

High Stakes – Las Vegas RPG

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1. Coming Out of the Closet –

It had been nearly three hundred years since the Salem Witch Trials. New age witchcraft shops dot strip malls from one end of the country to the other. Humans are exploring their spiritual sides, while the real Mages and Readers watch and wait.

Plastic surgery is all the rage. Young starlets and wanna be supermodels are willing to do anything to stay young and beautiful. But instead of nip and tuck, a few of them decided a bite and suck would be easier.

Coyotes and cougars are coming out of the shrinking wilderness, finding it so much easier to snack on the family dog or dig through the trash. With new genetic testing in hospitals it was only a matter of time before the humans found out about the shapeshifters.

And then after field tests that began during the Viet Nam War, they figured out how to make fake blood. Two rival companies, Sangart and Northfield Labs, battled it out to come up with the definitive blood substitute. Both *Hemospan* and *Polyheme* were made using various oxygen carrying polymers combined with expired human red blood cells, making unnecessary for vampires to hunt for blood.

It was media darling Sophia Deveraux who blew the doors right off of the closet. She'd started as a fresh faced model in the late 60s, strutting her stuff down catwalks from Europe to Tokyo, and kept on through the mid 70s. When most of her peers were retiring to rehab clinics and having "secret" plastic surgery Sophia kept going making the move into television and the movies.

She kept her secret for years, never looking a day older, and said she owed it all to her personal physician Doctor Jerry Dandridge, a noted immunologist. But when she was cast in a movie that required her to run down a Hawaiian beach during daylight, she had to quit the film. Intrepid reporters started hounding her more than the paparazzi ever had.

The truth is found out by veteran Las Vegas reporter Carl Kolchak, who discovers that Dr. Dandridge is in fact a vampire and has turned Sophia into one of the undead. Rather than let Kolchak or the police drive a stake through his patient's heart (or his own), Dr. Dandridge announces to the world on live television that vampires and the other things that go bump in the night are very, very real. He tells the world that they might just be living next door.

Scientists all over the world have the wool ripped off of their eyes as they find out that the creatures they've been denying have actually been leading them down false trails for centuries. They begin to actively examine and test people infected with the vampire virus, tracing the creature's DNA. When tests begin on the shapeshifters, fights about civil rights of the supernatural begin. In a country based on the Bill of Rights, the supernaturals band together to demand to be treated just like everyone else. In most cases they've been working, paying their taxes and raising their children just like everyone else.

The Supernatural Bill of Rights is passed giving them nearly the same amount of freedom as any other citizen of the United States. The laws vary around the world, but most follow suit with the USA. Some members of the government balk at giving unlimited rights to creatures that were the basis of eons of nightmares and horror stories, and they encourage the creation of the Department of Supernatural Affairs.

The Eight Laws

1. An individual cannot be discriminated against in the work place regardless of supernatural or mundane origin.
2. Children of supernatural origin must be afforded the same chance for education as any mundane child.
3. An individual cannot be denied housing because of supernatural origin.
4. Supernaturals have the same right to marriage as any mundane regardless of religious, sexual or racial differences.
5. At the age of consent, an individual is free to willingly become infected by the vampire virus or to offer himself as a willing donor.
6. Human children of a vampire parent will be placed in foster care if no mundane parent is available.
7. Shapeshifter parents, since this is a genetic anomaly, are permitted and encouraged to raise their own children.
8. Mage and Reader children are to be raised in a protected environment with parents and social workers overseeing the development of the child's powers.

2. The Department of Supernatural Affairs –

An offshoot of the Federal Bureau of Investigation, the Department of Supernatural Affairs is at the very least a law enforcement agency. The DSA oversees many aspects of supernatural life, including keeping the supernatural registration database up to current; monitoring the adjustment of newly awakened and turned individuals with the help of peer counselors and orientation services as well as upholding the laws governing supernatural citizens of the USA.

The Database –

All supernatural citizens of the United States are required to submit DNA samples to the DSA. These samples are used to track genetic mutations, and to keep an eye on potential dangers such as viruses that might cross between the supernatural and mundane citizens of the country.

