecy, Protective Ward, Sculpt (metal and plastic), Spell Resistance, Spell Resistance, Telepathy

ALLIES AND ENEMIES

While this lodge's existence is at least somewhat secret, both the US and Russian governments suspect its existence and consider at least some of its members to be criminal hackers with no regard for national security. Most other lodges and members of the supernatural community are well disposed towards the Technospiders, in large part because the Technospiders are eager to share their knowledge and to help lodges and supernatural individuals who are facing legal or financial challenges from governments or corporations. The Technospiders are also willing to help other lodges improve their mundane and magical security protocols.

THE HERMETIC MYSTERIES (SORCEROUS AND MYSTICAL LODGE)

HISTORY

This lodge claims to have been founded somewhere between 13th and 15th century, but existing records only go back to the late 18th century, and many members believe that it was originally a splinter group of magic using Freemasons. It is one of the few lodges that welcomes both sorcerers and mystics. This lodge was exceedingly active during the War, when more than half the members joined the War on behalf of humanity.

NATURE

This lodge is dedicated to keeping classical western occult knowledge alive. Lodge members strive to teach sorcerers and mystics the discipline, proper respect for magic, and an understanding that learning magic gives the practitioner a responsibility to protect humanity from harm.

ORGANISATION

This lodge consists of more than half a dozen chapter houses, each in a large city, including London, New York, and San Francisco. It has slightly more than 200 members, two thirds of whom are sorcerers, and a third of whom are mystics.

MEMBERSHIP

Unlike most lodges, the Hermetic Mysteries only welcomes Seers. Half-fae and lycanthropes are not admitted, although there are rumours of shifter mystics secretly joining.

RESTRICTIONS

All members take an oath to defend humanity from supernatural threats. Since the War, this oath has been expanded to also include defending the peace between humanity and the supernatural world. Also, members must swear to obey the lodge's leadership 'within the limits of their conscience' a phrase that has been subject to a multitude of interpretations.

SKILLS

Combat Style (Renaissance Fencing – broadsword, dagger, longsword, main gauche, rapier, shortsword), Lore (Western occultism), Meditation, Willpower, Invocation (Hermetic) & Shaping or Mysticism (Hermetic)

MAGIC

Apprentice Spells: *Abjure (breath, food, sleep, water), Animate (air, earth, fire, and water), Banish, Phantom (all senses).*

Adept Spells: *Neutralise Magic, Project (all senses), Regenerate, Spell Resistance*

Mage & Archmage Spells: *Evoke, Portal, Sculpt (air, earth, fire, and water), Prophecy, Spirit Resistance*

Student Mysticism Talents: *Featherlight, Mind Blank, Enhance Healing Rate*

Disciple Mysticism Talents: *Augment Combat Style (any), Astral Projection, Enhance Movement Rate, Indomitable*

Master & Sage Mysticism Talents: *Augment Lore, Aura (Intimidation or Serenity), Denial (falling), Immunity (fire, bullets, natural weapons)*

ALLIES AND ENEMIES

Many other members of the supernatural community see the Hermetic Mysteries as intolerant martinets, but none deny their bravery or their determination to protect humanity. Despite the lodge now being dedicated to protecting the peace between humans and vampires, a few elder vampires hate this lodge and all who belong to it, because of the lodge's actions in the War.

THE LUPERCAL PACK (MYSTICAL LODGE)

HISTORY

The Lupercal Pack was founded 41 years ago by a group of female lycanthropes who objected to the misogyny common in lycanthrope (and human) culture. The lodge began, and continues to function, as a martial arts studio that focuses on teaching women confidence and self-defence. Technically, the Lupercal Pack is one of a very few lodges with common members, since the leader still runs the martial arts studio. The students could be considered common members. However, students who lack supernatural abilities usually never learn of the lodge, and most do not know that the leader is a lycanthrope. Students who are lycanthropes are offered membership if they impress two or more members, and female Seers or shifters who learn of the lodge can apply for membership.

NATURE

This lodge exists to celebrate the power of women in general and of female lycanthropes in particular. It has a secondary purpose of working to protect all women from harm.

ORGANISATION

Like many smaller lodges, the Lupercal Pack only has two ranks, dedicated and overseer. With the exception of the organisation's leader, all members are considered equal. New leaders can be chosen by either a two thirds majority vote or by a challenge of single combat.

MEMBERSHIP

This organisation was initially only open to female lycanthropes, but since the War, a few Seers and shifters have been allowed to join. Lycanthropes who wish to join merely need two members to vouch for them and to swear to defend the rights of all women and the honour of the organisation. A majority of members must vote in anyone who is not a lycanthrope.

RESTRICTIONS

Members must swear sisterhood to one another and vow to never ignore or turn away from a woman facing harm, especially if this threat comes from a man. Contrary to some rumours, members have no restrictions on interacting with men, except that they are forbidden from engaging in personal relationships which require them to be subservient to a man.

SKILLS

Athletics, Combat Style (lycanthrope brawling: unarmed, club, dagger, knife), Lycanthropy, Meditation, Willpower, Mysticism (Lupercal), Survival

MAGIC

Student Mysticism Talents: *Augment Athletics, Augment Combat Style, Awareness (danger & threat), Enhance Damage Modifier, Enhance Healing Rate, Immunity (heat and cold), Indomitable, Life Sense, Augment Survival*

Master Mysticism Talents: *Aura (commanding), Augment Influence, Augment Oratory, Enhance Action Points*

ALLIES AND ENEMIES

A handful of lycanthrope packs are openly misogynistic and regard the Lupercal Pack as either a joke or an abomination. The Lupercal lodge has little do to with most other lodges, but is allied to several other lodges that are either only open to women or which focus on aiding and protecting women.

SOCIETIES OF SUPERNATURAL CREATURES

In general, supernatural creatures are considerably more isolated from the social mainstream than humans with psychic or magical powers. Some of these beings pretend to be human and live human lives, but most find that they need to spend at least some time with their own kind. Others spend most of their time with creatures like them and live isolated from humanity.

HALF-FAE

Half-fae are by far the least organised of the various supernatural creatures. While some come from the relatively few families where half-fae breed true, most are born into normal human families. The most important commonality most half-fae possess is their share ability to psychically visit the Otherworld (see page 103). Many half-fae know one another, but often they have only met in the Otherworld. Prior to the 1990s, half-fae mostly only met one another in the Otherworld. Although some lived together in the mortal world, the majority had little contact with their own kind outside of the Otherworld. Instead, most half-fae clustered in small groups, while some remained entirely isolated from other half-fae while awake. These small groups were invaluable to some half-fae, because those few who could not pass as normal humans had others of their kind to help them deal with society.

The growth of the internet helped to connect these small groups and isolated individuals. Using email, newsgroups, and later blogs and social networking, half-fae began making contact with many others of their kind. As a result of this communication, half-fae have begun organizing and have been seeking better rights for those who appear visibly non-human.

The War also changed attitudes towards half-fae. Although many recognise the efforts of some of their kind during the War, some people also clearly remember the terrible raids by the fae. This, combined with the overall increase of fae activity since the War, means that fear of and anger at the fae is greater than before, especially since the reduction in Shadowing has meant that far more people are aware of and afraid of the fae. While most people understand that the half-fae are not fae and have no real connection to them, some people still react to the half-fae with discomfort, fear, and occasionally even anger. These negative reactions have helped to further organise the half-fae. Today, some cities have unofficial half-fae neighbourhoods that mirror the now vanishing enclaves of religious, ethnic, and sexual minorities.

Unlike vampires or lycanthropes, there is nothing like a typical form of half-fae social organisation. Some live in various sorts of communal housing, others merely wish to live near others of their kind. Some half-fae communities are personality cults dominated by one or two charismatic and socially forward half-fae, while others are anarchic and free form, with no clear social hierarchy.

The only half-fae communities that have any sort of consistent and stable organisation are those who have allied themselves with an elder vampire. As with everyone else who works with an elder vampire, the lives of these half-fae are largely controlled by this interaction. Most half-fae living in other arrangements view half-fae who ally themselves with elder vampires as both pathetic and dangerous.

LYCANTHROPES

Lycanthropes lack the large-scale organisation of vampires, but most of them gather in packs. The lives of lycanthropes are often defined by their lunar transformations. Even humans who don't understand or fear the supernatural can find people who periodically become aggressive and inclined to violence disturbing and frightening. Lycanthropes who cannot control their shifts into their feral form are doubly frightening, and most courts across the world readily accept verdicts of self-defence in cases where an ordinary human has killed a lycanthrope who has shifted into their feral form and is menacing the human.

To keep themselves and others safe and to learn to control their transformations, lycanthropes gather in packs, ruled by a leader or 'alpha', who has high Lycanthropy and Influence Skills and is practiced at forcing their pack members to transform. Alphas normally help keep the less skilled or more hot-tempered pack members in line. However, an aggressive and ambitious alpha can also transform their pack into a deadly band of inhuman warriors. Packs of lycanthropes fought on both sides of the War. Some humans who fought in the War remember them as impressive and deadly allies. To others, they are still the subject of far too many nightmares.

Both before and after the War, packs often live together. Some all live in the same large house, others rent apartments in the same building, transforming the building into one that most ordinary humans rapidly move out of. However, some packs are more loosely bonded and merely live in the same neighbourhood and regularly gather for the nights of the full moon, parties, and special occasions.

A few lycanthropes have no interest in packs, and either live in isolated rural areas or attempt to make a relatively normal life for themselves among ordinary humans. While possible, attempting this requires that the lycanthrope rigorously practise transforming into and out of their feral form. These lycanthropes also often use time locks or understanding

friends to lock themselves in reinforced basements during the nights of the full moon.

Although there are notable exceptions, including a few outspoken pacifists, most lycanthropes are naturally aggressive and hot-tempered. These tendencies can cause them to get in trouble with the law. Police who have some understanding of the supernatural are always exceptionally nervous when confronted with someone they know or suspect of being a lycanthrope.

SHIFTERS

Shifters are the rarest of the supernatural creatures and, apart from elder vampires, the most secretive. There are fewer than 6,000 shifters in the United State, and almost all of them disguise themselves either as ordinary humans or as Seer psychics. Being a shifter is hereditary. Most shifters in the world belong to one of around 400 extended families. However, because of recent or distant ancestry, some shifters are born into ordinary human families, with no knowledge of their abilities or heritage. These people mostly assume they are some odd sort of powerful psychic or simply a supernatural freak of nature, and many used to live out their long lives without discovering others of their kind. Today, the shifter families in the United States believe that there are more than 500 shifters who are unaware of their heritage. Some people in the shifter families have set up discrete websites and message boards that are designed to catch the eye of shifters unaware of their heritage, while appearing to outsiders to be nothing more than another site about Psychic Powers.

Because they are rare and long-lived, most of the shifter families know of one another, and maintain a loose network of contacts, so that a shifter who moves to a new city can often find a few other shifters in the local area. However, each shifter family is different. Some are exceptionally hierarchical with strictly patriarchal or matriarchal families. In these families, either the elders have near absolute authority over the younger members or a single elder rules the entire extended family. However, other families are far looser and less formal, operating by either ad hoc democracy or consensus.

The network of contacts between different families is important, because many shifters prefer to marry other shifters, but moving from one family to another due to marriage can be a profound shock to some shifters, especially for shifters who move from a relatively permissive family into a rigidly hierarchical one. This discomfort can result in divorces, both parties leaving a family, and even feuds between families. Although most shifter families attempt to work out disputes with other families before they become too serious, there have been a number of serious and occasionally even lethal feuds between shifter families.

VAMPIRE SOCIETY

Vampires are the most powerful and also by far the most hierarchical of the supernatural creatures. Elder vampires rule over lesser vampires, and older elder vampires control the younger ones. In addition to the differences in power between older and younger vampires being substantial, elder vampires can also easily control any lesser vampire they create. By the standards of the outside world, vampiric society is exceedingly repressive, but it also is the only option for most vampires.

SECRET VAMPIRES

Before the War, and among those vampires that still hide their nature, elder vampires help their lesser vampire servants and retainers obtain blood without being discovered. Most of these secret vampires feed upon unwilling and often unknowing victims or steal their blood from blood banks. Many of these vampires live in 'nests', where a group of lesser vampires attend to the needs of a single, often relatively young elder vampire. Others live in groups of lesser vampires who owe a more general allegiance to an elder vampire. This elder vampire helps deal with any threats to the secrecy and safety of the vampires allied to them.

In return, most elder vampires demand absolute obedience. Lesser vampires deliver between one sixth and half of all money and other valuables they obtain to their elder vampire, and often allow the elder vampire to blood bind them. Also, any lesser vampire who endangers the secrecy of this group through carelessness or defies the elder vampire's authority is severely punished. Vampiric punishment most often takes four forms – loss of possessions, torture, forced hibernation, or death. Traditionally, forced hibernation involves the vampire being chained in a coffin too sturdy for them to break out of for some period of time between several months and several decades. This punishment is exceptionally unpleasant, as the vampire must force itself into hibernation to overcome its ceaseless ravening hunger.

VAMPIRES BEFORE THE WAR

Prior to the War, each large city contained no more than a handful of elder vampires. These vampires ruled the lesser vampires in this city and in the neighbouring regions. Known as the local Regents, most of these elder vampires had between five and 10 lesser vampire servants and retainers whom they had created or blood bound. The remainder of the local lesser vampires lived in nests that owed allegiance to either one of the elder vampires, or all of the elder vampires, but were not enthralled by any of them. However, any lesser vampire in the area who openly advocated freedom for lesser vampires or seemed to be in some way valuable was blood bound to a local elder vampire to ensure their obedience.

Regardless of whether they were blood bound or not, all lesser vampires had to swear an oath of allegiance to the local elder vampires. This oath included a promise to not betray or work against these elder vampires and to obey direct orders by them. Elder vampires who witnessed this oath used their mental powers to tell if the lesser vampire was lying when taking this oath.

Lesser vampires who moved into a region controlled by another elder vampire or group of elder vampires had one week to either conclude their business and leave or swear allegiance to the local elder vampires. Those who did not were approached by servants of the elder vampires and asked to accompany them to the elder vampire to take this oath. Any who refused were either blood bound or immediately escorted out of this region. Careful lesser vampires could evade the notice of the ruling elder vampires, but elder vampires offered substantial bounties to any of their subjects who brought them news of a new lesser vampire in their region.

Most vampires who still live in these secret nests care only about other vampires and about maintaining their secrecy. The vast majority only avoid killing the humans they feed upon solely because blood-drained corpses attracts both attention and vampire hunters. Life in these nests is often exceptionally brutal, and before the War, the only reason that lesser vampires didn't attempt to escape was that there was no place to go. Some elder vampires who encountered lesser vampires who were not bound to another elder vampire would forcibly mind control them into service. Between the threat of vampire hunters and the lack of legal rights or recognition, lesser vampires who successfully avoided the clutches of elder vampires needed to rely solely upon their relatively limited mental powers to keep themselves fed and safely hidden.

VAMPIRES TODAY

Currently, almost half of all vampires in the United States continue to maintain this secret and furtive existence. Many vampires who do so consider human to be cattle and do not wish to deal with legal restrictions to hunting and killing whomever they wish. Others may have different opinions, but are lesser vampires who are enthralled by an elder vampire who holds such views. Some of the elder vampires who hold these views fought against humanity in the War and would be killed by humans or their own kind if they were discovered.

However, the majority of lesser and elder vampires who still keep their existence secret no longer live as they once did. They simply distrust the new policy of openness and believe that the end result with be a wave of anti-vampire violence that will wipe out most of those who are known to the public. Many of these secret vampires feed from blood banks or willing victims and almost all avoid committing murder, but they are willing to kill or use mind control others to preserve their secrecy.

PUBLIC VAMPIRES

Since the War, an increasing number of vampires in the United States have begun living openly. Recently, a few vampires in Canada, and several western European nations, including Britain, France, and Sweden have begun doing the same. To most people in these nations, vampires are nothing more than weird people who occasionally need to drink blood due to a strange medical condition, can perform a few minor mental 'tricks', and have some sort of allergy to sunlight.

Although many people find them disturbing, an almost equal number consider vampires to be exotic. Instead of dangerous supernatural predators, Shadowing causes most people to regard vampires as an eccentric minority group. In keeping with this idea, the public face of vampiric existence is one of vampires who have become part of the wider community of supernatural individuals who live openly as law-abiding citizens. However, the realities of vampiric life are often quite different.

