

GEM System

Attributes

Physical Attributes:

- Strength
- Agility
- Hardiness

Mental Attributes:

- Wits
- Intellect
- Perception

Social Attributes:

- Charisma
- Appearance
- Manipulation

Skills

Physical:

Knowledges:

Social:

Secondary Attributes

Race Pools – A set of stats unique to each race. These affect each character differently.

- Were Creatures: Rage* / Gnosis *sub-species specific
- Vampires: Blood / Humanity
- Fae: Glamour / Despair
- Human: Essence / Numina
- Demi-Human: Essence / Numina

Willpower – Mental fortitude as well as a general level of sanity and sense of self.

Skill and Ability Rolls

(Attribute) number of dice rolled [Range of 1 – 5]

Base Target of (10 – relevant Skill) [Range of 10 – 5]

Passively Opposed checks use (Base Target + Opposition Attribute) [Range of 5 – 10]

Actively Opposed checks have both parties roll normal skill checks. Results depend upon the skills in question.

For most skill checks, a result of 1 removes a success. A negative number of successes results in a fumble. The larger the fumble, the worse the outcome.

A result of 10 counts as a success and allows a reroll, with a maximum number of additional dice equal to skill level.

Attack rolls are based upon the weapon or attack style. Every success on the attack above the defense adds a die to the damage.

Defense rolls are the defender's choice, but some weapons may preclude defense types.

- Evading will nullify all damage if tied or higher, but provides no resistance dice.
- Blocking allows for a reduction in damage dice, but equipment may become damaged.
- Rolling with the blow allows for additional soak dice.

Damage rolls have a target of (6) and can neither fail nor give rerolls.

Soak rolls have a target of (8). They cannot fail, but they can be rerolled on a result of 10.

Attack and Defense rolls generally use Agility. Damage rolls use pre-defined weapon damage. Damage may be augmented by Strength or excess attack successes, depending upon the weapon. Soak rolls use Hardiness.

Short Combat Example:

Amy attacks Bob. Bob can choose to evade, block, or roll with it. Amy scores 3 successes and Bob does as well. If Bob Evades, no damage or soak roll is needed. If Bob Blocks, Amy rolls her damage dice but it is only applied to the equipment or armor used. If Bob Rolls-With-It then he gets 3 additional soak dice. No additional damage dice are gained because Amy's 3 successes are nullified by Bob's 3 successes, regardless of defense style.

Bob attacks Amy in return. He scores 2 successes while Amy scores 1. If Amy tries to Evade, the attack hits and Bob rolls full damage dice. If Amy Blocks, full damage minus 1 die is rolled against her soak while 1 die is rolled against the blocking equipment. If Amy Rolls with the attack then she gets 1 extra soak die. Bob gains an extra damage die because he scored 2 successes to Amy's 1.

Races

The GEM System is intended to be flexible. Some players want to have the roll of a 'regular' human while others have dreamed of being some fantastic creature. The main goal is to give them a balanced starting point.

As such, there are near limitless possibilities. Below are the most common options, though others could easily be fit into one of the priority ranks (see Systems).

Humans

Humans are the species by which all others are judged. As such, they may feel lacking in comparison to a vampire or a dragon at first, although they do possess some inherent advantages—social acceptance, no outright negatives, and higher points for priorities.

Many humans will compensate for their lack of innate abilities with powers such as Magic or Cyberwear.

Demi-Humans

Nearly human in appearance and ability, these beings have a few traits which set them apart. Races such as Dwarves, Elves, Orcs, and Trolls are considered demi-human.

Supernaturals

Supernatural beings tend to have their own sets of rules and levels of social acceptability. They can vary wildly in capabilities. They are more restricted in some areas (Cyberware or Magic use), but may possess abilities humans can only dream of.

Common supernaturals are Vampires, Faeries, Werewolves, and other Shifters.

Mythicals

Mythical beings have innate abilities which make them exceptionally impressive. They are also unlikely to be mistaken as human.

Dragons, sphinxes, and even extra-dimensional aliens may fall under this category.

Divines

Divine creatures are well above mortals in their capabilities. Even if they appear human, something about them sets them apart.

These characters may be the physical manifestation of some mythical god. Roger Zelazney's Amberites and Chaos Lords would also qualify.

Other Realms – Shadowrun

Cyberwear

In the world of Shadowrun, circa 2045, human augmentation through cybernetics is quite common. There are very few medical problems we know today that cannot be corrected by this time, nor for those with resources, simple human limitations. Common procedures involve artificial organs and prosthetic limbs. Specialized cyberwear can enhance eyesight, filter pathogens, or provide tactical HUDs overlaid on an individual's vision. Military-grade equipment can greatly increase reflexes, running speed, sub-vocal communicators, or even weapons.