Once registered in the database, anyone with access to a chip scanner can know all there is to know about a supernatural individual. This process was protested widely as a violation of privacy, but the overwhelming support of the mundane citizens voted the identification of supernaturals act into effect in 1980. Since that time all supernaturals were to wear an identifying bracelet or tattoo. However the silver used in making the identification bracelets caused allergic reactions in many Shapeshifters, so they were discontinued and replaced with embedded microchips.

The Chips are embedded deep in the wrist bone of all registered supernaturals. The chip cannot be seen or felt in most cases, and very few individuals have shown any adverse reactions to it. Chip readers are widely available and all government buildings are equipped with full scanners. Scanners are also used at schools, hospitals and by many large corporations.

The supernatural population is by no means out of control. There are approximately 2 vampires per 500 humans, 3 shapeshifters per 200 humans usually part of the same family or pack, and only 1 mage/reader per 1000 humans.

All casinos in Las Vegas and Atlantic City have scanners in place to help keep the games fair for everyone. Supernaturals are not allowed to play in humans' only games because of their innate psychic abilities and other unfair advantages. Violators will be dealt with by casino security and the DSA in extreme cases.

Orientation and Counseling

The DSA has orientation and counseling centers in all major and most minor US cities. In these friendly environments new vampires and the like are taught how to abide by the Eight Laws and helped to adjust to their new lifestyles.

Peer counselors are trained volunteers who are ready, willing and able to assist the newly supernatural. They are also there to help offer a sympathetic ear to all supernaturals new or old.

Law Enforcement

As a branch of the FBI, the DSA oversees the Eight Laws. They also hunt down rogue supernaturals to protect the general public. The general public includes other supernaturals not just mundanes. They work in tandem with local law enforcement agencies to bring in dangerous anomalies such as demons and other potentially lethal supernaturals.

The DSA trains federally licensed hunters to shore up their limited numbers. Said hunters undergo a rigorous background check and are only then trained in the latest most humane methods to take down a rogue supernatural.

*If you would like to play a DSA agent or hunter, you may use rules from **Hunter the Reckoning**. Or find suitable substitute rules with storyteller approval.*

3. The Mages & Readers –

Perhaps the least understood and the most frightening to the mundane humans are the Mages and Readers. They look like humans, can't be detected as anything but human by mundanes and can change the very reality of the environment or bend a person's perceptions and will.

In the past Mages and Readers were tattooed around their wrists to make identification easier. Many Mages and Readers, although chipped, still have themselves tattooed in honor of those who were marked before them. These tattoos often show the ethnic background of the Mage and their traditions. Celtic weaves for those who follow the Druidic way of life, Greek key designs for those who follow those gods...

The difference between Mages and Readers is quite simple. Mages affect the world around them by casting spells and using unseen forces to do their work. Readers on the other hand use their minds to affect the minds of others, reading them, reading objects, sensing emotions, and speaking to and for the dead.

Many Mages and Readers are employed by the DSA and are some of their best operatives. Sadly before the opening of the door on the supernatural closet, many mages and readers ended up in psychiatric wards and hospitals around the world. Children are scanned and tested by DSA certified Readers several times during school, and once a year when they reach high school. Very few of the gifted escape detection and all are rated according to the level of their Arete. **A rating of 5 and up requires the mage or reader to work for the DSA, unless you have special permission of the ST.**

We will be using the rules from Mage the Ascension to create Mage characters for the game. You can decide if you are a Mage or a Reader by the spheres you take. If you are infected by the vampire virus, it kills your avatar.

Hollow Ones – mages with no formal tradition to follow can have both aspects, but only with ST permission.

Mage Spheres:

Entropy
Forces
Life
Matter
Prime

Traditions:

Euthanatos
Order of Hermes
Sons of Ether
Virtual Adepts

Reader Spheres:

Correspondence
Mind
Spirit
Time
Prime

Traditions:

Celestial Chorus
Cult of Ecstasy
Dreamspeakers
Verbena

4. The Vampires

People have been familiar with vampires for years thanks to works of fiction like Dracula and the Vampire Chronicles. Movies and Television have made the vampire a romantic and charming monster. Even before Sophia Deveraux flashed fangs, people have been willing to share blood and more with the creatures of the night.