Most lesser vampires who live openly still owe allegiance to an elder vampire. The system of elder vampires Regents ruling a city and the surrounding area continues. Most of these elder vampires still live in secrecy, and their subjects swear solemn oaths to never reveal their existence. Although other elder vampires now live in public, they keep both their status

as elder vampires and their office of Regent secret from all but their subjects and their most trusted allies.

Public vampires are considerably more restrained in using violence and mind control on humans, but they still regularly use both on other vampires. Unless a lesser vampire has close friends and allies who are not vampires, few people ask questions if a vampire vanishes because it has been killed or forced into hibernation for crimes against its Regent. In most places, even the police rarely ask such questions, since many police officers regard them as disreputable. At most, a police officer who has contacts within the vampire community might ask if a missing vampire has left town, disappeared, or been subject to some sort of censure by other vampires. Almost all police officers who are told that a missing vampire is being punished for some vampiric offense know better than to ask further questions. Those who persist typically meet with an elder vampire, and after some discreet mind control, walk away convinced that all is well.

One of the realities of post-War life for public vampires is that most Regents attempt to make certain that the vampires they rule at least seem to obey human laws. Almost all Regents prefer handling law enforcement themselves rather than relying upon the human justice system, and in the United States, vampires living in public are watched by supernatural crime divisions in both the local police and the FBI. As a result, these elder vampires have strict rules against any sort of illegal mind control that is likely to be detected, as well as rules against murder, involuntary blood drinking, and other forms of assault. If these efforts fail and the authorities begin investigating a crime caused by a vampire, most Regents attempt to apprehend the law-breaker themselves and turn them over to the authorities, rather than dealing with the problems caused by law enforcement officials scrutinizing the local vampire community. Vampires are especially vigilant at preventing crimes that attract publicity and human attention, because keeping such crimes to a minimum means that the local vampire community is largely free to engage in various less obvious crimes, like subtle mind control, without anyone outside the community noticing.

PUBLIC VAMPIRES & BLOOD

All vampires must feed off blood. Few are willing to tolerate a diet consisting solely of animal blood, and no vampire can tolerate a diet of stored animal blood for long. Since it is illegal to restrain or mind control someone and drink their blood, vampires have found other options. Some purchase blood from blood banks, but most prefer fresher and more appetizing options. The two most common choices are willing donors and paid donors.

A number of vampires have opened nightclubs, art galleries, and various types of music and performance venues where willing and paid donors offer their blood freely. Bankrolled with the wealth gained by various elder vampires, many of these businesses would be popular and successful

even without the exotic allure of being owned by vampires. Such places are rare within cities that were controlled by vampires during the War, but most other large cities in the United States have several. A few such venues have recently opened in Canada, and a branch of the American Fangtasy nightclub will soon open in London. Admission to most of these establishments is expensive, but humans can always get in free if they are willing to pay in blood by allowing a vampire to feed off of them. Paying patrons can also gain better seats, access to private rooms, high stakes gambling, and other amenities if they are also willing to pay in blood. There are a number of concert spaces where the best seats are only available to such 'donors'. Most public elder vampires feed in this fashion and also allow their retainers to feed from these donors. Lesser vampires in the region who have trouble finding blood in other ways can gain the right to feed from these people, in return for both helping to run the establishment and owing favours to the Regent.

In addition to vampire run clubs and concert venues, there are also exclusive brothels, with both male and female employees who allow vampires to feed from them in return for money. On a more informal level, there are also a number of attractive men and women who offer companionship and regular blood donation in return for gifts and invitations to fancy parties and other events. Popularly known as 'blood geishas', or 'fang food', they lead lives of relative luxury. However, anyone who voluntarily feeds vampires risks censure by people who are disturbed by vampires. Poor and working class vampires must typically rely upon feeding from animals, purchasing stored blood, and occasionally either feeding from human friends and lovers or saving up their money to go to a brothel that caters to vampires.

SUPERNATURAL FEEDING

Lycanthropes and half-fae heal considerably faster than ordinary humans, and psychics, magicians, and shifters can use their powers to rapidly recover from blood loss. As a result, supernatural individuals are ideal subjects for vampires to feed upon. Most psychics, magicians, and shifters are powerful and potentially dangerous individuals who might be willing to feed a vampire who was a lover or a close friend, but have no reason to feed any other vampire. However, life as either a half-fae or a lycanthrope can be challenging, and the patronage of an elder vampire or even a wealthy lesser vampire can reduce or remove a great many problems.

This is especially true for half-fae who appear to be visibly non-human and for lycanthropes who have difficulty controlling their lunar transformations. Such individuals have sought out vampiric patronage for centuries and continue to do so today. Typically, a city's vampire Regent provides accommodations and an allowance for supernatural clients, as well as protection from other supernatural threats. In return, these supernatural creatures agree to provide blood

for the Regent and other vampires, as well as performing other favours. For individuals who appear fully human or can disguise their differences, these favours usually involve going out during the daylight to help the Regent better interact with human business and governments. The cruellest and most domineering elder vampires often turn one or more of these supernatural individuals in to their puppets, and many elder vampires hold weekly audiences with all such people, where the vampire uses their mental powers to determine if anyone who works for them has deceived or betrayed them.

In the past, the penalty for such betrayal was always either death or transformation into a blood-bound puppet. Among vampires who live a somewhat public life, the most common penalties have become immediate dismissal, followed by legal action against the supernatural creature. Less obvious penalties include subtle mind control that insures that the individual discretely commits suicide within a month or two, or perhaps acts as a secret, unknowing, and entirely disposable agent for the vampire's interests. Regardless of the methods used, everyone who enters the employee of an elder vampire soon learns that disloyalty is exceptionally dangerous.

VAMPIRES AND WEALTH

While few vampires openly discuss the subject, most elder vampires are exceedingly wealthy. Their potent mental powers and the fact that all of them have been alive for more than a century means that almost every elder vampire has assets that range from a few million to several hundreds of million dollars. Most vampires die during their first century of existence, either by accident or violence, and even elder vampires are not immortal, especially if they plot against other elder vampires. As a result, fewer than a quarter of the worldwide vampire population are elder vampires, and in the United States, fewer than a sixth of vampires are elder vampires. However, those that survive are usually exceedingly wealthy.

Every vampire who has survived to become an elder vampire has learned how to avoid attention. There are no lavish vampire mansions or large corporations openly owned by vampires. Instead, elder vampires specialise in owning large amounts of discreet assets, such as offshore or Swiss bank accounts, gold and jewels, or moderate amounts of stock in dozens of valuable corporations. Most of the time, these vampires are content to use their wealth to allow them to live well, and to help support the lesser vampires who work for or are allied to them. However, most elder vampires are more than happy to pay bribes or use their investments to encourage or discourage political or economic changes that might benefit or harm them. Before the War, many conflicts between elder vampires were purely economic in nature, as each vampire attempted to ruin the other. Even today, humans almost never learn that a few seemingly random economic fluctuations or somewhat unusual corporate decisions were actually the result of elder vampires using a combination of money and mind control to influence corporations or governments.

Today, a handful of elder vampires are attempting to become public figures and have moved into mansions and are otherwise displaying a portion of their wealth, while also making certain to pay their taxes in full. However, even the most daring and hopeful elder vampires have made less than a quarter of their wealth public. The caution inherent in every elder vampire means that even the most public keep the majority of their assets carefully hidden so that they can vanish and continue to hold economic power if their attempt to live publicly proves too risky or limiting. Part of surviving to become and elder vampire is learning to think about the long-term risks and consequences of their current actions. Various governments have long speculated on how much of the world's wealth is held by vampires, and newspapers occasionally ask the same questions and attempt to investigate this matter. However, various elder vampires use the careful application of mind control to make certain that such stories never become particularly common and that no reporter ever uncovers too much of the truth.

Even with their relatively modest public wealth, the few elder vampires who live openly and display a portion of their wealth have become symbols in the media and in popular debate. Among some of the US public, these vampires are symbols of terror and of the fearful power that vampires hold, while most people consider them to be glamorous and exotic. There are even rumours of an upcoming reality TV show were contestants compete to become a personal assistant and occasional blood donor for one of these public elder vampires.

THE SUPERNATURAL COMMUNITY

Magicians are primarily interested in spending time with other magicians, lycanthropes mostly spend time with their pack, and vampires have their own complex hierarchies. However, most supernatural creatures and people with supernatural powers find allies and contacts among other types of supernatural creatures to be useful. As a result, in most cities, there is a larger supernatural community composed of those Seers, psychics, magicians, half-fae, lycanthropes, shifters, vampires, and other supernatural individuals who are interested in interacting with other supernatural beings of all sorts.

One of the primary reasons to be part of a larger supernatural community is the fact that supernatural individuals are relatively rare. Even a city of two to three million people usually only has several thousand Seers, and only between 500 to 1,000 other supernatural individuals, including all vampires, sorcerers, psychics, mystics, lycanthropes, shifters, half-fae, as

well as a handful of less common creatures, like goblins (page 130), or minotaurs (page 132). Since each subgroup is relatively small, anyone who wants to socialise with more than the same small and relatively static group of people often wishes to seek out others who understand the supernatural.

Much of this desire for community comes from the effects of Shadowing. Both supernatural creatures and people with supernatural powers often find discussing their lives with most normal humans to be difficult. Most humans who actively engage with supernatural creatures are researchers, law enforcement officials in special supernatural crime divisions, criminals, and vigilantes who hunt supernatural creatures. Many in the supernatural community are not interested in socializing with any of these people. When they attempt to interact with other humans, supernatural individuals must either conceal their supernatural powers or nature or face some mixture of disbelief, discomfort, or disinterest. In small cities, the desire to come together is even stronger, because there may be only 100 supernatural creatures and people with supernatural powers in the entire city.

Some supernatural individuals become part of the larger supernatural community because there is safety in numbers and also the possibility of mutual aid. Supernatural creatures all sorts can face prejudice and sometimes threats of violence. Also, anyone who is obviously supernatural, like vampires or some half-fae, occasionally faces discrimination. People who wish to avoid or dismiss the supernatural because of Shadowing often either refuse to hire or rent to such individuals or have great difficulty remembering that vampires can't go out in the sunlight or that an inhuman-looking half-fae can't easily disguise the fact that they have blue skin and horns.

Others join the supernatural community either for protection from supernatural enemies or more generally so that they can live relatively safe and orderly lives. Becoming part of any relatively large supernatural community usually involves at least some degree of commitment to making certain that supernatural individuals in the community do not commit crimes that are either sufficiently serious or numerous to draw the attention of the authorities. Also, the vast majority of supernatural individuals wish to make certain that nothing like the War ever happens again and understand that one way to accomplish this is for the supernatural community as a whole to police itself.

In several cities, a series of supernatural murders or incidents of long-term mind control caused various branches of law enforcement to look closely at the supernatural community. In most of these cities, the supernatural community responded by attempting to locate the criminals first. In the aftermath of these incidents, many supernatural individuals attempted to prevent such crimes from happening in the future.

Of course, supernatural individuals can also face external threats. Although the fae mostly prey upon ordinary humans who are rarely able to resist their powers, some fae seek collaborators in the mortal world and naturally look to

ally themselves with supernatural creatures and people with supernatural powers. These fae sometimes hold a serious grudge if their offer of alliance is refused. Supernatural individuals sometimes band together to help one of their own escape fae vengeance. Others seek to stop the fae simply because they dislike the idea of Otherworld monsters kidnapping people's minds or bodies. Some of these supernatural individuals work together to hunt down and either destroy or drive off the fae.

Also, a few other creatures from the Otherworld specifically seek out supernatural individuals. Spirits have difficulty manifesting physically and thus can most easily deal with someone with Mystic Vision. Likewise, many goblins (see page 103) or other corporeal creatures who leave the Otherworld need help adjusting to the mortal world and seek out individuals who might both understand them and who also might possess powers that could aid them.

When someone is confronted with a ghost that is more than happy to haunt someone until it gets the aid it requires, or a powerful spirit seeking to gain a supernatural ally by means of both promises and threats, obtaining the aid of other supernatural individuals can be a very good idea indeed. In many cities, most of the supernatural residents socialise with one another at least occasionally, and there is a network of owed favours, alliance, and friendships that help bind the various different types of supernatural people and creatures into a loose community.

THE HUNTERS

Supernatural creatures and powers have always existed alongside humanity, but so have a small number of ordinary humans and Seers who have dedicated their lives to hunting down and killing supernatural creatures, and occasionally anyone who uses supernatural powers. Some only hunt creatures who kill innocent people and magicians who abuse their powers, but others assume that all supernatural creatures and people with supernatural powers are dangerous monsters who must be slain. A few of these hunters are Believers, who are inherently immune to Shadowing, others are Seers, but most are humans who have largely become immune to Shadowing because of a sufficient amount of supernatural horror touched their lives.

PRE-WAR MONSTER HUNTING

There have always been monster hunters. In recent centuries, some worked for covert government agencies, but most were private individuals. Although a few choose this line of work because it was a family calling, the vast majority did so because someone they were close to had been killed by monsters. Even before the War, a few law enforcement personnel all across the planet knew that some violent crimes were different from others. Some monsters were careless, and as forensic technology

improved, even the most careful monsters could no longer hide evidence that their violence had been committed by something with abilities beyond the human range. Shadowing kept most people from seeing the truth, but a few people were naturally immune and others had seen enough to know the truth. By the mid-1970s, the existence of the supernatural was an open secret to some members of the law enforcement, emergency services, the intelligence communities, and also various higher level of government. Forensics had gotten too good for the evidence to be overlooked by anyone who was not strongly affected by Shadowing. Even most people in these professions who were strongly affected by Shadowing knew enough to call in special experts to handle especially puzzling crimes or 'medical anomalies'.

This knowledge worked to the advantage of independent monster hunters. Autopsies of bodies of many supernatural creatures murdered by a monster hunter often resulted in notes about medical anomalies, or the various other pieces of jargon that helped to disguise the fact that the medical examiner was talking about the body of a vampire or a half-fae creature. These same notes often meant that the monster hunter was not charged with murder, even if all evidence pointed to them having killed the individual with the anomalous autopsy. Unfortunately, a few self-proclaimed monster hunters were either insane serial killers who merely thought their victims were monsters or cold-blooded murderers who attempted to cover up their crime by planting evidence that their victim was in some way not human. Police who had some knowledge of the supernatural were especially determined to hunt down these murderous imposters.

POST-WAR MONSTER HUNTERS

Many independent monster hunters volunteered to fight during the War, and when they joined up they disclosed their activities. Those that passed rigorous tests of their abilities became commandos or other Special Forces troops. These individuals often faced the hardest fighting during the War. Some of the survivors retired after the War, choosing to renounce their prior calling and make a peaceful and quiet life for themselves. Others found themselves as loose ends after the War. With vampires and other supernatural beings gaining limited civil rights, they were no longer able to simply hunt down and kill any supernatural being they encountered.

Some, especially those that were Seers, now focus their attention on the fae, who are still regarded as a deadly threat. The rise in activity by the fae has given some monsters hunters a disturbing abundance of work, and no laws anywhere in the world protect any inhabitants of the Otherworld. However, ordinary humans usually have great difficulty interacting with the fae, and can rarely hunt them effectively.

Others, especially those who experienced an incident that left them with a strong desire to kill a certain type of supernatural being, or perhaps all supernatural beings, have become free-lance bounty hunters. A few monster hunters have continued their killing of supernatural beings, regardless of the recent legal protections. Some end up dead at the hands of the various supernatural beings they are attempting to kill, and now these creatures suffer no legal sanctions if the killing was clearly self-defence. Others are apprehended by the same police departments, and in some cases the same police officers they used to work with before and during the War. Although some police privately support the idea of killing vampires, the majority uphold the law and arrest vampire hunters, because failing to do so risks another War.

CREATURES

The world of *After the Vampire Wars* and the adjoining magical realm of the Otherworld are home to a host of magical beasts, hungry monsters, and strange supernatural entities. Unlike psychics, lycanthropes, half-fae, magicians, or even vampires, all of these creatures are fundamentally inhuman and none are suitable as characters, except possibly, and with the Games Master's permission, minotaurs (page 132).

DRAGONS

There are two types of dragons: highly intelligent Otherworld dragons, and bestial creatures that dwell in isolated regions of the mortal world.

OTHERWORLD DRAGONS

Otherworld dragons have the same characteristics the dragons in *Mythras* (pp. 238-239). In addition, dragons possess the same ability as fae to physically enter the mortal world. Most only visit the mortal world on rare occasions and for brief periods of time, but some make the mortal world their home. The vast majority of dragons who dwell in the mortal world rapidly learn how to avoid human attention, and are rarely hunted. Like all Otherworld creatures, they are subject to Shadowing. At long distances, ordinary humans either do not see them or are certain that they are bestial dragons.