The downside to cyberwear is the toll it takes upon the body and spirit of the one it is implanted in. Something is lost with each improvement, and that is the very essence of what makes one a person. Some creatures such as Lycanthropes and Shapechangers may find their abilities significantly curtailed should they be augmented in such a way. Magic users discover their spell casting abilities are hindered, and some sensitive creatures may outright reject such modification.

Bodywear

Similar in concept to cyberwear, these pieces take into account the recipient's physiology with biologically friendly materials and DNA-matching and/or editing. Though generally not providing as dramatic an improvement, they cause fewer problems than their purely synthetic counterparts.

These body modifications are highly sought after by mages and shifters seeking an edge without all the drawbacks.

Rigging

Specialized cyberwear that allows the individual to control remote drones, along with improved reaction time and multi-tasking. Because of the variety of drones available, their versatility is unrivalled.

Decking

Information is everything in 2045. Multinational corporations wield more power than territorial governments. Deckers use personal computers and their own suite of cyber modifications in order to take full advantage of the Matrix. These hackers can be seen helping runners with mission security, stealing data, doing corporate espionage and sabotage, and protecting company data stores. Where runners inspire concern with their brute methods and cunning plans that threaten territorial integrity, deckers scare the corps because they have the potential to take everything that makes them valuable—data.

Magic

Magic has become a common occurrence in the post-awakened world. Though mundanes outnumber the awakened, just about everyone knows a mage or shaman. Companies have entire divisions of wage mages on staff and there are numerous magical study programs at universities.

A character that has a Magic Rating is considered awakened, regardless of the type of rating. The most common traditions are Hermetic (mages) and Shamanic (shaman), though others such as Cybermancy (otaku) and Draconic (dragons) exist.

Other Realms - D&D

Magical Items

These are powerfully enchanted items with a rating between one and five pips. The pips represent the strength of their enchantment. For weapons and armor, up to three reflect their automatic successes for hitting, damage, or damage absorbed. Additional dots represent other powers, whether adding elemental damage (which must be rolled) or other characteristics such as causing bleeding, intelligence, or any other magical property.

Damage Resistance

Some creatures are tough to an unbelievable degree thanks to their magical nature. For every pip more of Damage Resistance than automatic success (Magical Item damage bonus, Potence, etc.), they reduce total damage done by two, automatically. This does not work against specific elemental attacks.

Elemental Resistances

Many creatures exhibit supernatural resistances to specific elements. This is represented by a number of pips that add to soak rolls, or grant soak rolls even if normally not soakable. Three dots in an elemental trait represents immunity to mundane, natural sources, such as a camp fire or electricity from a wall outlet. Five dots in a trait grants immunity to all but the most intense attacks using that elemental form—lava would not bother an immune creature, but a magical fireball doing at least three damage would have a chance—and the creature still gets its normal soak roll.

Shapeshifting

A rare trait that is nevertheless well known by adventurers is the ability to assume other forms. The number of pips determines the amount of control the creature has. General appearance is fairly easy to mimic, however imitating a specific individual or specimen will require a skill roll (Stamina + ?).

The real benefit of pips is how close to the chosen subject the character can become. Each pip allows the user to choose a property of the creature to imitate. A skill roll then allows them to

assign bonus points towards those traits, not to exceed the creature's. Non-intrinsic abilities and knowledges cannot be duplicated—armor, weapons, enchantments, spell casting abilities, etc.

Other Realms - Amber

Pattern

The strongest power known to Amberites, derived from walking the Pattern. Doing so grants the potential for a great many abilities.

- Fashion Appearance – The ability to change one's clothes to match the realm and occasion
- Find Item – Simple items can be found by 'stumbling' upon them.
- Shadow Walking – The ability to walk through Shadow, the disparate realms of existence
- Pattern Defense – Calling forth the Pattern allows one to dispel enchantments one touches
- Find Desire – Shadow is infinite and anything can be found. This leads you to it.

All of these are possible with even a single pip of Pattern. Higher ratings allows for better control of the desired outcome. In the case of Shadow Walking and Find Desire, this does not necessarily mean an easy time of it. The more powerful or obscure a target, the more likely it is to be very well defended in some unpleasant environment. Physical and metaphysical properties of each Shadow may differ quite a bit, too.

Pattern Defense gives a number of automatic successes in stopping mind control or dispelling an enchantment. Spells depend upon their nature. Barrier will be completely dispelled unless somehow compartmentalized. Area spells will affect others, but not the Pattern wielder, although those behind them may be shielded depending upon how the spell spreads.