Once believed to be a curse or a product of an angry god, it is now widely accepted that vampirism is the result of a virus. The vampire is no more dead than you or I. The vampire simply lives in a state of active suspended animation. They breathe only once or twice a minute unless they are taking breath in to speak. They can hold their breath near indefinitely if they are healthy and well fed on government supplied blood substitute. Their hearts also beat although too slow for most primitive monitoring equipment to notice. They even age although the ratio appears to be approximately one day per year. In other words a 100 year old vampire has aged about three months since they were turned.

Sunlight and UV light are deadly to a vampire. They are also highly combustible. Very few are frightened by religious paraphernalia usually only older vampires who had more faith before their deaths. Most modern vampires find the sight of a cross about as scary as a stuffed Hello Kitty.

Federal hunters and the DSA use various methods to deal with rogue vampires depending on the vampire's criminal activity. Only the worse of the worse are killed. The rest are sent back into indoctrination camps where they are rehabilitated. As long as they follow the eight laws, they can lead fulfilling lives just as they did before they were infected.

All vampires who work in a civil service capacity – police officers, school teachers, mail carriers – must take a monthly injection that subdues the infectious nature of their disease. The immunization is given once a month at a DSA office or hospital near you. The serum is quite painful, but the satisfaction of being able to work with others freely more than makes up for the pain.

There are five known bloodlines of vampires. You may play a character from the following clans using traditional White Wolf rules. There is no Sabbat or Camarilla faction that you need to worry about. The city governments and vampire councils are set up according to the Camarilla model.

The Five Bloodlines of the Modern World

Brujah – They are a clan of rebels – Celerity, Potence, Presence

Malkavian – Seers, jokesters, and madmen – Auspex, Obfuscate, Dementation

Toreador – Artists and innovators – Auspex, Celerity, Presence

Tzimisce – Inhuman and sadistic – Vicissitude, Animalism, Auspex

Ventrue – Honor and leadership – Dominate, Fortitude, Presence

5. The Shapeshifters

Werewolves, Kitsune and Swanmays, all have been part of human folklore for eons. In the past these creatures were happy to live out their lives in the wilderness far from humankind. But with the growth of humanity, the forests, jungles and even deserts have been essentially terraformed into metropolitan environments with a Starbucks or a Subway on each and every corner. Once thinking of themselves as guardians of the earth itself, the shapeshifter now understands that to survive they must learn to live alongside mundane humans.

Unlike vampirism, lycanthropy is a genetic defect that affects only a very rare few individuals. It can however run rampant in some family lines. All lycanthropes should inform their significant other of the trait in their genetics before having children. All shapeshifters can change shape at will, but it is easier for them at certain phases of the lunar cycle. Most lycanthropes are part of a pack or tribe much like the animal form they can assume. It is impossible for a lycanthrope to be infected by the vampire virus.

All shapeshifters are allergic to silver. There are five tribes of werewolf known to the general public, although few people really care about the distinction. Other shapeshifters are less common with the exception of wererats and the bastet since cats and rats are both common animals within the urban jungle.

Shapeshifters are registered in the DSA database and all wear an identification chip. Going moon mad, killing and raging will result in a silver bullet in the brain. Orphan shapeshifters are trained by foster parents of the same type if possible. In other words an orphan werewolf will be raised by werewolf foster parents not a wererat or tengu family.

Use the rules from Werewolf the Apocalypse to make your shapeshifter characters, or the appropriate supplement for a wererat or bastet character. We will not be using the Rage back from the dead clause for shapeshifters. You will however get twice as many health levels as a human or anyone else. There are no meta shapeshifters, since in this world sometimes the only one you can breed with is another of your kind. You also will not have the ingrained hatred of vampires... This will be a blended campaign.