Otherworld dragons are immortal, and some of those who live in the mortal world have done so for hundreds or thousands of years. As a result, some of these creatures have accumulated truly vast hordes of both treasure and knowledge. Unlike bestial dragons, most Otherworld dragons have little interest in mundane riches, but many are fascinated by magic and collect various powerful enchanted items and strange magical artefacts. Otherworld dragons are also fascinated by learning and especially by occult knowledge and history.

Some students of the occult and people seeking information about various supernatural creatures and mysteries seek out Otherworld dragons. Some of these dragons have used their ability to project a psychic human form to set themselves up as occult information brokers. These dragons sell information and magic for new information, occult treasures, or various services and favours. However, Otherworld dragons guard their safety and privacy very carefully and have no compunction against killing anyone who threatens either one. In addition, most refuse to take sides in any serious conflict, and especially not in any supernatural conflict. Only one dragon took part in the War. However, if any conflict directly threatens them, they swiftly ally themselves with their enemy's enemies. Otherworld dragons are also exceedingly territorial and primarily interact with their own kind at great distances using Sorcery, telepathy, or similar indirect means. Some dragons have allies among of their kind, while others possess only rivals, but all consider other dragons to be

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CORPOREAL & INCORPOREAL CREATURES

In the Otherworld, all creatures are corporeal and possess physical bodies that can affect the world and suffer damage from weapons. However, the same is not true in the mortal world. Despite having solid bodies in the Otherworld, when spirits enter the mortal world they always arrive as incorporeal beings that can only affect the world using their powers or by possessing a person or object. However, some Otherworld natives, like Otherworld dragons, goblins, or most fae, automatically create a solid body of magical force when they enter the mortal world. With the exception of fae who sometimes interact with the mortal world by possessing humans, the only creatures in this chapter that lack physical bodies when they travel to the mortal world are spirits (including various types of ghosts), all of which are described in Mythras, pp. 145-153).

If a corporeal Otherworld creature dies in the Otherworld, its body remains solid and hunters can collect trophies that they can bring back to the mortal world. However, if an Otherworld creature dies in the mortal world, its body vanishes within a minute of its death, since its body is composed of magical force.

more important and worthwhile than any other beings. No one other than the dragons know the exact number and location of Otherworld dragons living in the mortal world, but there are between one and three dozen living in the United States.

POWERS

In addition to their knowledge of Folk Magic, most Otherworld dragons know Sorcery and they can learn all Psychic Talents and Fae Powers. They always know both the Telepathy Psychic Talent and the Otherworld Travel Fae Power, as well as a version of the shifter power Bestial Projection. All of these powers use the skill Draconic Powers at 88%. Also, all Otherworld dragons regain 4 Magic Points per hour in the mortal world, and heal more rapidly. Use the healing times listed below. Otherworld Dragon can even regenerate lost or crippled limbs. In the Otherworld, they regain Magic Points 3 times faster and heal two steps faster

- ◉ Minor Wounds: Hours
- ◉ Serious Wounds: Days
- ◉ Major Wounds: Weeks

BESTIAL PROJECTION

The dragon version of the Bestial Projection power works just like it does for shifters, except that creating a solid projection only costs dragons 1 Magic Point per hour instead of 1 Magic Point per minute, and dragons can choose the form of a specific human as their astral shape. A few unusual Otherworld dragons spend much of their time in this psychically created human form, interacting with humans.

BESTIAL DRAGONS

Bestial dragons are large magical animals that have become exceedingly rare in most of the developed world. These creatures possess enormous appetites. They use the write-up for dragons in *Mythras* (pp. 238-239), except they are animals with an INS of 2d6+9, a creature INT of 7, and possess no Folk Magic spells or other supernatural powers. They possess all of the other abilities listed for dragons. In a few states in the western US, dragons are considered endangered, but are still killed if they pose a threat to humans or livestock. Because they lack supernatural powers, bestial dragons are not subject to Shadowing. However, unless sick or injured, bestial dragons avoid humans and human settlements and most prefer to feast on wild prey. Most bestial dragons are attracted to hard shiny objects and collect hunks of glass and metal, as well as occasionally jewels and precious metals to keep in their nests.
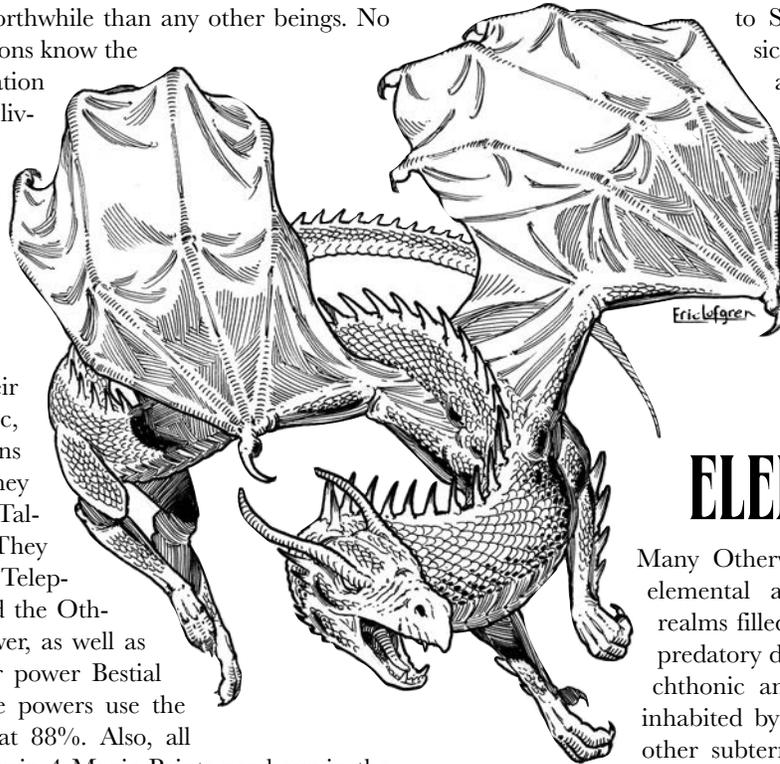
ELEMENTALS

Many Otherworld domains have strong elemental aspects. There are watery realms filled with aquatic fae and huge predatory denizens of the deep, strange chthonic and nearly lightless domains inhabited by twisted burrowing fae and other subterranean creatures, and even fiery lands inhabited by fae with wings of blazing flame, where rivers of molten brass flow past fortresses made of burning stone. However, most the inhabitants of these realms are goblins and fae. Elementals exist in the Otherworld, but are rarer than either goblins or fae and are not related to either one.

When a sorcerer summons an elemental, they do not summon a goblin or fae with elemental aspects, they summon an incarnate representation of their chosen element. Use the rules for elementals (*Mythras*, pp. 241-242). The summoner can command an elemental to appear as humanoid beings or to take other forms. Water elementals often appear as horses or large fish made of water; fire elementals often appear as salamander-like lizards; air elementals frequently appear as wispy birds or flying dragons; and earth elementals often appear as large armoured worm-like creatures.

The first time an elemental is summoned, the sorcerer who performs the summoning names it or otherwise provides it with some designation that functions as its magical name. From this moment onwards, if this sorcerer or some other magician who studies with or obtains information from that sorcerer summons this elemental, they summon the same being. However, this elemental only exists for the time that it is summoned. When it is not summoned, it usually merges back with the Otherworld's tides of magic. Over time, some elementals develop a personality, which usually depends upon what they have been summoned to do and how their summoner treats them. A fire elemental that was summoned by a brutal sorcerer who only used it to murder her enemies is going to be a very different creature from an air elemental

who was summoned by a carefree sorcerer who used it to help him win sailboat races and to keep cool in hot weather.

Most elementals have a Creature INT of 7, but a few have either been summoned frequently enough or for sufficiently long periods of time to transform their INS to INT and become fully sapient creatures who can communicate mentally to anyone in POW metres. These intelligent elementals sometimes spontaneously manifest in the Otherworld. Most often, this happens to elementals who have been summoned regularly for many years.

Sorcerers who visit the Otherworld can summon elementals whose names they know. The sorcerer can either perform the Evoke spell and attempt to summon the particular elemental, or they can call out the elemental's name and ask it to appear, while making a Hard Influence roll. If this roll succeeds, the elemental physically comes out of the manifestation of the element and appears before the sorcerer. While far faster than performing a summoning ritual, when summoned in this fashion, the elemental is not under the sorcerer's control, and its reactions are dictated solely by its personality and its previous treatment by the sorcerer. As a result, sorcerers who are uncertain of an elemental's reaction take a great risk when using this method.

THE FAE

Fae are natives of the Otherworld. Their origin is unknown to anyone except perhaps the fae, but legends and ancient art depicting them indicate that they have existed as long as humanity. All fae can appear human when they wish to, but their natural forms are all obviously inhuman.

Unlike vampires, and most other supernatural creatures native to the mortal world, fae have no direct connection to humanity. Instead, they are inhuman beings that feed upon humanity. Much of their feeding is essentially harmless. They eat strong emotions and drain a few Magic Points from dreaming humans. However, while most fae subsist on emotions gleaned from human dreams, a few find the raw and immediate emotions generated by people who are awake to be far more enjoyable. Others have some strong need to affect the mortal world or at least to interact with in a particular manner.

There are legends and stories about two clans or kingdoms of fae, the 'seelie' or good fae, and the 'unseelie' or malevolent fae, but the reality is far more complex. Some fae feed upon agony, others upon joy or wonder, and a fair number sample a wide variety of emotions. Some are eager murderers and torturers, others seem to mostly avoid harming humans, but the majority are far less predictable. Most fae can enter and leave the Otherworld at will. Spells and various traditional wardings, like a horseshoe hung over a threshold, or the Warding spell, can keep them out of an area. Also, a fae that is sufficiently injured or exhausted cannot summon the

energy to travel between the physical world and the Otherworld, but otherwise these beings are free to come and go as they please.

THE FAE DURING THE WAR

Even today, no one is completely certain why it happened, but within several months of the War starting, attacks on waking humans by predatory fae increased at least five-fold in areas affected by the War. These attacks spread and grew even more common as the War continued. By 2010, attacks by fae had significantly increased even in nations unaffected by the War.

Groups of powerful fae began openly hunting humans and supernatural beings, through War-torn streets and burning cities. Soon after, they also began sneaking into seemingly safe cities to kill, possess, or abduct people in the night. Some victims vanished, never to be seen again. Others became possessed monsters who stealthily fed off the people around them.

One reason for these increased attacks was the fact that the magical and physical violence of the War somehow disrupted old and powerful magical protections against the fae. Most older cities were designed in ways that incorporated sacred geometry to make intrusions by the fae more difficult, and some of these techniques had become a standard part of city planning. As a result, these protections continued to be incorporated into more modern cities. However, something about the War weakened these protections, even in cities untouched by any violence.

Some occultists believe that these protections were damaged by the powerful human magics and vampiric powers wielded during the War. Others believe that mass transformations of humans into vampires and the control of hundreds of thousands of people by elder vampires in some way made various cities less human and thus removed these protections. However, later analysis of these magical protections revealed them to have always been relatively weak, and so their decline cannot be the entire explanation.

Regardless of the cause, something about the War agitated the more predatory fae, making them hungrier and more aggressive. Many occultists believe that that revealing the supernatural to the general public, combined with mass panic about vampires and the supernatural in general reduced the effects of Shadowing all across the planet and in doing so made humanity as a whole more vulnerable to attacks by the fae. There are also rumours of foul deals made by desperate individuals on one or both sides of the War to have the fae attack their enemies; deals that did not take into account the fact that once they were in the physical world, most fae cared little for exactly whom they hunted and fed upon.

Regardless of the actual reasons, as the War went on, attacks by the fae become increasingly common. During the last year of the War, attacks by the fae were estimated to be almost 20 times more common than before the War.

Although the Tucson Incident was the immediate reason for humans and vampires working together to end the War, pressure to end the conflict had already been building on both sides, because the fae were killing and kidnapping humans, and capturing and torturing vampires to death in increasing numbers. Many occult experts began to fear that if the situation continued, the border between the mortal world and the Otherworld might collapse entirely and that the entire host of the fae could run rampant over the planet.

THE FAE IN THE POST-WAR WORLD

Within a week after the War ended in the United States, attacks by the fae began to decrease significantly, and after the end of the conflict in Russia, fae activity decreased even further. Today few worry about the barrier with the Otherworld collapsing, but it is also clear that the fae remain considerably more active than they were before. According to the best statistics available, the fae activity in the mortal world is almost four times greater than it was before the War, and this activity shows no sign of decreasing. Some people worry that the magics protecting cities were in some way permanently damaged by the War, others believe that the decrease in Shadowing is to blame. Whatever the reason, the number of changelings, physical fae abductions, and murders by the fae are now all considerably higher than before the War. However, knowledge of the fae and their tactics is also considerably more widespread. As a result, a growing number of people now recognise when they are being stalked by the fae, or that a changeling has replaced a loved one, and seek help.

FAE IN THE MORTAL WORLD

While some fae only visit the mortal world by possessing humans or animals, most form solid bodies of magical force and physically enter the mortal world. Fae rarely spend more than a few hours or a few days in the mortal world. However, some either develop an attachment to the mortal world or have sufficiently powerful enemies that returning to the Otherworld is too dangerous. These creatures then find a way to make a life for themselves in the mortal world. Unlike goblins in the same situation, fae have no desire to serve anyone. Instead, they seek to create a power base and acquire both allies and followers.

As immortal beings of great power who can manipulate the minds and perceptions of those around them, fae and elder vampires have a number of similarities and are either natural rivals or on rare occasions, natural allies. Because vampires require human blood and fae require human emotions, these two types of creatures can, on rare occasions, put aside their hostility and forge an alliance.

FAE CHARACTERISTICS

Fae are among the most powerful and dangerous inhabitants of the Otherworld. Most appear to be vaguely humanoid, often with horns, antlers, cat eyes, wolf-ears, or various other animal characteristics. Many also have unusually coloured skin and exaggerated body proportions. However, all fae can use their talent with illusions to appear to be human.

POWERS

Remember that in the Otherworld, all illusions last until their creator wishes to dispel them.

Typical Fae	Attributes
STR: 2d6+8 (15)	Action Points: 3
CON: 3d6+6 (17)	Damage Modifier: +1d4
SIZ: 2d6+9 (16)	Movement: 8 metres
DEX: 2d6+9 (16)	Initiative Bonus: +16
INT: 2d6+9 (16)	Magic Points: 19
POW: 2d6+12 (19)	Armour: Magically tough skin. Warriors wear any armour not made from iron or steel
CHA: 2d6+6 (13)	Abilities: Night Sight

Skills

Athletics 61%, Brawn 41%, Customs 72%, Deceit 69%, Endurance 64%, Evade 62%, Insight 55%, Locale 62%, Lore (Otherworld) 62%, Perception 51%, Stealth 52%, Unarmed 61%, Willpower 78%

Magic:
Folk Magic 62% (Glamour, Incognito, Mimic, Mobility, Sleep, Voice),
Fae Powers (Fata 72%): Chameleon, Illusion, Transform Object, and 1d6 additional Fae Powers, they also all possess the Psychic Vampirism Talent, but no other Psychic Talents (this Talent also uses the Fata Skill)

1d20	Location	AP/HP
01–03	Right Leg	3/7
04–16	Left Leg	3/7
07–09	Abdomen	3/8
10–12	Chest	3/8
13–15	Right Arm	3/6
16–18	Left Arm	3/6
19–20	Head	3/7

Combat Style: Fae Knight (Sword, Spear, Dagger, Bow) 71%; Mounted Combat

Weapon	Size/Force	Reach	Damage	AP/HP
Longsword	*M*	*L*	*1d8+1d4*	*6/12*
Long Spear	*L*	*VL*	*1d10+1d2*	*4/10*
Dagger	*S*	*S*	*1d4+1+1d4*	*6/8*
Long Bow	*H*	*-*	*1d8+1d4*	*4/7*

SHAPECHANGE

In the Otherworld, fae can instantly and at no cost reshape their bodies to resemble any person or humanoid supernatural creature within 3 SIZ (higher or lower) of themselves.

RECOVERY

In the Otherworld, fae recover 12 Magic Points per hour, heal 3 Hit Points per Round to every location, and can regenerate crippled or lost limbs. In the mortal world, fae recover Magic Points at a rate of 4 points per hour and recover Hit Points faster than humans. They can still can regenerate crippled or lost limbs. Use the following healing times:

- Minor Wounds: Hours
- Serious Wounds: Days
- Major Wounds: Weeks

DOMAIN-HOLDERS

Fae who hold domains have several special powers – see Domain-Holder Powers, page 99.