Shapechanging

Similar to Shapeshifting, this is much more fluid in nature. Shapeshifting is about mimicking other creatures. Shapechanging allows for creative control. Mass is limited to approximately the wielder's own, though surrounding matter can be incorporated given time. This power can also greatly speed the healing process by knitting damaged areas back together. Whether healing or changing form, the process does take time and is not instantaneous. One danger of Shapechanging is that the more exotic the form chosen, the less of the original personality remains if they are not careful.

In addition to the abilities it confers, practitioners have three base forms they can quickly assume. Not doing so gradually can be very taxing, however, imposing a cumulative penalty upon Stamina for the scene.

Human Form – This is the wielder’s natural shape, which may not actually be human, but is referred to as such in general. They can revert to this form quickly and without penalty, because it is their default state.

Demon Form – It is a more exotic appearance with natural weapons and armor. For Amberites this tends to look like an animal of some kind. For Chaosians it is generally humanoid, but can vary widely in appearance. Whatever its nature, it tends to favor the outlook of the user.

Avatar Form – A shape made for survivability. These tend to be very exotic in nature and could be everything from assuming the shape of a bonfire, a mass of rock, to a ghostly wisp. Whatever form is chosen, it tends to be very hard to kill, and able to survive in most environments. The downside is that its personality is strongly keyed to the shape can be quite alien to the user’s normal one. More than one shapechanger has lost themselves to their Avatar Form.

Trump

This is the power of Tarot and communication. Trumps are one of the most handy magics known in all of Shadow, and is a basic power unto itself. Each Trump contains the likeness of an individual or place and a *direct link* to them. This makes them powerful and very dangerous.

Anyone of sufficient willpower can activate a Trump if they understand how to. For Trumps of individuals, they will feel it and can either open themselves to the connection or do their best to resist. Stronger minds can force the connection, but the recipient has a decided advantage (Wits + ? + 3 vs. Manipulation + ?). Places cannot resist though warding magic can be in place.

Once a connection is established, the individuals involved will clearly see one another. They can hold a conversation as if they were right in front of one another, though the mental contact will permit communication even if background events would drown it out, though mental duress may cause hindrance. Other individuals can be added to the conversation if they are in physical contact with one of the two and they are of sufficient mental strength. Mental combat can be initiated, but the link goes both ways.

Perhaps the greatest convenience of these devices is that an established connection permits one to travel to the location depicted, or be pulled through by the person on the other side. Other people and objects can be passed through as well.

Sorcery

Conjuration

Logrus

Other Realms – Vampire the Masquerade

Blood

Vampire's existence revolves around blood. It is essential to their functioning and powers many of their abilities. Some revel in it while others seek to minimize its impact, but there is an always present drive which causes the Kindred to seek out its unlife sustaining properties.

Besides costing a blood point a day simply for waking up, Vampires can boost their physical stats up to their maximum on a point-for-point basis. They can also use it to heal non-aggravated wounds, one for each point. Aggravated wounds require a day of sleep and five blood points to heal, so the process is slow even for them.

Each Vampire has a Blood Pool which represents how well satiated it is. The quantity in any given vampire is about the same. Elder blood is a highly concentrated viscous liquid that provides the same effect with a smaller amount.

Vampire Attribute and Skill Maximums

Vampires get stronger as they age. An elder vampire is a fearsome being owing to centuries of experience and survival. Formidable as they are, these creatures must still keep an eye upon the younger generations who seek to forcefully usurp their power.

Generation	Attribute Max	Blood Pool	Blood per Turn	Age
13 th	5	10	1	Recent
12 th	5	11	1	10 years
11 th	5	12	1	25 years
10 th	5	13	1	50 years
9 th	5	14	2	100 years
8 th	5	15	3	250 years
7 th	6	20	5	500 years
6 th	7	30	6	1000 years
5 th	8	40	8	1500 years
4 th	9	50	10	3000 years
3 rd	10	?	?	6000 years

Disciplines

Many of the vampiric powers of myth are based around Disciplines. Each clan has three favored abilities though they are not restricted from learning other through teaching. Clan-based disciplines are much easier to learn and some Clans are very reluctant to teach outsiders.

Clans

Though most vampires claim lineage to the mythical Caine, those of the Third Generation each left their mark upon their descendents. These groups of vampires are considered Clans and

share many characteristics, both through inherent attributes and the preferences of their sires in whom they chose to embrace.

Systems

Character Abilities

All characters choose their starting stats with a priority system. The default rank is priority C in all stats. A player can opt for a more powerful rank in one stat by lowering another stat an equal amount.