Shapeshifters Available for Play in Las Vegas

Ratkin – control the human population by eating their food and spreading disease and pestilence. Trade in secrets and thievery.

Bastet – Bubasti (housecat), Pumonca (Cougars) and Qualmi (Lynx) are the only allowed type of werecats for game, unless you escape from Siegfried and Roy's Zoo.

Bone Gnawers – Freedom and practicality rule above all else. They always know what's going on.

Glass Walkers – The lords of the cities, the Walkers are always on the cutting edge of technology.

Silver Fangs – By breeding with only the noblest of humans, they bred weakness into their house. Many have mental disorders of some sort.

Uktena – Originally Native American, the Uktena have taken in every minority that has come to the Americas.

6. Sin City –



The Las Vegas Strip

The Venetian – The Prince’s Elysium home to the Vampire Court

The Venetian Resort Hotel Casino is a Venice-themed hotel and casino located on the Las Vegas Strip on the site of the old Sands Hotel. The Venetian has 4,049 suites and a 120,000 square foot (11 000 m²) casino. It is located on the east side of the Strip, between Harrah's and the Wynn Las Vegas. When The Palazzo opens with 3,025 rooms, The Venetian resort, with 7,074 hotel rooms and suites, will become the largest hotel complex in the world.

The vampire’s claim to the Venetian is the only supernatural enclave that the DSA knows about. The others are secret.

The Luxor – Home of the Mages Circle

The Luxor Hotel is one of the city's first fully-themed megaresorts. Ground was broken for the Luxor in 1991, that same year construction began on the Treasure Island and the current MGM Grand. It has an Ancient Egyptian motif and contains a total of 4,407 rooms lining the interior walls of a hollow pyramid and contained within twin ziggurat towers that were built as later additions. The hotel is named after the city of Luxor (ancient Thebes) in Egypt, the site of the Valley of the Kings, Karnak and Luxor Temples, and scores of other pharaonic monuments — but no pyramids.

The Las Vegas Hilton – Where the Elvi (Malkavians) hold power

The hotel was built in 1969 by Kirk Kerkorian and opened as the International Hotel. When it opened, the International was the largest hotel in the world. Barbra Streisand was the opening-night performer, along with Peggy Lee performing afterwards in the hotel's lounge.

In 1969, right after Streisand's engagement, Elvis Presley performed for 58 consecutive sold out shows, breaking all Vegas attendance records, (130,157 paying, and ostensibly gambling customers in the period of one month), with stellar reviews coming from both critics, and the public. He broke his own attendance record in February 1970, and again in August of 1970, and August 1972. When playing Las Vegas, he lived in the penthouse suite, until his last performance there in December 1976.

The Mirage – Shapeshifter Sanctuary

The Mirage was the most expensive hotel/casino in history, with a construction cost of \$630 million. The hotel's distinctive gold windows get their color from actual gold used in the tinting process. It was reported that the resort would have to bring in a million dollars a day to pay off a 7-year construction loan. But in fact The Mirage did so well; the loan was paid off in just 18 months.

From 1990 through 2003, the Mirage was the venue for the Siegfried & Roy show. The two headliners combined magic and the use of wild animals. The closing of the popular attraction in 2003, after Roy Horn was attacked by one of the white tigers used in the show, impacted the Mirage for a while. Siegfried & Roy's *White Tiger Habitat* keeps one of the white tigers always on view.

Lady Heather's Dungeon –

Housed in an old mansion off of a country club golf course, Lady Heather's offers any fantasy that a man or woman can pay for. Domination, submission, human and mundane alike can experiment there. For the right price you can do anything, except kill. If you break someone permanently in her place, expect to go to jail. Heather is a very close friend to Grissom at the Las Vegas Crime Lab. Separate rooms designed to suit any taste or pleasure as spread through out the grounds of the resort.

Hades –

Once a disco, Hades is now know as a Fang Bang, a place where mundanes and supernaturals can dance the night away. The crew is a mixture of both, the décor a bit cliché with its gothic atmosphere, but what can you do it's what the tourists expect. The bouncer is a werebear named Mr. Hyde. Don't piss him off. Denver and Ash can frequently be found shooting 8-ball in their private game room upstairs from the dance floor. Bloodplay is only allowed between consenting adults.