WEAKNESSES

All fae possess the Iron Sensitivity and Oathbound Fae Disadvantages (page 76), and most also possess the Iron Vulnerability Fae Disadvantage (also page 76). In addition, like all half-fae, fae are affected by the Folk Magic spell Warding (page 77). Fae use weapons and armour made of bronze or magical glass.

CHANGELINGS

A changeling is a fae who has captures a human spirit in the Otherworld and is possessing this human's body. While some fae physically abduct humans into the Otherworld and keep them as ready sources of strong emotions, others steal someone's spirit and possess their body. The fae uses this body to visit the mortal world without risk, while also being able to feed on their captive's emotions. Like humans psychically visiting the Otherworld, if the possessed body is harmed or killed, the fae only suffers a mild inconvenience.

Capturing human spirits usually takes one of the fae several weeks. In most cases, the victim begins having dreams of being pursued or hunted. These dreams usually recur over a period of at least a week or two. If the person does nothing to protect themselves, the fae attempts to steal and imprison the person's spirit, and eventually tricks them into giving up their freedom. Once the person's spirit has been captured, the fae is free to use the victim's now vacant body as their own.

Some changelings are content to feed upon the emotions of the people around them, but many have more ambitious goals, like gaining wealth, power, and influence, feeding on fear and death by becoming a murderer, or exacting

vengeance upon an enemy. Some fae treasure their new body and plan to remain in the mortal world for decades, while others regard it as a disposal asset and think nothing of risking serious injury or death, since they can simply return to the Otherworld and seek another victim.

Fortunately, it is possible to recover the person's spirit. The link between a person's spirit and body is quite strong, and while fae can imprison someone's mind indefinitely, if they devour or otherwise kill the mortal's spirit, the body wastes away and dies within three days. Only fae who seek to borrow a body for a short time devour the victim's spirit. Most fae keep the victim's mind imprisoned in the Otherworld, where it can potentially be later rescued. A few strong-willed and exceptionally lucky individuals manage to break free from captivity without help and return to the mortal world, where they evict the fae and regain control of their body. However, fae rarely abduct Seers, and ordinary humans are usually far too magically weak to overpower one of the fae. Almost all cases where someone breaks free of fae captivity on their own, either the fae abducted a Seer by mistake, or the shock of having their body stolen caused the captive to suddenly become a Seer.

The only hope of people who cannot break free on their own is rescue. Fortunately, the increase in fae abductions during the War has meant that many psychics and sorcerers are all too familiar with changelings. If the victim's family recognises what has happened, they can seek help. Recovering someone's spirit is often quite difficult since the rescuers must usually travel to the Otherworld and invade the stronghold

of one of the fae. Characters can also physically capture the changeling and try to force the fae to leave. Psychics and magicians can use their powers or spells to compel the fae to leave, or enter Spirit Combat. However, accomplishing this can be difficult, especially since many fae threaten to return to the Otherworld and kill their victim's spirit if someone tries to force them to leave.

CHANGELING CHARACTERISTICS

Changelings are fae who possess human bodies. These bodies are physically human, but they think and act like fae. People who know the possessed individual can usually tell that something is wrong with the person because they lack both this person's personality and memories.

POWERS

Changelings cannot use the Otherworld Travel Fae Power. If used to transform the changeling's appearance, the Illusion power lasts until the changeling choose to change it, and require no additional power points beyond the ones needed to initially create it. All changelings possess the Spectral Combat skill (*Mythras*, page 137), but can only initiate Spirit Combat with residents of the mortal world who are dreaming.

FAE MUTATIONS

Changelings who remain possessed for a year or more begin to resemble the fae possessing them, and gain 1d3 of the half-fae mutations that this fae also possesses.

RECOVERY

Changelings cannot visit the Otherworld except by departing from the body they are possessing. In the mortal world, Changelings recover Magic Points at a rate of 4 points per hour and recover Hit Points faster than humans. They can regenerate crippled, but not lost limbs. Use the following healing times:

- Minor Wounds: Hours
- Serious Wounds: Days
- Major Wounds: Weeks

WEAKNESSES

All changelings possess the Iron Sensitivity and Oathbound Fae Disadvantages (page 76). Also, if they travel to the Otherworld in any fashion, the fae instantly departs from the body they are inhabiting and reforms their body in the Otherworld, leaving the body they possessed in a coma. Leaving the body they are possessing does not free the person's spirit. However, if the spirit ever gets free, it instantly and automatically displaces the changeling.

Typical Chanegling	*Attributes*
STR: 3d6 (11)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: None
SIZ: 2d6+6 (13)	Movement: 6 metres
DEX: 3d6 (11)	Initiative Bonus: +14
INT: 2d6+9 (16)	Magic Points: 19
POW: 2d6+12 (19)	Armour: Any armour not made from iron or steell
CHA: 2d6+6 (13)	Abilities: Night Sight, 1d3 Fae Mutations

Skills

Athletics 52%, Brawn 34%, Customs 72%, Deceit 69%, Endurance 52%, Evade 52%, Insight 55%, Locale 62%, Lore (Otherworld) 62%, Perception 51%, Spectral Combat 72%, Stealth 47%, Unarmed 52%, Willpower 78%

Magic:

Folk Magic 62% (Glamour, Incognito, Mimic, Mobility, Sleep, Voice), Fae Powers (Fata 72%): Chameleon, Illusion, Transform Object, and 1d6 additional Fae Powers, they also all possess the Psychic Vampirism Talent, but no other Psychic Talents (this Talent also uses the Fata Skill)

1d20	Location	AP/HP
01–03	Right Leg	0/5
04–16	Left Leg	0/5
07–09	Abdomen	0/6
10–12	Chest	0/7
13–15	Right Arm	0/4
16–18	Left Arm	0/4
19–20	Head	0/5

Combat Style: Fae Knight (Sword, Spear, Dagger, Bow) 62%; Mounted Combat

Weapon	Size/Force	Reach	Damage	AP/HP
Longsword	M	L	1d8	6/12
Long Spear	L	VL	1d10	4/10
Dagger	S	S	1d4+1	6/8
Long Bow	H	-	1d8	4/7

GHOSTS & THE AFTERLIFE

The existence of ghosts was proven in 1918, by a team of early ghost hunters that included famous stage magician Harry Houdini. These occultists discovered haunts (*Mythras*, page 150). The existence of haunts was initially believed to be positive proof of the existence of an afterlife. However, further study soon revealed that even the most intelligent-seeming haunt was not actually a person. Instead, most were only a psychic remnant of a person. The most intelligent-seeming haunt can remember events before their death quite well. However, all memories of events they experience after

While some haunts have normal intelligence, most are nothing more than a few fragmentary memories, coupled with a single overwhelming desire. These haunts only possess INS and have a Creature INT of 7 – they can respond to speech, but only in very limited ways and are incapable of conversing about anything except their singular obsession.

their death are exceedingly tenuous and fade away after several weeks. If someone meets and talks to a ghost, the ghost completely forgets the person and the conversation unless reminded of it every week or two. By 1925, interest in ghosts began to wane, in large part because of Shadowing. In other nations, haunts and ancestor spirits are regarded as important, especially among people who practise ancestor worship. However, even these people regard haunts as nothing more than small fragments of a dead person's soul.

SPIRITS OF THE DEAD

The various spirits of dead humans found in *Mythras* (pp. 145-153) exist in *After the Vampire Wars*. With the exception of haunts, which exist solely in the mortal world, all of these spirits dwell primarily in the Otherworld, but they can be summoned to the mortal world and some can visit it on their own. In the Otherworld, the various types of ghosts all possess corporeal bodies. Haunts and undeath spirits are both identical in their capabilities to those described in *Mythras*, but some ancestor spirits and wraiths are both slightly different. In addition to conventional ancestor spirits, some of these spirits are the psychic remnants of celebrities and others who were famous in life and who still have people that revere and look up to them. Similarly, some wraiths are spirits of dead mass murderers, including both murderous tyrants and serial killers. Some spirits of celebrities and infamous murderers are empowered by their fame and have an Intensity of 3 or often higher (*Mythras*, page 133). The most famous and infamous of these spirits have an Intensity of 4-6, and all of these ancestor spirits and wraiths possess various skills associated with the source of their fame or infamy. Also, almost all ancestors spirits and wraiths become increasingly archetypal in their behaviour and gradually transform from being individuals to representations of a specific type of being.

Spirit Type	Appearance in the Otherworld
Ancestor Spirits	As they did in life, but usually more perfect and at the prime of life.
Undeath Spirits	People who either appear drawn and deathly ill or gaunt, visibly dead, and somewhat dried out.
Wraiths	Monstrous humans with jagged teeth, glowing red eyes, with twisted armour and weapons.

GHOSTS OF VEHICLES & BUILDINGS

People are not the only things that can create ghosts. Vehicles and buildings also sometimes leave behind haunts or other spirits, called shades. Usually these vehicles and buildings were the site of emotionally powerful and often famous incidents that captured the imagination of a significant number of people. The Hindenburg zeppelin is one example of such a spirit.

Most exist solely in the Otherworld's landscape, either in domains where they fit into the surrounding milieu, or in areas that are not part of any domain. Here, they function as normal vehicles or buildings. They can also operate all of their moving parts and reshape themselves in small ways. The shade of a car can drive itself without anyone in the driver's seas, and the shade of a building can open and close its doors and windows on its own. Some are malevolent and seek to trap people inside them and kill or terrorise them. Others only allow people who are in some way similar to a person who was once closely connected to the original vehicle or building, and will allow the person to drive or reside in them comfortable and safely, for as long as the person remains in the Otherworld. These shades possess the same characteristics as human haunts, but they mostly exist in the Otherworld.

The vast majority of these ghostly objects possess only a limited intelligence (INS not INT), but a few have minds that can grow over time, eventually allowing them to become intelligent spirits, with all the standard powers and abilities of haunts, or potentially even of more impressive spirits. These vehicles and buildings may attempt to communicate with their users or occupants. Unexpected songs may play on a radio, words may briefly appear in steam on a mirror or windshield, or the occupant of such a haunted building may have strange dreams.

Some of these intelligent ghostly vehicles or buildings psychically manifest in the mortal world, possessing a similar vehicle or building that exists in the mortal world. Some are malevolent, others are overprotective or merely oddly active. Others are powerful enough to more fully manifest in the mortal world, where they can briefly seem physically real. These rare physical manifestations always occur near a nexus point. Anyone who enters a ghostly vehicle or building and spends more than a few minutes there can find themselves physically transported into the Otherworld. At this point, the person must find their own way back to the mortal world.

GHOULS

Unlike the undead creatures of the same name in *Mythras* (se pp. 244-245), ghouls in *After the Vampire Wars* are subhuman scavengers that dwell in the tunnels beneath human cities and in natural caves near human habitations. Biologists believe that ghouls are an ancient form of hominid that diverged from the ancestors of humanity almost two million years ago and specialised as nocturnal scavengers.

Ghouls' intelligence is between that of modern humans and great apes, and their language and tools are somewhat primitive. However, they have been a highly successful species because they also possess an innate psychic field that causes most people to overlook them. This field works on both animals and people and affects all humans, including Seers and people with supernatural powers. This power also means that Shadowing keeps ordinary people from noticing anything unusual about the few ghouls they do see. Most ordinary humans mistake ghouls for particularly decrepit homeless people. Ghouls are carnivores with a taste for aged meat. They primarily eat corpses and garbage. However, a few ghouls prey upon living humans. Their standard tactic is for several ghouls to find someone who is isolated and preferably underground, surround the person, and suddenly attack. A rural species of ghoul exists that are active hunters rather than scavengers.

GHOUL CHARACTERISTICS

Ghouls use the same characteristics as those described in *Mythras*, except that they are fully intelligent and have INT rather than INS. Ghouls heal Minor Wounds as a human, but heal both Serious and Major Wounds every week. Also, they can be killed in exactly the same manner as a human and cease regenerating if killed. They cannot turn humans into ghouls.

OTHER SPECIAL TRAITS

Ghouls also possess two other special traits.

DAYBLIND

Ghouls are nocturnal creatures. In bright indoor light or indirect sunlight, all rolls involving visual perception or ranged combat become Hard; this penalty increases to Formidable in direct sunlight.

PSYCHIC CLOAK

Anyone who sees a ghoul make an opposed Willpower roll vs. the ghoul's Willpower (and like all other supernatural abilities, ordinary humans must make a Formidable Willpower roll). Failure means that the person does not see the ghoul. This protection only functions if the ghoul is not attacking or threatening anyone in the vicinity. People who are affected also cannot see a body the ghoul is eating, but can easily see more obvious clues like a grave that has been dug up. If the ghoul attacks or otherwise acts in a threatening manner, it instantly becomes visible.

OTHER NOTES

Ghouls that live in wild areas are known as sasquatch or yeti and are usually hairier and gain an additional +6 SIZ. Ghouls use simple weapons like clubs as well as knives and even firearms if they can steal them and may wear scavenged or exhumed armour.

Typical Ghoul	Attributes
STR: 3d6+6 (17)	Action Points: 3
CON: 3d6+3 (14)	Damage Modifier: +1d2
SIZ: 2d6+6 (13)	Movement: 6 metres
DEX: 3d6+3 (14)	Initiative Bonus: +14
INT: 1d6+7 (11)	Magic Points: 11
POW: 3d6 (11)	Armour: Hardened skin. Occasional scavenged armour
CHA: 2d6 (7)	Abilities: Burrower, Dark Sight, Death Sense, Disease Immunity, Earth Sense, Regeneration

Skills
Athletics 51%, Brawn 70%, Craft (bone) 65%, Craft (stone) 55%, Customs 52%, Endurance 68%, Evade 46%, Insight 42%, Locale 56%, Lore (Underground) 66%, Perception 52%, Stealth 65%, Survival 65%, Unarmed 71%, Willpower 62%

Magic:
Folk Magic 48% (Bludgeon, Darkness, Lock, Might, Repair). Ghouls cannot learn other magics.

1d20	Location	AP/HP
01–03	Right Leg	1/6
04–16	Left Leg	1/6
07–09	Abdomen	1/7
10–12	Chest	1/8
13–15	Right Arm	1/5
16–18	Left Arm	1/5
19–20	Head	1/6

Combat Style: Ghoul Scavenger (Bite, Claws, Club, Stone/Rock) 71%

Weapon	Size/Force	Reach	Damage	AP/HP
Claws	S	T	*1d4+1d2*	*As for Arm*
Teeth	S	T	*1d3+1d2*	*As for Head*
Club	M	S	*1d6+1d2*	*4/4*
Stone/Rock	S	-	*1d3+1d3*	*-*

GOBLINS

The term *goblin* refers to any small, relatively low-powered inhabitant of the Otherworld that is not a minor spirit or scenery. Most of the animals and odd creatures in the Otherworld that are not scenery are goblins. Because they are too weak to resist the changes imposed on inhabitants of domains, they naturally reshape themselves to better fit into a particular domain. In domains like Capital, which resemble the waking world, most goblins appear as odd-looking diminutive humans with somewhat gnarled or exaggerated features. In the Wilds, the majority become various sorts of relatively small animal human hybrids, ranging from faerie-tale creatures like sword-wielding bipedal cats that wear simple clothing to intelligent talking animals.

Some goblins delight in causing suffering, others seek powerful allies and enjoy trade. They are often exceedingly mischievous, but even the malevolent ones are rarely a serious danger to anyone who knows they are present. Even goblins in animal form are fully intelligent and all of them can speak or otherwise communicate, but their intelligence is limited. Most are somewhat child-like in their intelligence and attention spans. They are unable to fully comprehend the full complexities of social interactions, but are relatively good at getting their own needs met.

No one understands the origins of goblins. Some fae claim to create them, but most fae are not noted for their honesty. The three most common theories are that they are either created by the fae, they spontaneously arise from the fabric of the Otherworld, or they are the ultimate fate of some ghosts who have resolved their ties with the mortal world and become true inhabitants of the Otherworld.

GOBLINS IN THE MORTAL WORLD

While the vast majority of goblins dwell in the Otherworld, others find a home in the mortal world. Some were the pets or property of fae who abused them and fled that abuse. Others did not inhabit a domain and subsisted on the small amounts of energy they could scavenge in the ever-changing regions between Otherworld domains. They came to the mortal world so they could be better fed. A few simply found themselves in the mortal world by accident and either could not get back or found they preferred life in the mortal world. Regardless of their reasons, almost all goblins lead hidden lives.