Starting Racial Stats

Priority	Race	Attributes	Powers	Skills	Backgrounds
A	Divine	8/6/5	5	15/13/9	7
B	Mythical	7/6/4	4	14/11/7	6
C	Supernatural	7/5/3	3	13/9/5	5
D	Demi-Human	6/4/3	2	11/7/4	4
E	Human	5/3/3	1	9/5/3	3

Race Specifics

Human – Humans and near-humans

Have maximum attribute pools of 4 and maximum skill pools of 5. Cyberwear, magic, and powers can cause the pools exceed these limitations. Humans are generally restricted to mundane and common powers.

Demi-human – Elf

They have +1 to Agility or Charisma and Low-Light Vision. Elves have maximum attribute pools of 4, with 5 in Agility and Charisma, and maximum skill pools of 5.

Demi-human – Dwarf

They gain +1 to Strength, Hardiness, or Willpower, and Thermographic Vision. Dwarves have maximum attribute pools of 4, with 5 in Hardiness and Willpower, and maximum skill pools of 5.

Demi-human – Ork

They have +1 to Strength or Hardiness and Low-Light Vision. Orks have maximum attribute pools of 4, with 5 in Strength and Hardiness, and 3 in Charisma. Their maximum skill pools are 5.

Demi-human – Troll

They have a +1 to Strength and Hardiness, Thermographic Vision, and 1 level of innate Dermal Armor. Trolls have maximum attributes of 6 in Strength and Hardiness, with a maximum of 3 in Dexterity, Charisma, and Intellect. Other attributes have a maximum of 4, with a maximum of 5 to skills.

Demi-human – Adonis

These meta-human Humans have maximum attribute pools of 5, and maximum skill pools of 5. They may add +1 to any single attribute.

Supernatural – Vampire

Vampires' maximum pools depend upon their generation stat. The youngest will be no different from a human, with the eldest maxing out at 10.

Supernatural – Were-creatures

Maximum pools depend upon their form. As a humanoid they will have the same limitations as their base race (generally Human). If a player wants to be a demi-human and a supernatural, they may buy the race at one priority rank higher, otherwise they will have human stats even if they appear demi-human. Their other forms will increase their maximum attributes and their caps accordingly, with 10 as an absolute maximum.

Mythical – Dragons

Dragons are born looking either as a human, demi-human, or dragon. Awakened dragons require maintaining a Shapechange spell to become a humanoid. Regardless of form, they are Dual Natured, have Enhanced Smell, Low-Light Vision, and Thermographic Vision. Their maximum stats will depend upon current form and age. They also have at least 1 rank of the Draconic Magic Tradition.

Divine – Chaosian

They have +1 / +1 / +1 attribute points to distribute and know 1 rank of Shapeshifting innately. Their starting attribute and skill cap is 5, with maximum caps of 9. They may also know Sorcery, Conjunction, and Trump from the start.

Divine – Amberite

They have +2 / +1 / +1 attribute points to distribute with a starting attribute and skill caps of 6, and maximum caps of 9. They are the only species that may choose to know or later learn the Pattern power. Similarly, they may know Sorcery, Conjunction, or Trump from the start.

Shadowrun Cyberwear

Shadowrun Bodywear

Shadowrun Magic

To use magic a character must have at least one rank in a Tradition. Mechanically the traditions are nearly the same, however they are incompatible with one another for purposes of instruction and other areas.

A character's magic rating may never be higher than their Essence Rating. A street wizard may find it cool to sport some chrome, but any magician seeking the highest levels of mastery will eschew any sort of costly body modification.

Serious trauma can also cause a loss of magic. Any time a character takes deadly damage, roll 2d10. If the result is a 2, or under the character's current Magic Rating, then they lose one pip. A mage that drops to 0 is "burned out" and may never use magic. Their magical skills become knowledge skills.

Aspected Magicians

Those that can use only Sorcery or Conjuring are referred to as aspected magicians. They are also restricted in their astral abilities as they may only perceive and not project. The one advantage they have is that their focus makes their abilities cheaper to raise.

Conjurer

They may only use Conjuring. Sorcery is unavailable to them. They may be mages or shaman. Shaman receive totem bonuses as normal.

Sorcerer

As expected, they may only use Sorcery. They may be mages or shaman. Shaman receive totem bonuses as normal.

Elementalist (alternate aspect)

These may only be hermetic mages. They may cast spells and conjure spirits, however they are limited to spells of one of the classical elements. When trying to counter or dispel a magic of the opposite element then are at -1 die.

Shamanist (alternate aspect)

These shaman can only cast spells and conjure spirits related to their totem. With that restriction, they otherwise operate normally.