Blue Suede Shoes – the Hilton

Named for one of the King's big hits, this Elvis themed bar is located in the Las Vegas Hilton. The tables are round and painted like 45 records of the King's hits. Pictures of Elvis cover the blue walls and the Elvii call it their home. Any vampires staying in the hotel must drop by Blue Suede Shoes if they want to have a meal. It is also where they should have a chat with the King where he will explain the rules of the hotel.

10-51 – Jake's bar

Once a broken down Irish pub, Jake McCormick decided to renovate the place because he missed the atmosphere of the cop bars back in Chicago that he was in as a kid. He left the battered wood walls and doors, replaced the torn vinyl with hunter green synthetic leather. After hanging new dart boards and checking on the newly recovered pool tables, With waitresses dressed in tight short meter maid outfits, all called Honey and Babe, he was ready for business.

Calling the place 10-51, the police code for drunk and possibly disorderly, practically ensured his clientele. Jake wanted the locals, the people who would gather and come back every day rather than the fly by night tourists looking for a place to have a shot and dance naked on the tables. Catering to cops would guarantee that the place would be relatively safe from the criminal element. Bad guys tend to avoid places that cops gathered in. The kitchen is stocked with plain food and the bar pours a stiff drink for the money spent.

7. Supernatural Contacts –

- Seen before by the NPC
- ● Contact (Indirect Access)
- ● ● Contact (Direct Access)
- ● ● ● Ally
- ● ● ● ● Friend

Cost of supernaturals – 4 points per dot for your own race i.e. Vampire, Were, Mage... 5 points per dot outside your race...

The Vampires of Las Vegas



Elliot Sanbourne – Prince of Las Vegas

Clan: Ventrue

Gen: 6

Sanbourne has been in Vegas since the late 50s, and has watched the city in the desert spread from the Glitter Gulch of Fremont St to the dazzling jeweled spectacle that it is today. An architect by trade, Sanbourne's influence can be seen in many of the city's new mega-casino resorts like Mandalay Bay and the Luxor. He has been Prince for the past 20 years.

He has declared the Venetian as his Elysium and personal hunting ground where he can walk beneath the twilight skies of Venice. He has no tolerance for any who would break the Traditions, and has strict rules on population control of the Kindred. A quick trip the Death Valley is his favorite punishment to those who break his rules.



Tony Sanbourne – Seneschal

Clan: Ventrue

Gen: 7

Younger brother of the Prince, Elliot embraced him on his 25th birthday after the death of their parents to preserve the family. More power hungry and manipulative than his older brother, Tony mingles with the rest of the Kindred on a more regular basis to build his Prince's powerbase and his own.

His views differ from his brothers though, while Elliot seeks to improve the world around him for humans and Kindred alike, Tony seeks to improve his own unlife. For now, he seems happy to be his brother's right hand man, but there are always whispers that he's planning to take his place.



Darius Owens – Primogen

Clan: Brujah

Gen: 6

Darius' parents were a gambler and a drug addict, neither survived past his fifth birthday. He grew up in various foster homes in Vegas, joining gangs, and spent numerous years in and out of juvie, and the Spring Mountain Youth Camp. At the camp, surrounded by nature, Darius found the spirituality of the wilderness, and decided to quit the gangs he was involved in. He decided to go to the police academy, and stop his brothers from making the same mistakes he had. He rose through the ranks of the police making detective in record time, then ran afoul of a gang run by a Brujah who embraced

him.



Lady Heather – Primogen

Clan: Ventrue

Gen: 6

Keeper of secrets, collector of passions, Lady Heather runs one of the most successful Dungeons in Las Vegas. A converted private school campus holds something for everyone, from basic medieval torture chambers to mock catholic school classrooms with ruler brandishing beauties in nun's habits. Catering to any man or woman's desires, Lady Heather and her employees are privy to the most carefully kept secrets and lies. Lady Heather is a keen judge of human nature, holding several degrees in psychology, and being almost empathic when reading what a person's true desires are. Her employees are from various clans and include a few

werecreatures.