Many dwell in various small and rarely seen corners of cities or even in the seldom used portions of large houses. The luckiest dwell in locations like churches, nightclubs, or concert venues, where they can easily soak up the excess emotions present. Goblins often supplement their diet with the occasional rat, mouse, or small stray house pet. Others dwell in houses or businesses and perform some mixture of minor havoc and useful tasks, feeding on the frustration, anger, gratitude, or surprise of the people whose lives they make better or worse. Some of the more benignly inclined goblins discover that some mortals, often children, leave out offerings for them. They make use of both the emotional and physical content of these offerings. Sometimes, troublesome goblins are mistaken for haunts. When someone tries to lay or drive off a ghost, they may instead discover a goblin.

Many goblins do not feed off of humanity at all, some drain the vitality from animals or eat the essence and nutrition out of food, leaving it stale and largely devoid of nutrition, and others have no known means of sustenance. Some are essentially vermin, souring milk and stealing small items, others provide various sorts of minor help if treated correctly,

Typical Goblin	Attributes
STR: 2d6+1 (8)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d4
SIZ: 1d6+2 (6)	Movement: 4 metres
DEX: 2d6+9 (16)	Initiative Bonus: +13
INT: 1d4+7 (10)	Magic Points: 11
POW: 3d6 (11)	Armour: Fur
CHA: 2d6 (7)	Abilities: Mystic Vision, Night Sight + 1d3 Fae Mutations

Skills

Athletics 44%, Brawn 34%, Customs 50%, Deceit 47%, Endurance 62%, Evade 62%, Insight 41%, Locale 50%, Lore (Otherworld) 50%, Perception 51%, Stealth 66%, Survival 62%, Willpower 52%

Magic:

Fae Powers (Fata 58%): Chameleon + any two of Bardic Voice, Elfshot, Hex, Illusion, Healing, or Transform Object. Most possess the Psychic Vampirism Talent, but no other Psychic Talents (this Talent also uses the Fata Skill)

1d20	Location	AP/HP
01–03	Right Leg	1/4
04–16	Left Leg	1/4
07–09	Abdomen	1/5
10–12	Chest	1/5
13–15	Right Arm	1/3
16–18	Left Arm	1/3
19–20	Head	1/4

Combat Style: Goblin Survivor (Bite, Claws, Dagger, Stone/Rock) 54%

Weapon	Size/Force	Reach	Damage	AP/HP
Claws	S	T	*1d3-1d4*	*As for Arm*
Teeth	S	T	*1d2-1d4*	*As for Head*
Dagger	S	S	*1d4+1-1d4*	*6/8*
Stone/Rock	S	-	*1d3-1d4*	*-*

but most people cannot perceive their presence and prefer to avoid them.

A few goblins take up residence in the houses or businesses of various supernatural individuals. Instead of secretly moving into someone's home, the goblin makes a bargain with the individual. The type of bargain depends upon the person. Some goblins provide Seers with minor housekeeping and warn of intruders in return for food and shelter. Others accompany their host on important trips or perform services like spying, stealing small objects, or delivering messages. Goblins who have enemies or who fled from the service of a powerful fae may attempt to move into the house of a shifter or a sorcerer, because such dwellings are usually well protected against threats.

APPEARANCE

While their appearance can be exceedingly variable, in the mortal world most goblins are either small human-like creatures with gnarled and exaggerated features, or they appear to be animals like cats, foxes, or raccoons, with hands instead of paws and the ability to speak.

ILLUSION

If goblins use the Illusion Fae Power to change their own appearance, these illusions last until they choose to change it, and require no additional power points beyond the ones needed to initially create it. Smarter goblins regularly disguise themselves as lost or abandoned human children.

RECOVERY

In the Otherworld, goblins recover 3 Magic Points per hour and heal their Healing Rate in Hit Points per hour from all types of wounds, and regenerate lost limbs.

In the mortal world, goblins recover 1 Magic Point every hour and heal as fast as half-fae. They can regenerate crippled, but not lost limbs, healing:

- Minor Wounds: Hours
- Serious Wounds: Days
- Major Wounds: Weeks

WEAKNESSES

All goblins have the Iron Sensitivity and Oathbound Fae Disadvantages (page 76).

WYRMS & WYVERNS

These smaller draconic creatures are considerably more abundant than bestial dragons. While bestial dragons have become extremely rare, these creatures dwell in both forests and mountains across the United States and much of the rest of the world. The largest and least common breeds of both creatures are the size of a large bison or aurochs and use those stats listed in *Mythras* (pp. 268-269), while smaller and more common breeds of both wyrms and wyverns have identical characteristics, except that their SIZ is 2d6+24 (31), making them the size of a horse.

These creatures primarily hunt deer, but also regularly eat sheep, goats, large dogs, and similarly sized animals. They are not endangered in most of the United States. Although they rarely attack adult humans, there are still bounties on any who attack sheep or children. Like bestial dragons, wyrms and wyverns are clever but mindless animals with a Creature INT of 7.

OTHER SUPERNATURAL CREATURES

The following other creatures from *Mythras* exist in this setting and use all the characteristics listed there:

Creature	Native To	Reference
Centaur	Otherworld	*Mythras*, p. 233-234
Chimera	Otherworld	*Mythras*, p. 236
Cyclops	Otherworld	*Mythras*, pp. 237-238
Giant	Otherworld	*Mythras*, pp. 245-246
Gorgon	Otherworld	*Mythras*, pp. 247-248
Griffin/Hippogriff	Mortal World	*Mythras*, pp. 248-249
Harpy	Otherworld	*Mythras*, p. 250
Manticore	Otherworld	*Mythras*, pp. 256-257
Minotaur	Mortal World	*Mythras*, p. 258-259
Mummy	Mortal World	*Mythras*, pp. 260-261
Skeleton	Mortal World	*Mythras*, p. 264-265
Troll	Otherworld	*Mythras*, pp. 269-270
Unicorn	Otherworld	*Mythras*, p. 270
Zombie	Mortal World	*Mythras*, p. 274

ADDITIONAL CREATURE INFORMATION

Occasionally, the above creatures that are from the Otherworld occasionally make their way into the mortal world. Some create small but thriving colonies in the mortal world and a few of the intelligent creatures like gorgons and harpies integrate themselves in supernatural society. Most griffins and hippogriffs are unintelligent beasts, but some have an intelligence of 2d6+6 and are capable of both reasoning and speech. Some intelligent griffins and hippogriffs have physically migrated to the Otherworld for safety.

MINOTAURS

Minotaurs are quite rare in the mortal world. Some live in tribes or bands in isolated wild areas, others have found a way to live with humans, and a few have physically migrated to the Otherworld to escape from human fear and prejudice.

CREATING MINOTAUR CHARACTERS

Being a minotaur costs 0 Supernatural Points (see page 33), and character generation is handled just like with other characters. Minotaurs have all of the advantages of Seers, including Mystic Vision, improved magic resistance, and the ability to learn Folk Magic, Psychic Powers, and Mysticism. However, minotaurs cannot learn Sorcery or any advanced Psychic Talents. At the Games Master's discretion, players can have minotaur characters.

MUMMIES

Mummies are extremely rare, but exist in the mortal world. They are identical to their description in *Mythras*, except that only Seers can become mummies. Mummies cannot learn new supernatural powers, but any who learned Folk Magic, Psychic Talents, or Sorcery before their death retain the ability to use magic. Mummies cannot use Mysticism. Skeleton and zombies also exist and can be created by elder vampires (page 94) or by Sorcery.

SUPERNATURAL ANIMALS

In addition to various intelligent and semi-intelligent creatures, animals can also possess supernatural powers. These animals are rare, considerably smarter than others of their kind, and most have oddly coloured eyes or fur that distinguishes them from ordinary, non-magical members of their kind. All such animals have INT not INS, and an INT of 1d4+7, making them far more clever and cunning than most normal animals. They can understand most human speech and make relatively complex plans. These creatures also all possess a POW of 3d6 and have the same improved resistance to magic as Seers. Almost all supernatural animals have only one or two supernatural abilities that are simple to use. The following is a list of the most common powers that supernatural animal possess.

COMMON CREATURE POWERS

Communal Mind (typically for small animals like rats, crows, or cats), Gaze Attack (as either basilisk/cockatrice or giant constrictor), Regeneration (heal 1 Hit Point per location per minute), and Terrifying (which counts as a supernatural effect for humans who are not Seers).

OTHER POWERS

The most common are the Psychic Talents Blending, Empathic Push, Evil Eye, Inflict Pain, Psychokinesis, and Pyrokinetics. Supernatural animals typically have a Psionics Skill of 62%.

CHAOS FEATURES

A few supernatural animals also possess one Chaos Feature (*Mythras*, page 275-276)

OTHER SPIRITS

In addition to different types of ghosts, all of the other varieties of spirits found in *Mythras* (pp. 142-153) exist in *After the Vampire Wars*, except for fetches and shape-shifting spirits, which do not. All of these spirits exist as corporeal creatures in the Otherworld, and as discorporate spirits if they travel to the mortal world. In the Otherworld, these spirits have the following corporeal forms. Although a few powerful spirits are either human sized or the size of a small animal, most spirits have a SIZ equal to their POW.

Spirit Type	Appearance in the Otherworld
Bane Spirits	Hungry, misshapen monsters with large fang-filled mouths
Curse Spirits	Hideously semi-humanoid gremlins and imps (see opposite)
Death Spirits	People and animals made of jet black living shadow
Elemental Spirits	The same as in the mortal world, see elementals above
Guardian Spirits	Various mythic creatures devoted to protection, like griffins, sphinxes, three-headed hounds, or armoured warriors
Medicine Spirits	Jewelled serpents, bears with shining fur, and other animals associated with healing
Nature Spirits	Animate plants and mixtures of plants and animals or wild noble-looking animals
Predator Spirits	Dangerous predatory animals
Sickness Spirits	Vermin like cockroaches, flies, and rats, some of which are very large

Eric Lofgren
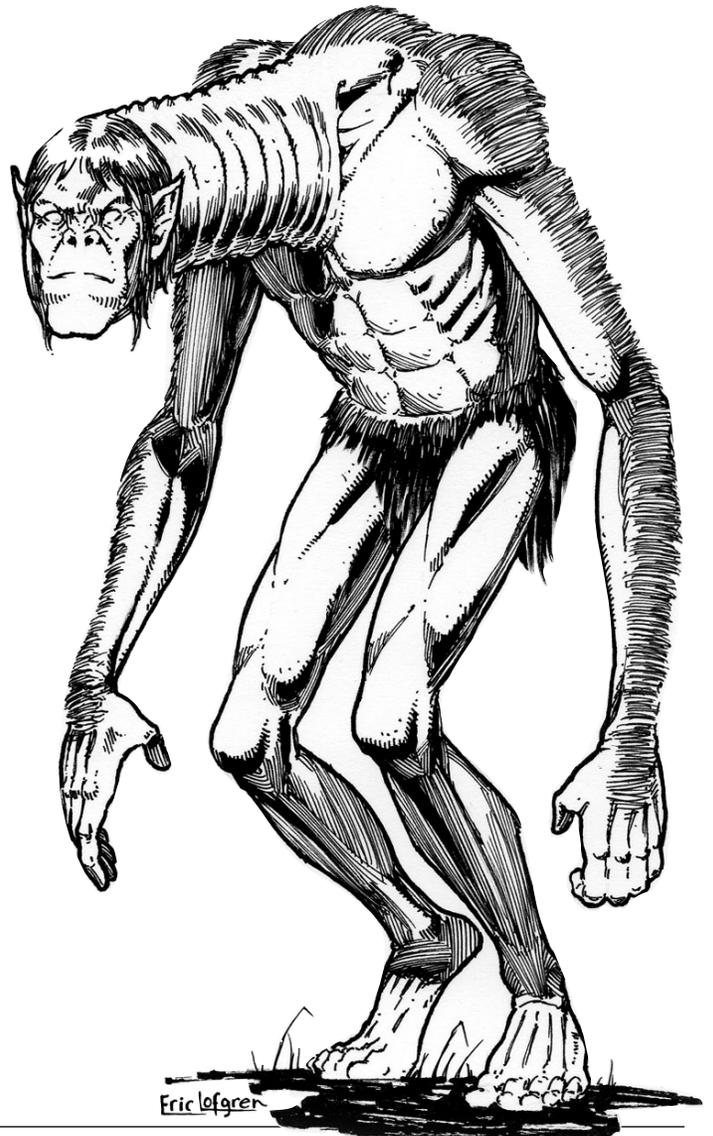
STORYTELLING

T he included urban fantasy setting for *After the Vampire Wars* is, in part, derived from the noir genre of fiction and films. However, urban fantasy is an exceedingly diverse fantasy genre and, while it owes much to noir, this setting can be used to run a wide variety of scenarios and campaigns in all of the various sub-genres of urban fantasy and well as in various related fantasy sub-genres. The following sections provide guidelines for running *After the Vampire Wars* in various sub-genres, as well as how to evoke the themes and moods appropriate to these genres. It is possible to run an entire campaign as noir, war story, or paranormal romance, but it can often be richer and more enjoyable to include scenarios from different campaign types in the same campaign. Also, if you are interested in using this book to run urban fantasy settings other than the one that's included, see page 144, Alternate Settings.

NOIR THEMES

The classic noir detective stories and murder mysteries of the late 1940s and the early to mid-1950s are set in a United States in the process of adjusting to life after the horrors and heroism of WWII. *After the Vampire Wars* is set in a similar post-War era, where the inhabitants of the United States are recovering from an equally terrible War. The following themes are common in noir.

OUT OF THE PAST

In noir stories, the past always eventually comes back to haunt characters. The dark deeds a character performed in the War, their unsettled debts, the crime they committed, the hidden life they led before the War, or the family they have been trying to escape. All of these are classic elements a noir story. Of course, the past secrets that are now coming to light need not be those of one of the characters. If the characters are private occult investigators, members of a local or federal supernatural task force, or simply people who have a number of friends and contacts both in and out of the supernatural community, someone may approach the characters with a problem that turns out to be the result of some past misdeed or misfortune coming to light. Similarly, a secretive elder vampire desperate to conceal the fact that she was one of the rulers of Chicago during the War could be an ideal antagonist for an entire campaign.

Regardless of how sullied their past might be, all characters in a noir campaign should all have significant back-stories. Games Masters should work out with each player what their character was doing before and during the War. Games Masters should also consider what people that the character used to know can be brought into the campaign. Characters like a mystic's teacher, the person who turned a vampire character into a vampire, or simply a character's parent or sibling can also be excellent additions to this sort of campaign.

SECRETS

One way to create a campaign with strong noir themes is for the Games Master to ask each player to come up with one or two important secrets that their character has. A character's Background Events are an ideal source for possible secrets. These secrets could be something shameful that the character once did, perhaps even something that would have serious repercussions if it ever came out. Alternately, the secret might be that the character saw a close friend or perhaps someone very powerful commit a serious crime. Maybe the character blackmailed this person, maybe the character was threatened into keeping their silence, or maybe the character simply kept their mouth shut to avoid possible threats or because of loyalty to a friend. However, new circumstances may cause them to reconsider their silence.

Some secrets might not directly involve the character. Perhaps their family has a dark secret. Maybe the character tells everyone that they are an orphan, but they have a parent who is or was a well-known vampire, a notorious criminal, or someone equally infamous. Alternately, perhaps a character is a shifter from a family of shifters who are especially reclusive. This family may wish to avoid any sort of mention or

exposure. Alternately, the character's family may blame them for some action, which the character may or may not have actually committed. The character may not have seen their family since before the War, until some event brings one of them back into the character's life. Players should be free to come up with any reasonable secret, including both those that would reflect strongly upon the character and those that are merely something important that the character knows. However, in all cases, the player should have both a good reason that the character has kept this knowledge secret and also some negative repercussions that might occur if this secret is revealed, either by the character or by someone else.

LOYALTY

Characters in noir stories are often exceedingly loyal to their friends, mentors, and comrades in arms. This loyalty can be focused on the other characters in the party, but it can apply equally well to a comrade from the War that one of the characters has not seen since the War ended. Other sources of loyalty could be the mystic or sorcerer who trained one of the characters, a shifter's sibling, or lycanthrope's alpha who helped that character learn to deal with their abilities. Many of the most powerful noir stories involve conflicted loyalties. A character may have to choose between loyalty to a family member or a War comrade vs. loyalty to someone who is currently an important part of the character's life. The conflict between loyalty and either expediency, or some material reward can also be quite powerful. How far can or should a character go to protect someone they are loyal to? There's also the conflict between loyalty and morals. What if someone the character knew and was devotedly loyal to comes back into the character's life as a different and far less good person who begs or demands that the character provide various sorts of help. What if a character finds out that their beloved sibling is now a murderous terrorist who wants to restart the War?