Physical Adepts

Sorcerous Adepts

Exclusive Magic

Magical actions and spells labeled Exclusive cannot be performed while using other magical skills or maintaining other magical abilities. They also cannot maintain spell defense over others while performing an Exclusive magic.

Force

Spells, spirits, and magical paraphernalia all have a rating referred to as Force. Paraphernalia include foci, fetishes, shaman lodges, and mage libraries.

For spells, multiply the Force rating by two to determine how many dice are rolled on the attack. Summoned spirits get bonus attributes equal to the **Force / Force – 1 / Force – 2** assigned depending upon the spirit type. They also get a bonus to their health levels equal to their Force rating.

Magic Drain

Magical actions exert a toll on their users called Drain. For spells, the base Drain is equal to the Force of the spell. For Conjuring, the base Drain is equal to twice the summoned spirit's Force.

Magicians can cast spells or conjuration at a Force above their magic rating, however the Drain changes from mental Stun damage to physical Lethal damage. Casting a spell at an equal rating can go either way. If the caster chooses to gain only one dice from the matching level then it is Stun. If they chose to use both die then it is Lethal.

Sustaining a spell or spirit adds +2 Drain for each maintained to subsequent actions.

Sorcery Drain is resisted by **Wits + Control (8)** while Conjuring Drain is resisted by **Charisma + Control (8)**. Each success reduces the Drain by 1. Lethal damage taken in this fashion cannot be healed by magic, only by rest.

Noticing Casting

Spell casting is not as flashy as one might assume. To detect a spell being cast, roll (Perception + Occult) against a target of (6 + caster's Magic Rating – spell Force). Being awakened, astrally perceiving, or the caster using a shamanic mask, then the target is reduced by 2 for each. If the caster is gaining a totem advantage or using a fetish, the target is reduced by 1.

The Shamanic Tradition

Shaman are attuned to a specific animal or concept referred to as a totem. Usually their connection to the totem is established during a time of crisis or significant duress. Totems may provide a benefit using certain types of magic or in specific locales, however practitioners may likewise find magic harder to use in some situations. Many totems may also impose restrictions or have disadvantages associated with them.

Shamanic Lodges

These spaces are prepared by Shaman in order to learn new spells. They are active on both the mundane and astral planes, though they have an astral barrier equal to the Force of the lodge that can only be passed by those creating it, or those allowed to by the same.

The Hermetic Tradition

Any number of hermetic traditions exist to explain magic, however they all have in common the theme of being a robust system which can be studied and explained. Corps and colleges have a much greater focus on hermetic magic than other kinds as their formulaic systems are easier to teach and explain to other mages.

Hermetic Libraries

Mage libraries can be either physical or stored on computers. This makes them versatile. Some universities and libraries will even rent out their stacks. Unlike other traditions which have a single repository, both Sorcery and Conjunction require separate libraries. A mage wishing to perform conjunction must also have access to the library to prepare a summoning circle.

Cybermancy

This is a newer field of magic which many experts are still skeptical of. Its practitioners stay hidden and researchers have so far turned up little solid information about it. As many of its outcomes could be produced skilled decking and rigging operations, opponents of its existence claim they are searching for ghosts and kids with inflated egos.

The truth is far different and just as Physical Adepts can mimic many of the effects of cyberwear using magic, so too can otaku control machines with magic.

Data Stores

In order to learn new spells and control cyber-spirits, otaku require access to a data store, usually hidden somewhere in the depths of the Matrix. Despite being held in a virtual realm, they also have active ports to the astral plane. Data Stores are protected by ICE spirits equal to the store's Force rating.

Vampire Attribute and Skill Maximums

Generation	Attribute Max	Blood Pool	Blood per Turn	Age
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13th	5	10	1	Recent
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9th	5	14	2	100 years
8th	5	15	3	250 years
7th	6	20	5	500 years
6th	7	30	6	1000 years
5th	8	40	8	1500 years
4th	9	50	10	3000 years
3rd	10	?	?	6000 years

Vampire Clans

Brujah

Gangrel

Malkavian

Nosferatu

Toreador

Tzimisce

Ventrue

Assamite

Followers of Set

Giovanni

Ravnos

Tremere

Lasombra

Lasombra are fiercely predatory creatures, and the Lasombra mindset is defined by an enthusiastic embrace of social darwinism. The Lasombra firmly believe that power is best held by the most worthy, and that the primary test of worthiness is acquiring said power. Because of this, they are often found at the top of wealthy companies, especially in the financial industry.