Simone – Primogen

Clan: Toreador

Gen: 7

A former ballerina, Simone made a name for herself in the Paris Ballet before a car accident destroyed her career. After losing her scholarship to the university, she returned to New York. A fan of her work in Europe invited her to his penthouse one night, where he gave her his eternal gift.

She now works as a choreographer for several of the best shows in Las Vegas after working her way through the showgirl ranks. She was also a former employee of Lady Heather, and the two are great friends.



Jared Taylor – Primogen

Clan: Tzimisce

Gen: 7

Las Vegas native, Jared's father owned interest in several of the original casinos on Fremont Street. When his father vanished, Jared took over the family business increasing the family holdings to include New York New York and the Mirage.

Embraced by the former Prince of the city, Jared was a bit let down by Elliot's rise to the top, but politically he agrees with the new Prince's views of the city. He is Lady Heather's current lover, and he enjoys playing games at her side with unsuspecting humans.



The King – Primogen

Clan: Elvii aka Malkavian

Gen: 6

One of a plethora of Elvis worshippers, the King gave his all to become exactly like his god. A traveling judge of a National Elvis look-alike contest, who was of the Malkavian bloodline, awarded The King with his kiss. Now, the King runs the Las Vegas Hilton, surrounding himself with babes, booze and minions who follow in his faith. Elvis is his God, and his followers are the Elvii. They dine on unsuspecting gamblers in the brightly lit warrens of the one armed bandits. The King believes that he outranks the Prince, as he is a King, but keeps pretty much to his own hunting ground at the Hilton. He's always got his eye open for another Clan

member for the Elvii.



Red Wilkes

Clan: Brujah

Gen: 7

Red Wilkes was a gambler who made his way across the Wild West playing poker. He settled in Las Vegas decades after becoming a vampire. He's the oldest Kindred in the City, and takes no shit from anyone. As quick with his claws as he is with a gun, he's not someone to mess with. He is the leader, if you can call him that, of the unaligned Kindred in the area.



Jace Winters
Clan: Ventrue/Caitiff
Gen: 10

Jace is a homicide detective with LV Metro. She was embraced by a suspect against her will. She had to give up custody of her daughter when she was turned. She has some serious issues with the DSA, but is a dedicated cop.

For the last three years, she has struggled to hold onto hope in a world where she has become part of the new minority. A world where she has to follow the letter of the law or risk never seeing her daughter again.



Denver Sinclair
Clan: Ventrue
Gen: 9

Denver never met a rule that he didn't want to break. A self-confessed scoundrel, he seems to go out of his way to get into trouble. Born with a target on his back, he is trying to survive by any means possible.

Born at the beginning of the Civil War and made a vampire against his will to pay back a debt to his Sire Lady Zi Yang. Denver has lived through the Great San Francisco Earthquake, the Roaring Twenties and the Decade of Decadence when the supernaturals came out of the closet.



James Martinson
Clan: Toreador
Gen: 8

James was a Jim Morrison impersonator with enough talent that he caught Simone's eye. Sadly most of his talent goes to keeping himself hip deep in drugs. He still performs most nights at the Hard Rock with his band's Doors Tribute.

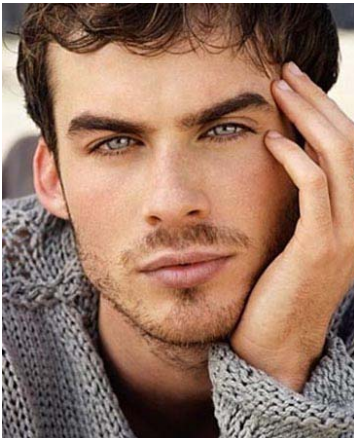
He hears and sees lots of things that no one does, and sometimes it's not because he's stoned out of his gourd.