COMRADES IN ARMS

If the Games Master wishes to emphasise loyalty in a campaign, one option is to make certain that the characters have close ties to one another. Perhaps they all fought together during the War and are have decided to continue working together. The characters must also learn to live in a new world where magic and the supernatural are at least somewhat public knowledge, and where the government knows about their powers. This sort of campaign is an excellent way to bring a diverse group of characters that could include sorcerers, psychics, lycanthropes, shifters, half-fae, and potentially even a vampire together in one group. None of the characters may have known one another before the War, but perhaps they were all assigned as part of the same supernatural intelligence division or commando unit.

Creating this type of campaign asks more of the players, because they will need to consider the characters' individual and collective activities during the War. However, in return, the characters not only have a strong bond with one another, they also have a shared history that can be used. Perhaps a mysterious stranger saved all of them from death or capture during the War and now the stranger shows up asking for a favour. Maybe the characters all had rivals or even bitter personal enemies during the War, and one of the characters learns something about current activities and whereabouts of one of these rivals or enemies.

When planning this sort of campaign, the Games Master should sit down with the players and discuss the characters' wartime activities. These should include one or more moments of heroism, as well as a few failures. Maybe the characters' group lost a member during the War. It's possible that the characters watched this person die and vowed revenge on their killer, revenge that they were not able to carry out during the War. Alternately, perhaps they merely heard a report of their comrade's death and saw a mangled body. Then, during the campaign, the characters discover that their comrade might be alive, but survived the War because they either betrayed their comrades, or were captured and transformed into a brainwashed assassin. Before the main campaign starts, the Games Master could run one or two sessions set during the War, to help the players better understand their characters' activities during this time.

Also, remember that the characters need not have been working for the human side. The vampires recruited a large number of supernatural beings, some through bonds of personal loyalty, others through coercion or even fear that if the government was willing to start exterminating vampires, perhaps lycanthropes, half-fae, or even sorcerers might be next. Fighting for the vampires is not something most people or supernatural creatures make a point of advertising in the present day, but it does mean that the characters are likely to know various important vampires and might even owe one of them a major favour. Alternately, perhaps an elder vampire owes all of the characters a favour.

BETRAYAL

Betrayal is the flip side of loyalty and also makes for excellent noir stories. Loyalty can sometimes be misplaced. Perhaps someone that the characters trusted during the War was actually a double agent or a traitor. If the characters learned of this betrayal during the War, they might be attempting to find this character to seek revenge, or at least an explanation. Alternately, perhaps the characters never learned of this betrayal, and this person shows up and attempts to befriend the characters again. The traitor may be seeking to betray the characters again, or they might be honestly sorry and seeking to make amends, without revealing their past betrayal. A scenario might begin when someone approaches one of the characters with a story about how this person actually betrayed the characters during the War. At this point, the characters could attempt to find out who is lying and why.

Alternately, the Games Master could confront a character with a dark secret from their past. Someone threatens to reveal this secret if the character refuses to perform some action that will betray their comrades, or that their comrades would strongly disapprove of and attempt to stop. At this point, the character can both trust their allies and attempt to find some way to keep the secret from being revealed; or one could betray or deceive comrades and deal with the consequences.

Another option is that characters in an ongoing campaign discover that an ally they have repeatedly trusted either betrayed them or at least seems to have betrayed them. The scenario could involve the characters attempting to discover the reason for the betrayal, uncover the truth about what happened, or simply attempt to deal with the consequences of a grave betrayal, which might place them in grave danger from either the authorities or one or more powerful supernatural beings.

DETECTIVE STORIES

The classic noir story is a detective story or mystery. In *After the Vampire Wars*, the characters might be police or FBI agents who solve murders and other crimes committed by supernatural creatures. The characters could also be private detectives or even ordinary citizens who help solve various occult mysteries and problems. These incidents may not always involve actual crimes or at least not crimes that have been reported to the authorities. In this sort of campaign, the characters could be official members of some supernatural task force or simply people who have supernatural abilities. Since most people only learned about the supernatural during the War, they understand little about dealing with the supernatural. Shadowing causes some of these people to be extremely uncomfortable with the supernatural, and the rest to have trouble taking it seriously enough to protect themselves from supernatural threats.

As a result, most people who have some sort of serious supernatural problem seek out official or unofficial help. The characters' motives for helping can range from a dedication to upholding the law, to a sincere desire to help others, to the fact that they possess useful talents and need to make a living. Perhaps one or more characters wish to help people out in order to atone for some terrible deed in their past, or in an effort to save people because they were previously unable to save someone important to them. Maybe the characters both want to get paid for their work and dislike the idea of powerful supernatural beings harming people who are largely unable to defend themselves.

Some scenarios may be actual detective stories, where the characters solve crimes, recover kidnapping victims, stop ruthless killers, or find missing persons. All of these stories are perfectly suited for *After the Vampire Wars* and for urban fantasy stories in general. One of the fae may have kidnapped a person, or perhaps just their spirit. In addition to freeing the person's spirit, the characters might also have to deal with a dangerous changeling. Alternately, a ruthless killer may be an elder vampire with a grudge, or a missing person may have fled their family because they discovered they were a lycanthrope with little control over their abilities, or stumbled through a spontaneous physical gate to the Otherworld and don't know how to leave.

To further increase the parallels with classic noir crime stories, magicians, powerful fae, or elder vampires might be working with organised crime, or they might even be the head of a criminal gang. Various less powerful supernatural individuals might also prefer a life of crime. Scenarios can also involve psychic blackmailers, lycanthrope mob enforcers, or shifter assassins.

FUGITIVES FROM JUSTICE

Many noir stories are all about hard-boiled detectives hunting down criminals, but there are an equal number where the protagonists are either criminals fleeing justice or people accused of crimes seeking to clear their name. In *After the Vampire Wars*, most serious supernatural crimes make their way into the justice system, and law enforcement and bounty hunters will hunt down supernatural individuals who commit serious crimes.

Campaigns where the characters are being hunted like dogs and, if captured, face execution or lengthy prison terms are not suitable for most players and Games Masters. However, a lengthy scenario, or even an entire campaign where one or more characters has been falsely accused of a serious crime and is struggling to clear their name and find the actual criminal can work very well. Because most characters have significant supernatural powers, they have ways to find criminals that conventional law enforcement may not. However, the fact that the characters have supernatural powers also means that if they are believed to be guilty of a crime, the local police and perhaps even the FBI will call upon special supernatural task forces to find them, and may also show less restraint about using lethal force. In this sort of campaign, the characters must deal with both the law enforcement personnel who are hunting them as well as the individuals who framed them for the crime.

The police or FBI officers pursuing the characters could be honest and dedicated people who may develop a grudging respect for the characters, and may eventually come to doubt that the characters are guilty. Alternately, they might be deeply corrupt people who were paid off by the character's enemies. In the second case, the characters could either attempt to convince these officers to do the right thing and go after the criminals paying them off, or they could simply offer corrupt police a larger bribe and convince them to only pretend to pursue the characters. In either case, the actual villains are the people who accused the characters. These villains may have committed the original crime, are covering for

CHARACTERS & THE LAW

In many urban fantasy and modern horror campaigns, characters must deal with the established supernatural power structure, but are largely free to ignore the law, at least as long as they are relatively discreet. In these sorts of campaigns, the police and general public don't believe in magic, vampires, or other supernatural phenomena and are rarely able to understand, much less solve supernatural crimes. In After the Vampire Wars, much of the general public doesn't think about supernatural creatures or supernatural powers as a threat, but there are specialised law enforcement task forces who do. In addition, finding a series of blood-drained bodies or people who have been killed by other obviously supernatural means attracts a great deal of attention, and news reports about such incidents can cause public fears about supernatural powers and creatures to increase.

As a result, characters must at least seem to obey the law. Acts like casual murder or even casual blood drinking from mind-controlled victims can result in everyone from the local vampire Regent or a Monitor magician to the FBI supernatural task force pursuing the characters. Because no one but a few fanatics on both sides wants to see anti-supernatural riots, or potentially even another War, many supernatural creatures and law enforcement personnel who deal with the supernatural attempt to swiftly and decisively deal with serious crimes, especially if these crimes are mentioned by the mass media.

Unless the Games Master is setting a campaign in the Russian Vampire Enclave, in some equally troubled and isolated area, or before the War, players should assume that their characters must be mostly law abiding and that they cannot entirely ignore the law. However, fictional characters ranging from private detectives like Philip Marlowe and V. I. Warshawski to action heroes like John McClane all largely obeyed the law. Even action heroes like the protagonists of the TV shows Burn Notice and Leverage were mostly discreet enough that they avoided being caught, so there's plenty of room for exciting adventures even if characters cannot rob or murder without considering the possible consequences.

the criminals, or are using a random crime committed by a stranger to attempt to frame the characters.

One difficulty in running any version of this sort of scenario is that national law enforcement databases and the presence of data monitoring and a multitude of public cameras means that anyone who is being actively pursued by law enforcement for a serious crime has a far more difficult time remaining free than they did several decades ago. Therefore, this sort of campaign is best suited to Impressive characters. Ordinary characters may not be powerful enough to avoid capture. Powerful characters can also work well in this type of scenarios, but may have too easy a time dealing with law enforcement unless they are accused of especially serious crimes. In that case, the FBI and the sorcerous Monitors and elder vampires who work as FBI consultants should provide even Powerful characters with a serious challenge.

HARD TIME

Scenarios set in or involving prison are another noir staple that can work well in *After the Vampire Wars*. Options include the vampire detainment facilities in Mexico and Russia, as well as the specialised US prisons designed to accommodate magicians, psychics, lycanthropes, and half-fae. In addition to an unusual campaign set solely in prison, characters might arrange to go into prison undercover to attempt to obtain information from a prisoner or to protect a prisoner who is in danger because they are considering testifying against someone powerful and dangerous. Characters in this scenario could be either undercover law enforcement officers or private detectives hired to protect the prisoner by their family.

Scenarios set in prisons can provide a significant and challenging change of pace. Psychics, lycanthropes, and half-fae

will all be fitted with restraint collars that provide Taser-like shocks if they attempt to use their abilities. Mystics and sorcerers wear similar collars that allow nervous guards to deliver shocks to them. Magicians also won't have access to any magical paraphernalia and risk solitary confinement in a warded cell if they attempt to use magic. This type of scenario forces characters to rely upon their skills and wits, because they largely won't have access to their supernatural powers.

CINEMATIC ADVENTURE

Action adventure is another natural type of campaign for *After the Vampire Wars*. Characters could be freelance monster hunters or law enforcement officials charged with capturing or otherwise eliminating supernatural threats. Characters in such campaigns can rescue people kidnapped by vampires and might even travel to the Otherworld to free people abducted by the fae. However, most cinematic adventures involve tracking down and either capturing or destroying dangerous supernatural threats. Such threats can range from an especially predatory pack of ghouls, a rogue elder vampire, or a violent and murderous cult lead by a powerful sorcerer or a hungry fae. The nature of the foe can vary, and the characters may be asked or ordered to pursue them. Alternately, they may be attacked by deadly Otherworld creatures, perhaps in retaliation for capturing or killing some other supernatural threat. Regardless of their motivations, characters in cinematic adventures regularly battle deadly supernatural threats.

WAR STORIES

Stories of cinematic adventure often involve large amounts of exceedingly dangerous combat. Some of this can easily occur in bad urban neighbourhoods or in the secret lairs of horrific monsters. However, combat-filled cinematic adventures can also easily occur during a war. It's possible to either set a campaign during the War or set it afterwards, but in an area that is still dealing with serious local conflicts. It doesn't matter if the characters are fighting in Chicago in 2011 or in a large-scale and on-going gang war, the types of stories involved are much the same, only the scale is different.

These stories can be set in the United States, but the Siberian Vampire Enclave is also an ideal setting for war stories. Here, heroic humans and supernatural creatures fight for freedom against the vampires. Characters could attempt to rescue innocents from the vampires' dungeons, kill or capture important elder vampires, or smuggle food, weapons, and refugees in or out of the area.

PULP ADVENTURE

Players and Games Masters can also use this setting on a somewhat more epic scale. In this type of campaign, the characters might be the leaders of their local supernatural community, who regularly face vast and terrible threats. However, they could equally well be powerful and dedicated rebels seeking to overthrow the existing local, and presumably corrupt, leaders of the local supernatural community, and set themselves up as the new leaders.

Alternately, pulp adventure campaigns could involve a small number of powerful characters discovering a plot by a group of several dozen or perhaps even several hundred powerful fae to invade the mortal world in order to kidnap and terrorise thousands or even hundreds of thousands of mortals. Regardless of the exact nature of the campaign, the overall structure is similar, a small number of powerful and dedicated characters face overwhelming odds and horrific threats that could harm people and institutions the characters care about and potentially even destroy and entire city or ignite a new War. In a pulp adventure campaign, the character should be amongst the most powerful individuals they know and do not have the option of calling upon the aid of more powerful allies. Instead, the characters themselves are not merely in the right place at the right time, they are superlatively competent individuals who form the first line of defence between humanity and some terrible foe. This type of campaign is designed for Powerful characters, but a group of Impressive characters might also be up to the task.

TALES OF WONDER & MAGIC

Urban fantasy can be about far more than solving supernatural crimes or vigilantes hunting monsters. It can also consist of stories and adventures about the mystery and the wonder of the supernatural. There's an entire supernatural world that was largely hidden until very recently, and which most people still have very little access to.

Humanity shares its cities with all manner of supernatural entities. Some prey upon humanity, others merely live alongside humanity, like the goblins or the various otherworld beasts like dragons, unicorns, or griffins. Some of these creatures are refugees from slavery or worse, others merely prefer life in the mortal world, but they and other mysterious beings (like the shifters), are known only to a few. Characters could spend several scenarios or even an entire campaign learning and perhaps finding allies among goblins, minotaurs, and other non-humans. Some of these creatures may need protection from vampires or fae eager to return them to bondage, or from fearful or greedy humans. In return, these creatures can also aid the characters. After half a dozen scenarios, the characters might possess a loose network of strange inhuman allies that help them protect their city from harm or uncover additional occult mysteries.

Part of the definition of the supernatural is 'something that remains mysterious'. All urban fantasy campaigns benefit from Games Masters not allowing the supernatural to become too cut and dried. Entire scenarios can focus on mysterious events that do not seem to be related to any known supernatural power, like a vacant lot suddenly having a building appear in it, but only at night, or an ancient grimoire that contains entirely new and likely either dangerous or very strange Sorcery spells.

Perhaps the characters encounter or hear stories about strange and ancient magical artefacts that can do things impossible using any known power. Such objects could include some sort of elixir that can return a ghost to life or a Sorcery ritual that if performed on the correct day, using several unique components that are destroyed during the ritual, transforms the target into a dragon. In addition to the obvious difficulty of finding a lost and powerful artefact, the characters would also need to deal with foes who are pursuing or perhaps using the same artefacts.

OCCULT MYSTERIES

Even to experienced magicians and psychics or old and powerful vampires, the supernatural remains at least somewhat mysterious and unknown. Characters can encounter or be called in to help explain or stop a series of strange and eerie events. A house or even a person may be visited by a haunt. This spirit may wish vengeance against its killer, but it might also want to deliver a message to a loved one or a distant descendant. Perhaps the haunt is tormented by a promise or wish that it could not fulfil in life and will not pass on until this wish or desire is fulfilled. Other even less explicable mysteries are also possible. A powerful creature from the Otherworld may have entered the mortal world to accomplish some goal. The goal itself may not in any way involve crime. Perhaps an Otherworld dragon wishes to find a mortal spouse. However, the person being courted (or perhaps stalked), by the dragon, may be confused or scared, and the characters may need to either act as supernatural relationship counsellors, or attempt to find a suitable match for the dragon. Some mysterious events simply involve mortals encountering the supernatural. Someone may have found an ancient and powerful object like a book or a piece of jewellery that grants the user strange, powerful, and unique abilities. The characters may need to stop a careless person from causing harm with their newfound abilities, or they might want to discover more about this device and what risks it may present to the user.

Often, the best mysteries have several layers. For example, the characters first discover that someone is stealing a selection of occult artefacts and attempt to find out which artefact will be stolen next so they can catch the thief and locate the previous items. Then, the characters learn that the artefacts are being stolen by a powerful Otherworld dragon. Next, the characters must find the reason that an Otherworld dragon requires half a dozen powerful magical artefacts. Maybe it is trying to use them to forcibly summon a hated rival dragon from the Otherworld, so that it can attempt to slay or humiliate this rival.