Lasombra pride themselves on doing things with style and elegance. That doesn't mean they all dress alike, act alike or furnish their havens the same way. Almost anything can be elegant. One of the classic Lasombra virtues is the gift of exposition, allowing one vampire to explain to others why this particular choice is in fact elegant. The clan favors its members who can articulate their preferences in persuasive manner. The clan frowns on efforts to shock — unless they work.

Disciplines – Obtenebration, Dominate, Potence

Nicknames – Keepers (modern era), Corsairs (Renaissance), Magisters (Dark Ages), Creepers (Shadow Slang)

Vampiric Disciplines

Celerity – A physical discipline which grants its rank in dice on any dexterity roll.

Fortitude – A physical discipline which grants its rank in dice on stamina rolls. Allows its possessor to use these dice for soaking aggravated damage.

Potence – A physical discipline which grants it rank in dice on strength rolls.

Animalism – tame kitty

Auspex – sight

Dominate – order

Obfuscate – chicken

Presence – narcissism

Obtenebration – The clan power of Lasombra which manipulates shadow. Observers tend to be unnerved by the subtler uses and outright terrified of the overt ones. Skilled practitioners can cause shadows to gain physical substance. The shadows created by use of this power are nullified by sunlight and are susceptible to fire.

- 1) **Shadow Play** – Causes the surrounding shadows to move unnaturally. This is very disorienting for anyone or thing without Obtenebration and results in -1 die on all skill rolls. Blind-fighting, Auspex, or similar powers will negate this. Despite the disorientation it is not an overt power.
- 2) **Shroud of Night** – Blanket an area in total darkness. It obscures vision, muffles sound and heat, and even dims light sources. The darkness is near absolute. Only the most powerful of lights can penetrate and even Auspex only provides a slight aid. Where darkness generally inflicts a -2 die penalty, Shroud of Night inflicts an additional -1 penalty.
- 3) **Arms of the Abyss** – Using any shadow in the area, the practitioner can create shadowy arms of about five feet in length. Each success on a Manipulation + Perception roll allows

- the user to spend points on generating an arm with physical stats of 1 each. Excess successes may then be spent increasing their strength or dexterity. The vampire may also choose to spend blood to gain additional successes, however arm stats may not exceed generational maximum -1.
- 4) **Nightshades** – With ever increasing finesse, the vampire can create simple objects out of shadow. (A gun would be too complex but a crossbow and bolts would not.) These objects will last for the night or until touched by sunlight. By spending a blood point the objects will last indefinitely if kept out of the sun. Objects over ten pounds and also be created by spending a blood point for every 50 pounds of mass a real-world counterpart would possess.
 - 5) **Tenebrous Form** – The vampire spends a point of blood and becomes an unliving shadow that can only be harmed by fire or sunlight. While they have no physical form and are not completely incorporeal, they may pass through narrow cracks and easily scale surfaces. Unlike many disciplines which prevent the use of multiple powers at the same time, all previous levels of Obtenebration may still be used while in Tenebrous Form (Nightshade items may be employed, but only Potence will grant dice for strength).

Protean – I wish I was a werewolf

Ghouls and Revenants

Vampires and Other Systems

Cyberwear

Magic

Setting – World of Dark Shadows

Take the dirty neon-lined streets of Shadowrun and blend with a dark gothic dose of the World of Darkness. What you end up with is a land not too different from either. Conspiracies abound and the supernatural night-life gets a bit crazier.

The End of the World has come and gone. Old institutions were battered about. Some broke and some have been rebuilt. New organizations have risen and there are powers out there competing with the lords of the cities and the kings of the jungles. As always, those who survived have become stronger, and now a new generation is looking to make their mark.

Corporations

Nations continue to exist, however massive global corporations have become the world's super powers. Within corp territory their rule is sovereign. Personal identities are forged not just by one's birth nation but by one's employer.

Where nations bow to their own rules and are beholden to the World Court, the corps are bound to the Corporate Court. It is the ultimate legal body made up of the top ten companies (AAA) in the world, ranked by territory, assets, personnel, and profits. Below these entities are the megacorps (AA) which may not be quite as powerful but still wield enormous influence and still possess extraterritorial power.