An entire campaign could involve unravelling the many levels of a complex occult conspiracy or an exotic supernatural occurrence that touches many lives. Perhaps the conspiracy is the result of a powerful magical pact made between a human and one of the fae several decades ago. This pact granted the human power in return for a series of unpleasant favours that are now coming due. Each scenario could involve tracking down another clue or another person affected by or involved in the current supernatural problems, and attempting to discover how this person fits into the overall mystery. In the course of this larger mystery, the characters would also save people from harm related to the overall mystery and thwart minor villains making malicious use of the supernatural powers now being released.

INVESTIGATING UNKNOWN PHENOMENA

Strange and seemingly inexplicable events are a staple of occult mysteries. Characters in this type of campaign should occasionally encounter phenomena or creatures that do not make sense according to the characters' understanding of the world. The characters might catch a brief glimpse of some semi-human creature lurking at the edge of a subway platform, encounter someone who can teleport from one location to another without using Sorcery, or hear rumours of a vampire that seems to be entirely immune to the effects of sunlight or appears to be able to turn into mist. Some of these mysteries may involve the characters learning various secrets about various supernatural beings, such as the existence of ghouls or the fact that a few elder vampires do not burn in sunlight. Other mysteries can either be the result of some unique magical phenomenon, like an antique necklace that allows the wearer to spend 2 Magic Points to teleport to any well-known location, or a half-fae with the unique ability to permanently reshape objects by touch. Alternately, the phenomenon might turn out to be the result of some sort of plot or deception. Perhaps one of the fae has disguised itself as a lesser vampire and is attempting to convince other vampires that it can walk around in the sunlight because it owns a powerful talisman that protects vampires from the effects of sunlight.

Often, the first part of such a scenario involves learning of some unique event, object, or power, and attempting to both determine if it is true and what it means. Sometimes, the scenario involves discovering some sort of hoax or deception and then finding out the diabolical plot or other motive behind this hoax. More frequently, the event turns out to be true, and the characters discover they aren't the only interested parties.

The scenario can become one where the characters attempt to protect someone who owns a unique object or has a previously unknown power from kidnapping or murder. Criminals may want to use the person or they might wish to

ROLEPLAYING ROMANCE

Handling romance in a role-playing game can present a number of challenges. If the Games Master, or one or more of the players is interested in adding more attention to romance into the campaign, they should discuss this with the other players in the campaign. Attempts to introduce romance in a campaign are obviously a bad idea if some of the players are either uncomfortable with the idea or find the idea to be silly or boring. In addition, everyone should discuss their comfort level with emotionally intense roleplaying, and especially with roleplaying romance and attraction.

Paranormal romance also often involves potentially disturbing activities like characters or NPCs stalking or spying on the object of their affection or even attempting to mind control this person. If any of the players are uncomfortable with either having such activities in the campaign or simply with having such attentions and threats aimed at their character, then the Games Master and other characters should always respect this decision. Roleplaying romance can be intense and fun, but it should not be attempted if it will make anyone uncomfortable or unhappy. The purpose of gaming is to have fun, not to traumatise or embarrass any of the players or the Games Master.

make certain that no one has access to this power. If the characters are successful, at the end of the scenario, they may now have a new friend or ally who may be able to help them out in the future, and who can become an unusual recurring NPC.

PARANORMAL ROMANCE

While few role-playing campaigns use romance fiction as a model, *After the Vampire Wars* can also be used to run campaigns modelled on or at least influenced by paranormal romance. Typically, this sort of campaign should involve a fairly small number of characters, usually no more than three or four. One of the characters should be someone who only recently developed (or perhaps just realised they possessed) supernatural powers. In an archetypical paranormal romance campaign, this character encounters two or perhaps three other supernatural individuals who are interested in the character, both romantically, and also because of some unique or unusual power that this character possesses. Some of these potential romantic interests could be characters and others can be NPCs. One or two other characters might be this characters closest friends or relatives.

There are several ways to run such a scenario or campaign. One simple but unusual option is that the central character is played by the Games Master. If the Games Master chooses this model, then the central character should have one or two unique and valuable supernatural abilities, but should not otherwise be particularly powerful. For example, the character could have vivid and extremely accurate, but also relatively rare visions of the future and might also be completely immune to all forms of supernatural mental influence. In this type of campaign, the other characters protect and aid the central character, and the central character helps the various characters accomplish their goals or warns them of upcoming threats.

For a more standard campaign, the central character and most of the other important characters are in the hands of the players. The challenge of this type of campaign is making

certain that the central character does not dominate the campaign. Regardless of the exact nature of the campaign, the central character should have several potential romantic interests. Alternately, the campaign might consist of three or four characters who are relatively powerful and either developed their powers recently, or have only newly become part of the local supernatural community. In this type of campaign, these characters should find that powerful NPCs are interested in them, some romantically, and other because they wish to make use of the character's powers. Of course, part of the challenge of such a campaign is determining that source of a NPC's interest.

CAMPAIGNS CONTAINING PARANORMAL ROMANCE

Another, potentially easier option is combining paranormal romance with other sub-genres. Instead of running a campaign that focuses solely on romance and seeks to emulate the tropes of paranormal romance novels and television shows, the Games Master could run a campaign is a noir, cinematic adventure, or occult mysteries campaign that also contains significant romance elements. In many ways, this campaign is run like any other, except that the romantic and emotional lives of the characters are given somewhat more attention than they otherwise might be. Players should be encouraged to create characters who might become either romantically interested in other characters or who might become the romantic rival of another character.

One technique that could help create such a campaign would be for players to discuss with the Games Master whether or not their characters are romantically involved with anyone. If the players are all present during character generation, players can suggest if one character might be potentially interested in or jealous of another character. These interactions are not the primary focus of the campaign, but instead are elements that occur in the course of scenarios where the characters defeat supernatural threats, solve heinous crimes, or explore the wonders and terrors of the Otherworld. In one scenario, two characters who are romantic rivals might both

be captured by the fae and forced to work together in order to escape. In another, two characters may become interested in one another as they work together to locate a murderer. Alternately, a character who is romantically involved with another character might see another side of that character, such as how much they can sometimes love violence or casual mind control, and then must decide if they wish to continue being involved with this character.

CAMPAIGNS OUTSIDE THE UNITED STATES

The default setting for *After the Vampire Wars* is the post-War United States. However, there's an entire world to set campaigns in. What sort of scenarios you want can have a lot to do with where you want to set a campaign.

WESTERN EUROPE OR BEFORE THE WAR

In the United States, Russia, and to a somewhat lesser extent, Canada, Mexico, and Eastern Europe, Shadowing has been significantly reduced. The vast majority of the population of these regions now understand that supernatural powers and supernatural creatures exist. However, most people also largely ignore how dangerous the supernatural can be.

In most of Western Europe, almost two thirds of the population still does not believe in the supernatural. Most of these people believe that the War in the United States and Russia involved terrorists with a strange medical condition. A campaign set in Western Europe would be somewhat similar to one set in the United States before the War. In this type of campaign, only a small percentage of people actually understands and believes in the supernatural. Some researchers, criminals, law-enforcement personnel, and members of the government understand the reality and the dangers of the supernatural, but most of their colleagues completely dismiss the idea that vampires and magic might be real. This dismissal impedes the character's effectiveness at understanding or handling supernatural matters. Campaigns in these settings can be like the various urban fantasy novels where the supernatural is a secret to almost everyone and supernatural individuals can usually act without detection or notice by anyone except a few people on the social fringe, and other course others with supernatural powers.

CAMPAIGNS IN RUSSIA & EASTERN EUROPE

Campaigns set here will be difficult for supernatural individuals. The brutality of the War in this region reduced Shadowing somewhat more than it was in the United States. Although most of the population doesn't accept how dangerous these creatures can be, they dislike supernatural creatures like lycanthropes or half-fae, and most people actively hate vampires, even if they have no real idea how dangerous vampires can be. While psychics and magicians are accepted, many people view them with suspicion, a suspicion that rapidly turns to distrust if these individuals appear to have friends or colleagues who are supernatural creatures.

Supernatural individuals have as much difficulty remaining entirely hidden as they do in the United States, but they also face considerably more prejudice. This is an ideal setting for a campaign where the characters must deal with widespread prejudice and occasional violence that is either endorsed or ignored by the authorities. Supernatural characters in this setting must often struggle to survive.

In addition to those difficulties, there are also more than a few supernatural terrorists operating in this part of the world. These extremists attempt to strike back against the public and the officials who harass and sometimes kill their kind. Characters must decide if they support this sort of violence or if they believe supernatural terrorism will just make the existing tensions and prejudices worse. Characters might wish to join such groups, or they might decide to attempt to stop these terrorists, despite the fact that doing so will, at best, earn them grudging respect from authorities who will still distrust them.

CAMPAIGNS IN THE VAMPIRE ENCLAVE OR DURING THE WAR

The Siberian Vampire Enclave can be either a challenging setting for an entire campaign or a horrifyingly memorable location that characters visit. In either case, it's an opportunity for both heroic action and grim horror. Here, humans who do not willingly collaborate with the ruling elder vampires, are little better than slaves. However, the vast stretches of frozen wilderness outside of the cities are home to both thousands of refugees and bands of determined rebels using arms and medicines smuggled in by their supporters in the outside world. Characters could be Russian lesser vampires who were captured and sent to the enclave, and who struggle against becoming the thralls of the ruling elder vampires or becoming party to the horrors occurring here. Alternately, players could play local Seers, psychics, lycanthropes, and other supernatural individuals who struggle to both keep safe from the vampires and to protect others from them. Outsiders attempting to help the rebels also make good characters, especially for scenarios where the entire campaign is not set here. Perhaps the characters are hunting a murderous vampire or sorcerer who has fled here and seeks to ally herself with the local vampire rulers. This is an ideal setting for violent, combat-heavy campaigns, and especially for campaigns about the cost of violence and the difficult choices that must be made during wartime.

Similar campaigns could also be set during the War in one of the vampire-ruled cities of the United States. In these cities, supernatural characters who are not vampires must decide between collaborating with the vampires, or attempting to sabotage the vampire's efforts, perhaps by smuggling refugees out and weapons in. Characters who collaborate enjoy safe and sometimes luxurious lives in return for aiding with the commission of atrocities. Those who fight the vampires risk death or worse, and they must also be careful not to be a sufficiently obvious threat that the elder vampires consider using their nuclear weapons.

ADVICE & SUGGESTIONS

The following section consists of a series of discussions and suggestions for how to run various elements of *After the Vampire Wars*. It focuses on the two most unusual features of the setting, the Otherworld, and Shadowing. There is also advice for increasing the Power Level of a campaign during play.

USING THE OTHERWORLD

After the Vampire Wars is an urban fantasy setting, where most of the game takes place in world similar to our own, but which is also home to vampires, magic, and a host of other wonders

and terrors. However, the mortal world is not the only place where Games Masters can set scenarios. It's also possible to set long and complex scenarios in the mysterious Otherworld. It's important to remember that the Otherworld is not a parallel world where magic is more common or obvious, it's a realm entirely composed of dreams and magic, where the natural laws are those of dreams and imagination. It's also a realm that is explicitly flexible. Walking from one domain to another can change everything from the climate, to the type of creatures present, to what the characters are wearing and carrying.

The Otherworld offers Games Masters a chance to create all manner of strange and fantastic scenarios. The characters could have Otherworld adventures that range from storming an ancient castle in the middle of a forest, to fighting an army of zombies in the ruins of a modern-looking city. If the Games Master or the players want a change of pace and would enjoy a classic fantasy dungeon crawl, fighting in a pre-modern war, or adventuring in a steampunk city, the characters merely need a reason to visit the correct Otherworld domain. Psychic visits to the Otherworld allow the Games Master to design exceptionally lethal scenarios, where the characters face overwhelming odds and will be lucky if one or two of them survive to complete their mission. Such scenarios would be unfair and unpleasant in the mortal world, but when psychically visiting the Otherworld, 'death' merely means the character awakens with a headache and cannot take part in the remainder of the adventure. Although far more dangerous, physical visits to the Otherworld give characters a chance to acquire unique magical items or to physically rescue people trapped in the Otherworld.

USING SHADOWING

Shadowing serves several practical and thematic purposes in *After the Vampire Wars*. The biggest reason is that Shadowing helps the setting's history make sense. For most of human history, the vast majority of people remained ignorant of the existence of the supernatural. Most people had no idea that dangerous supernatural predators walked among them. This sort of blind ignorance is exceptionally unlikely without some supernatural method of enforcing it. Shadowing is not caused by deliberate action; it's not due to elder vampires attempting to keep humanity ignorant of their existence (unless the Games Master specifically wants it to be). Instead, Shadowing is an immutable part of the setting's reality (unless the Games Master wants to allow the characters to reduce or eliminate it).

Shadowing is the reason that, despite great advances in science and technology during the 19th and 20th centuries, few people knew of the existence of vampires, magic, or the fae. Shadowing also has the benefit of keeping the setting relatively like the modern world. The aftermath of humanity discovering the reality of the supernatural, especially as part of a bitter war, could easily tear society apart and result in

most or all supernatural creatures, and people with supernatural powers, being exterminated.

Shadowing means that as long as people aren't being immediately threatened by the supernatural, they are likely to avoid or ignore it. Instead of widespread public uprisings against sharing their cities and towns with undead blood-drinking predators, super-strong animalistic monsters, or psychics who can invade their every thought, most people rarely think about any of this unless the supernatural directly impacts their daily life. Because supernatural creatures and people with supernatural powers are relatively rare, and many of them isolate themselves, only a relatively small number of ordinary humans interact with these people and creatures in ways that reveal any supernatural activity. A vampire can rent an apartment from someone who may never discover that the person who works nights and sleeps during the day is a vampire. Similarly, someone serving a lycanthrope in a restaurant is unlikely to ever learn that the person who just ordered a large rare steak becomes super-strong, dangerous, and somewhat feral during the nights of the full moon or whenever they become sufficiently angry or scared.

Shadowing also serves a thematic purpose; it creates isolation. Everyone who regularly interacts with the supernatural effectively lives in a slightly different world from ordinary people. The characters and most of the individuals they associate with understand at the realities of the supernatural. However, they will have difficulty explaining those realities to others.

Most people know the supernatural exists, but it's not an active part of their lives, and many people want to keep it that way. In the absence of a reason to do otherwise, most people scoff at and dismiss any of the more horrible or fantastic supernatural events that characters describe, or they will want to change the subject as rapidly as possible. As a result, the characters and others in the supernatural community find themselves both drawn together and isolated from the rest of the populace simply because Shadowing often limits how they interact with people outside of the supernatural community.

SHADOWED NPCS

One of the most important details for Games Master to keep in mind when using NPCs who are subject to significant amounts of Shadowing is that these people are neither blind nor stupid. Even someone who believes that lycanthropes are not very powerful or dangerous will be instantly prepared to flee or fight after watching a pack of lycanthrope tear someone to pieces. Shadowing also doesn't make people any more or less brave than they normally are. Even if a police officer or a heroic concerned citizen normally does their best to avoid the supernatural, if they confront a vampire trying to attack someone, this person will attempt to fight off the vampire and rescue the vampire's prey.

Regardless of their level of Shadowing, when anyone confronts an obvious supernatural manifestation or creature, they react with the same degree of skill, bravery, and common sense that they normally would possess. The primary way that Shadowing affects characters is how they react to reports of supernatural creatures or phenomena, and also how they react after having experienced the supernatural. Someone may act normally when confronted with a supernatural threat, but will treat news stories, blog posts, videos, or in-person accounts of the supernatural from anyone that they do not trust implicitly with a high degree of scepticism or discomfort. Similarly, a few days after watching a vampire attack someone, a few people who were previously strongly affected by Shadowing may throw it off and begin taking precautions against the undead. However, most people in the same situation eventually dismiss those vampires as an aberration that they prefer not to think about, will forget the worst parts of the attack, or even that the attackers were vampires.

Also, when people who are subject to Shadowing encounter a minor or seemingly harmless supernatural manifestation, like seeing a brief and not particularly clear appearance by a ghost, or watching a small goblin run along the top of a fence, they often think they saw curtains flapping or a raccoon. Often the most obvious manifestations of Shadowing occur when a supernatural character and an ordinary human who is not closely associated with the supernatural both see some minor and non-threatening supernatural manifestation, like the appearance of a seemingly harmless ghost. The Shadowed person dismisses any suggestion that they anything obviously supernatural, talks about how rare and exotic such incidents are, or becomes uncomfortable or annoyed and asks to change the subject. Ultimately, Shadowing is about denial. No sane person denies the reality of an obvious threat while the threat is on-going, but afterwards or when hearing reports of threats, people affected by Shadowing can be blasé or uncomfortable, but what they don't do is actually consider the situation. We sometimes see similar sorts of denial in our own world, when people who witness serious injustices either dismiss these events as rare aberrations or even deny that any injustice has taken place.