AAA Corps

- **Ares Macrotechnology** – Detroit-based conglomerate of Ares Arms, General Motors, and AresSpace (formerly NASA), Knight Errant Security, and Apple Computer. CEO – Leonard Aurelius. 22% stock owner – Damien Knight. Strong PR efforts in the UCAS.
- **Aztechnology** – Aztlan-based company with a focus on consumer goods, chemistry, and magic. Has wide-ranging research projects, many of them regarded as 'unpleasant'.
- **Fuchi Industrial Electronics** – A computer giant built by Nakatomis and Yamanas from Japan and Richard Villiers from Boston. Reknowned for its computer and Matrix technologies.
- **Mitsuhama Computer Technologies** – Started as a money laundering operation but became more successful in its production of robotics, heavy machinery, computers, and magical goods.
- **Renraku Computer Systems** – Though based in Japan, it's Seattle Arcology is world renowned. Produces computer hardware and software and firearms.
- **Saeder-Krupp Heavy Industries** – The world's largest corporation based in Germany. Produces steel, heavy-industrial goods, several brands of cars (BMW, Mercedes, et. al.), arms, and communications. Majority owned by the Great Dragon Lofwyr.
- **Shiawase Corporation** – An early 20th century company that survived the turmoil of the 21st century that expanded into energy, biotech, and environmental procedures. The first company to be granted megacorporate sovereignty.
- **Yamatetsu** – Based in Tokyo, Japan. They produce nano- and bio-technologies, genetics research. The first corp to establish a base on Mars.
- **Elysium Corp** – With the revelation that Vampires have been in existence for millennia, the Camarilla pooled assets to incorporate as a conglomerate. Elders had been following the laws regarding extraterritoriality since their inception. One of their contingencies was how to split off enough subsidiaries from their individual portfolios to form a new megacorp without impacting their own holdings. Because of this, Elysium Corp produces a bit of everything, and offers a staggering assortment of experts for any consulting need.
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AA Corps

- AG Chemie Europa (NEEC)
- Aerospatiale SA

- Chalmers & Cole Associates
- Citigroup (MDC)
- Colt Manufacturing
- Cord Mutual Insurance
- Daiatsu
- Eastern Tiger Corporation (PPG)
- ESUS (NEEC)
- Federated-Boeing (PPG)
- Ford Motor Company, Inc.
- Frankfurter Bankverein AG (Frankfurt Bank Association) (NEEC)
- Gaeatronics (PPG)
- Global Standstorm
- Hildebrandt-Kleinfort-Bernal (NEEC)
- Integrated Weapon Systems PLC^[1]
- Index-AXA
- Korporacja Opatrzności Bożej (Providence Corporation)
- Kolkota Integrated Talent & Technologies
- Komatsu Limited
- Lockheed Corporation^[3]
- Lusiada (NEEC)
- Maersk Incorporated Assets (NEEC)
- Monobe International
- Nagato Corporation^[4]
- Pacific Rim Bank & Financial Services
- Reality, Inc.
- Regency MegaMedia
- Regulus Joint Industries
- Renault-Fiat (NEEC)
- Saab AB
- Shibata Construction and Engineering (PPG)
- ShinSiam
- Sikorsky-Bell^{[5][6]}
- Singapore, Inc.
- Sol Media Group (NEEC)
- Sony Corporation (MDC)
- Spinrad Industries ((MDC; NEEC)
- Tablelands Software
- Tanamyre Resources^[7]
- Telestrian Industries Corporation
- Trans-Orbital (MDC)
- UOL
- Universal Omnitech (PPG)
- Vedacorp
- Virtual Reality, Inc.
- Winter Systems
- Yakashima Technologies

- Yokogawa Corporation
- Zeta-ImpChem (NEEC)

Security Corporations

- Houston Police Corporation
- Knight Errant Security – a division of Ares Macrotechnology
- Lone Star Security Services – Austin-based. Have 63% of all security contracts
- NYPD, Inc.

Medical and Bio-tech Corporations

- Doc Wagon – premiere provider of medical emergency services
- Genesis Consortium
- Phoenix Biotechnologies
- Prometheus Engineering

Financial Corporations

- Primere Bank of Houston

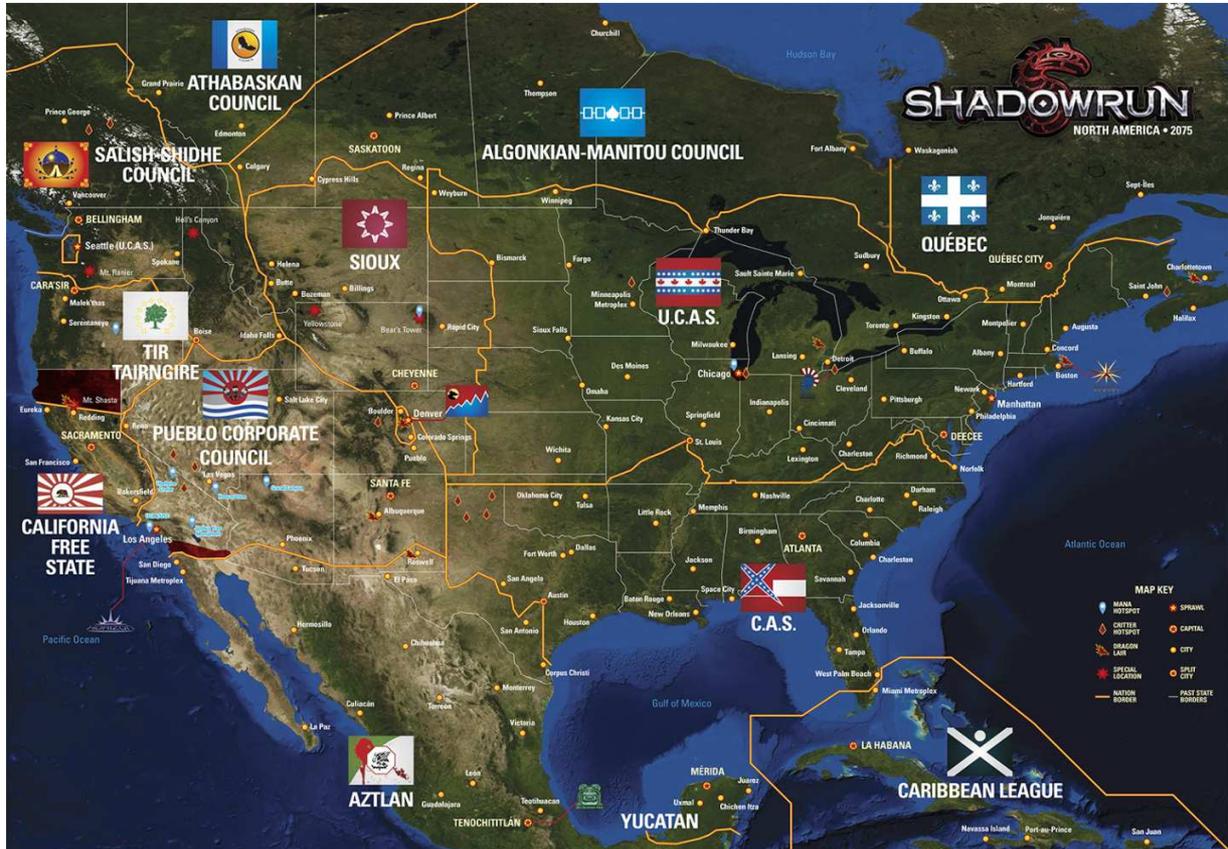
Aerospace Corporations

- AresSpace – is headquartered in Houston
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Policlubs

- [Alamos 20,000](#)
- [Alliance for Allah](#)
- [Astral Space Preservation Society](#)
- [Council to Rebuild America](#)
- [Empowerment Coalition](#)
- [Ghoul Liberation League](#)
- [Humanis Policlub](#)
- [Magical Reform Society](#)
- [Mother Earth Policlub](#)
- [Mothers of Metahumans](#)
- [Nationale Aktion](#)
- [Ork Rights Committee](#)
- [People for the Ethical Treatment of the Awakened](#)
- [Sons of Sauron](#)
- [Stonecutters Guild](#)
- [Universal Brotherhood](#)
- [Young Elven Technologists](#)

Nations



Confederate American States (CAS) – former southern American states from Texas east to Florida.

United Canadian and American States (UCAS) – former north American states and Canadian Territories

Native American Nations (NAN) – consists of the former territories of much of the western United States

Aztlan – formerly the states of Mexico and some of southwest America

Gangs

- Ancients
- Cutters
- Spikes
- Ran Gees
- Dicemen – a gang whose members became international chess champions

Flavor

Brands

- Friggin' Chicken – "It's F***ing... I mean it's Friggin' good!"; Mascot is Fowl Mouth
- 13 – "13 stimulants in every bottle"; Yellow Sno, SeXXX, Team Trivia, Dirty Sanchez
- Liquid DemonSeed – "Slobber it down"; Babalu, ExTeaSee, Rondo, Dank Skank
- NuBlood, SynBlüd
- Yahooligan – Search engine
- Schreknet – Nosferatu playground
- Hellcat – Construction equipment
- Deb of the Night – Nighttime radio jock
- Cock-a-Cola

Hotel

- Ed – Crazy, jealous husband; killed family then self by burning hotel
- "wife" – Started wearing her grandmother's locket; Ed thinks it is from a suitor
- Tiffany, Ed Jr. – Kids killed by Ed in the basement
- Ocean House Hotel, abandoned since fire of 1958
- Investigators unsure which was responsible; Husband's ghost was keeping wife captive

Elizabeth Dane

- Freighter that turned up without any crew
- Was carrying the Ankaran Sarcophagus
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