QUESTIONS OF HUMANITY & PREJUDICE

Fantastic fiction has been used for social commentary for generations. *After the Vampire Wars* includes various small groups of supernatural individuals who are distrusted by much of the population. However, it's important to both treat such issues with care and also consider the implications. Stories of bigotry and the fight for tolerance, acceptance, and civil rights can work well in *After the Vampire Wars*, but should not be done carelessly or without at least a little discussion with the players. Some players may be uncomfortable at the idea of playing characters who face significant bigotry, especially if these players regularly have to deal with such issues in their own lives. Everyone is entitled to have escapist fun if that's what they're looking for.

When contemplating creating scenarios or even an entire campaign focused on bigotry, it's worth considering how

intolerance against supernatural creatures is different from prejudice in our world. All racial, religious, or sexual minorities in our world are human beings with the same desires and capabilities as everyone else. In vivid contract, vampires are super-strong, difficult to harm immortals, who can control human minds and feed on human blood. Similarly, when they get too angry, or on the nights of the full moon, lycanthropes become inhumanly strong and psychically terrifying monsters. The half-fae cannot only look radically nonhuman, some of them can control human emotions or perceptions. All of these creatures have powers beyond anything a normal human can possess, and some of them enjoy attacking or feeding upon humans. As a result, much of the fear some ordinary people feel when they see a vampire, a lycanthrope, or half-fae, is perfectly understandable and not necessarily unreasonable. While fearing or hating someone of a different race is clearly wrong, the ethics of fearing or hating predatory supernatural creatures is far less clear. However, it's equally true that all of these beings the same dreams, hopes, and emotional needs as ordinary humans.

Although most elder vampires may have long ago forgotten their humanity, many lesser vampires were created (voluntarily or not), during the War, and have only been vampires for a few years. Similarly, half-fae and lycanthropes possess their abilities through accidents of birth, and most grew up in normal human families. Games Masters are free to decide that vampires are inherently monstrous or that lycanthropes are inherently murderous brutes, but that's far from the only way to portray them. The default assumption in *After the Vampire Wars* is that all of the supernatural creatures who are native to the mortal world are fundamentally human and are just as capable of both good and evil actions as any other human. However, supernatural characters also have powers and desires unlike anything possessed by humans, and many can be profoundly dangerous.

Games Masters are naturally free to downplay these differences and decide that the fundamental question of whether or not someone deserves the same rights as everyone else doesn't depend upon whether they have a pulse or what they do on nights of the full moon. However, a campaign that recognises these differences, but also does not inherently demonise the various supernatural creatures, can be interesting because it explores the limits of tolerance and acceptance. How much would people be willing to accept individuals who look and seem human but who possess some fundamental differences and who can be dangerous in ways impossible for ordinary humans?

INCREASING POWER LEVEL

The Games Master and players must decide upon the Power Level of a campaign when it starts, but this decision can change, if everyone agrees they want their characters to become more powerful. Increasing a campaign's Power Level is about more than just characters becoming more powerful by learning additional spells or supernatural Talents. Instead, the characters also gain a greater connection to the supernatural and are able to perform magical feats impossible for characters at a lower Power Level.

This connection doesn't just occur because the characters have gained a sufficient number of Experience Rolls, instead, they must undergo some powerful and unusual supernatural experience. Being near a powerful botched magical ritual or the destruction of a potent enchantment could raise characters' Power Level (while potentially also causing various serious problems). The blessing of a powerful fae, drinking the blood of a millennia-old elder vampire, or being tutored by an ancient Otherworld dragon can also raise characters' Power Level.

Regardless of how it is accomplished, increasing Power Level is a major event in any campaign and Games Master should only have this happen to characters after some important victory or exceedingly unusual event. Also, increasing Power Level should be an all or nothing affair – it's generally unfair and unfun to have characters with different Power Levels in the same campaign, so the event that causes this increase should encompass all of the characters.

Characters who increase their Power Level during play should not immediately gain any new powers without spending Experience Rolls, but they gain all of the other benefits of their new Power Level (see pages 7 and 30). Also, they may now about able to purchase new supernatural powers that were unavailable to them before.

ALTERNATE SETTINGS

After the Vampire Wars is also designed to be used with urban fantasy settings of your own devising. The following are a series of guidelines for how use the *After the Vampire Wars* rules to create and run other urban fantasy settings. The two most common types of urban fantasy settings are ones where the supernatural remains secret from the general public, and ones where it has become publicly known, but there has not been a war - yet.

SECRET SUPERNATURAL SETTINGS

These settings are created and run very much like running this game in the era before the War. In this type of setting, Shadowing is essential. The majority of the population now carries networked video cameras, the number of street cameras and camera-equipped drones increases daily, and modern forensic science grows ever more precise. As a result, vampire attacks, suspicious blood drained corpses, people with wings or horns, or sorcerers conjuring elementals would not stay secret for long if there wasn't some supernatural force keeping most people from noticing all the odd things going on.

Shadowing serves to keep the supernatural secret, but it also has limits. In a modern-day urban fantasy setting where the supernatural is secret, it can't be too common. A large city should have enough supernatural creatures and people with supernatural powers to allow for interesting interactions, but also, should have as few as possible and have this work. In a medium-sized city of two million people having maybe 25 vampires, perhaps as many as 30 or 40 lycanthropes and a similar number of half-fae, 50 sorcerers and mystics (combined), a similar number of psychics, and perhaps 15 shifters gives you a total of around 210 individuals with significant supernatural powers, meaning that roughly one in 10,000 of the city's inhabitants has notable supernatural abilities. If you have many more supernatural creatures and people with notable supernatural powers, keeping them secret will be difficult. Now, you should also add 800 Seers. Some of these Seers know a single Psychic Talent or a couple of Folk Magic spells, but most have no clue why they see the world differently from most other people. This reduces the number of Seers to one in 2,500 people, but that is a good idea in a campaign where the supernatural is designed to remain secret.

That's a grand total of roughly 1000 people who have any direct connection to the supernatural – that's one in 2,000 people. Now add in the ordinary humans who regularly interact with the supernatural. There are police who work the 'weird' cases, people employed by or perhaps enthralled by vampires to help take care of their daytime needs, nightclub owners, crime bosses, nurses, and first responders who have seen more than their share off oddities they can't explain. This group also includes the groupies, cultists, monster-hunters, and occultists who have managed to overcome Shadowing sufficiently to catch glimpses of what's going on under the city's seemingly normal surface. In total, maybe one in 200 of the city's inhabitants has some direct or indirect connection to the supernatural, and the rest of the population more or less heavily Shadowed (see the Shadowing Percentages Table, page 10 for details). That gives you a grand total of around 11,000 people who know the supernatural exists, and of these only one in 50 are supernatural creatures, or individuals with notable supernatural powers. That's not a lot of people, but it's enough for fun gaming. However, it isn't enough for byzantine vampiric politics or large-scale wizard-wars. If you want that to happen even occasionally, and you also don't want these events to show up on the evening news and in half the blogs in the city, then you'll need a bigger city.

The metropolitan areas of New York City, Los Angeles, Chicago, London, and Mexico City are all home to more than 10 million people. That's large enough for roughly 120 vampires and several hundred sorcerers and mystics to live there and for no one to notice, assuming no one does anything too obvious. That's also enough for two dozen elder vampires, meaning that there's a significant hierarchy of vampiric power in the city and at least a few are likely to be jockeying for power at any one time.

KEEPING THE SUPERNATURAL SECRET

Of course, one question for any campaign where the supernatural is secret is what happens if the characters do something too obvious. While the characters might not set out to cause a 10 metre tall machine-golem made of cars to run down a major city street during rush hour, things that like can and do happen. The question is what happens next? Without Shadowing, the cat would definitely be out of the bag, especially since somewhere between a dozen and several thousand people who have no connection to one another would have captured it on their cell phones and uploaded it to social media sites. By the next day, the city would be swarming with national media and law enforcement.

Even with Shadowing, a sufficiently impressive display of supernatural power gets noticed, and people want an explanation. The difference is that if the people are offered a remotely plausible explanation like this being a scene from new movie filming in the city, Shadowing causes most people to accept it. Shadowing doesn't mean that people don't notice sufficiently big and obvious incidents, but it does cause them to dismiss them as hoaxes, scenes from a movie being filmed in town, or something similar. However, if no explanation is offered, some people are going to continue asking questions, the number of people who are less affected by Shadowing locally may increase, and some of these people will be police officers and government officials who may begin looking into the supernatural in ways that they previously hadn't.

It's obviously in the best interest of the local supernatural community to provide plausible explanations for unusual incidents. Of course, the next question is who exactly is in a position to offer this explanation in a way that most people will listen. Obvious answers include government officials, wealthy movie makers, and similarly important people. The fact that these people are offering these explanations either means that some individuals in the local and federal government are aware of the supernatural (as would almost certainly be the case) and want to prevent panic by keeping it secret, or that elder vampires are using media figures as puppets to help reduce unwanted attention. In the first case, these same government officials are likely to send some FBI or other agents who are Seers to investigate the incident and in the second case, the elder vampires are likely to send representatives to talk to the characters. Neither of these conversations is likely to be comfortable for the characters, and both could generate a great deal of story. Of course, for even more potential story, you also might have both government officials and elder vampires working separately to help keep the supernatural secret, which means that both groups talk to the characters and perhaps encounter one another.

OPEN SUPERNATURAL SETTINGS WITHOUT THE WAR

The first question to consider when creating a setting where the supernatural is known to the general public is how and when did the supernatural become publicly known. One possible answer is that it has never been secret and that Shadowing does not exist. However, this begs the question of why there was not a war centuries ago, since Shadowing is what keeps the majority of humanity from panicking about real and imagined supernatural threats, including the half-fae living next door or the vampire who is regularly seen talking to the mayor. This type of setting is possible, but is very difficult, especially since widespread awareness of the supernatural, without Shadowing serving to buffer this knowledge means that the setting likely has an exceedingly different history. Did vampires and other supernatural creatures play a publicly known role in world history? Did they fight in the two World Wars, or for that matter, in the Revolutionary War? Even more importantly, how did the provable presence of Psychic Powers and magic affect the rise of modern science and technology? This type of setting could be fascinating, but also requires careful world-building and would almost certainly look nothing like our own world.

Alternately, perhaps Shadowing has only ever only existed at the level found in the United States and Russia after the War. In this case, most people have always known about the supernatural, but they also mostly discount it as not all that powerful or dangerous. In this setting, people have known of the existence of vampires, magic, and other supernatural creatures and phenomena for centuries, but the supernatural has only made a modest impact on history due to Shadowing. With the exception of a few eccentrics like Isaac Newton, most scientists dismissed magic as weak and unworthy of their notice. Also, while individual military commanders worked with lycanthropes, mystics, psychics, and even the occasional vampire, supernatural creatures and powers were never formally integrated into overall military strategy, and nations never specifically attempted to conscript magicians or others with supernatural powers.

Likely the easiest option is that the supernatural only became public between one and 20 years ago. The first question in a world that did not have the Vampire Wars, is how and why this happened. Because they often feed on human blood and cannot survive exposure to sunlight, vampires are going to have the hardest time making the transition from secrecy to public awareness, and also the least reason to do so. Something must have happened to make them go public. Likely reasons include elder vampires learning about on-going efforts in various nations to use street cameras to detect vampires, or simply the fact that the proliferation of cell phones and street cameras and the likely introduction infrared cameras in cell phones meant that vampires would soon have serious problems remaining hidden.

Alternately, perhaps some other development prompted their going public. Maybe a pharmaceutical company recently developed synthetic human blood for use in transfusions; or created a way to produce large quantities of actual human blood from stem cells. Vampires realised that this would solve the problems of having to feed on humans. Regardless of the actual reason, one fact to keep in mind is that elder vampires rule vampire society and by their nature, they take a long view of history. Whatever their reasons for doing so, they would have plans for how to safely integrate into human society, and would attempt to find ways to gain benefits from this new state of affairs, such as attempting to obtain legal protections and citizenship for vampires.

These last two options, where Shadowing was always less powerful and where vampires and then other supernatural beings went public peacefully resemble one another. This is especially true if the supernatural creatures went public five or more years before, so that most people have had a chance to get used to them and for Shadowing to help people ignore what a significant change the presence of these beings would make. In these settings, vampire nightclubs, Seer detectives, and sorcerers selling their services to the public all exist, but without the lingering fear and trauma of the War.

Instead, these settings would have both day to day oddities and potential adventures relating to the intersection of the supernatural and the mundane worlds, but they could also have an undercurrent of worry about conflict between these worlds. Especially in a setting where vampires and other supernatural creatures went public a few years before, some humans will be worried that vampires will attempt to conquer humanity, while some vampires will be equally worried that humans are preparing to attempt to exterminate them. To an extent, both fears would be true, since undoubtedly a few elder vampires are plotting conquest, and some vampire-hunters and anti-vampire organisations are promoting the extermination of vampires. If tensions begin to rise between humans and vampires, or perhaps between humans and most or all supernatural creatures, a war could be possible. One possibility for a campaign is either working to prevent such a war, or perhaps working to win it for one side before it starts.

ALTERNATE POST-WAR SETTINGS

Another setting option is blending urban fantasy with some sort of dystopian or post-apocalyptic setting. Both genres can work well with urban fantasy. In both cases, the setting is ideal for gritty, high stakes action-adventure scenarios, since the characters will be fighting for freedom or perhaps simply to survive.

DYSTOPIAN SETTINGS

Perhaps the vampires won and keep humans, perhaps including Seers, in carefully regulated cities, where they exist to serve their vampire overlords. Maybe various governments reacted

POST-APOCALYPTIC SETTINGS

Perhaps the Vampire War went nuclear and civilisation was mostly destroyed, or maybe the War ended when vast gateways to the Otherworld opened all across the planet and all manner of Otherworld creatures swarmed over the Earth. Alternately, maybe there was no or almost no magic and supernatural creature interaction for hundreds or even thousands of years. Then suddenly, some incident released vast amounts of supernatural power, giving some people magical powers, transforming others into supernatural creatures, opening gateways to the previously unknown Otherworld, and of course, causing some of the recently dead to rise as vampires or zombies.

Regardless of the cause, there would be little or no Shadowing in this world and in the aftermath of any of these options, civilisation would collapse. When the campaign started, most people would either live in walled cities that are attempting to maintain some semblance of technological civilisation, or in small communities which are now struggling to survive, since they are not only cut off from easy access to external supplies and emergency services, they are also surrounded by various sorts of monsters. Characters could be struggling to survive, which is most appropriate for Ordinary Power Level characters. More powerful characters might be attempting to protect ordinary humans, or perhaps searching for some rumoured spell or magical artefact that could reduce the level of magic, shut off the gateways to the Otherworld, or maybe even allow the character to travel back in time a few years to prevent the nuclear war or other incident that destroyed civilisation. For an exceedingly complex campaign, elder vampires might also be looking for this spell or artefact to allow them to "win" a more limited nuclear war and conquer humanity.

to the supernatural coming out in the open with fear and hatred and now all Seers and supernatural creatures who are not summarily killed are forced to live in prison-like enclaves that are carefully warded to prevent anyone from escaping or using their powers on anyone outside of the enclave. Of course, these enclaves are patrolled by the few Seers, psychics, and sorcerers who maintain the magical wardings because they have either chosen to serve their oppressors, or have been brainwashed and perhaps fitted with careful monitoring equipment to insure their compliance.

The obvious theme for any campaign of this type, regardless of why characters (and most people) know they are imprisoned, is freedom and revolution. The current social order is repressive and corrupt and the only answer is to fight for your freedom and overthrow the system. Of course, in this type of setting character will need to carefully consider both how far they are willing to go to attain their freedom and also what sort of new world they are attempting to create. It would be very easy for a setting where humans imprisoned and oppressed supernatural creatures and people with supernatural powers to become one where individuals with supernatural powers oppress ordinary humans.

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After the Vampire Wars

The shadows have always been with us, and so have those who dwell within: the sorcerers, the fae, the lycanthropes and, darkest of them all, the vampires. All have secretly lived alongside humanity, veiled from mortal view, for milennia, but now they are exposed to the light, and the supernatural walks among us.

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