Robin Morley
Clan: Tzimisce
Gen: 8

Rachel Morley grew up on the wrong side of the tracks in Las Vegas. Her mother bailed on her when she was young, leaving her to support her little brother and deal with her drunk father. Instead of turning to prostitution like so many others, she found better ways to make a living. Not many of them were legal, but it was still better than selling her body.

Unable to join the police department because of her criminal record, she did the next best thing and became one of the city's hunters. No one knows just how old she is or when Jared chose her to be his child.



Will Sanbourne
Clan: Ventrue
Gen: 8

The great-grand nephew of the Prince, had been selected as a child to be the next in the family to join the Ventrue Clan. But there was a problem, Will's heart was dying. The family called in specialist after specialist to keep the young man alive until he was old enough to be embraced. Dr. Bram Merick was hired to become Will's private physician who without the family knowing gave Will a heart transplant using the heart of Will's best friend's father. Sadly the ghost of the heart was the only thing making Will human. He was in fact a happy little sociopath and still is.



Zi Yang
Clan: Ventrue
Gen: 8

Denver Sinclair's Sire, the Lady Zi Yang came to Las Vegas recently. She has done her best to mingle with the best and brightest of Sin City. Not even Denver knows why she came to town. He just wishes she would leave.

A charming demon, Lady Zi is known for making the most arrogant of bastards come to heel with just a glance. She has been seen in the company of Carlos Vincente.

The Shapeshifters of Las Vegas



Jack Butler
Tribe: Silver Fang
Auspice: Half Moon

Runs the Body English the upscale nightclub at the Hard Rock Casino. Jack uses his prime location to scout out new potential pack members, and soon to change members of other packs. He passes the knowledge on to Elizabeth and Deacon, so that one of them can sniff out the new comers to decide which tribe they belong to.

Jack's a lady's man, and is never far from the middle of a group of adoring females.



Elizabeth Snow – Pack Leader
Tribe: Glass Walker
Auspice: Gibbous Moon

Tenured professor at UNLV in the Anthropology department, Dr. Snow is fascinated by Native American tribes and the cultural oddity that the 24/7 lifestyle of Las Vegas is creating in modern man.

The alpha female and pack leader of the Glass Walkers, Dr. Snow keeps a tight reign on her pack adhering strictly to the rules of the Forsaken while doing as much research into the history of Father Wolf as she can.



Paul Jackson
Tribe: Bone Gnawer
Auspice: New Moon

Creator and star of the newest magical act on the Strip, Paul Jackson has taken over where Siegfried and Roy left off at the Mirage. With an uncanny talent for making animals do anything he wants, this up and comer will go far with his incredible good looks.

New to Las Vegas, Paul joined the few Bone Gnawers in the city during a howl at Lake Mead. He has risen through the ranks to become the Pack Leader. He is a good friend of Elizabeth Snow and Jack Butler.



Daniel Vicars

Tribe: Ratkin

Auspice:

Trouble should be Daniel's middle name if not his first. He's always looking to make his next big score, and hopes to make it big someday. Frequently down on his luck, the young werewolf has taken to various unsavory and criminal activities to keep his sinking ship afloat.

Now if he could just stop using the drugs that he plans on selling...



Doug McAllister – Pack Leader

Tribe: Glass Walker

Auspice: Full Moon

Deacon is a lieutenant in the LVPD, a buy the book kind of guy who's always looking to protect the people. People like him and his easy going nature.

Don't let his friendliness fool you, Deacon has no tolerance for those who break the laws of man or wolf. Cross him at your own peril.



Raven St. Cloud

Tribe: Bubasti

Auspice: Half Moon

Raven takes her duty as a protector of the innocent very seriously. Rubbing her fur the wrong way is a good way to lose a finger or your whole arm. But once you are her friend, you are her friend for life.

Raven and Robin are frequent partners patrolling the Strip for out of town guests who don't follow the Prince's rules.

The Mages of Las Vegas



Isabella Colby
Tradition: Order of Hermes – Mage
Adept Level: unknown

One of the granddames of Las Vegas, Isabella only travels in the best of circles, turning her eyes away from her husband's little adventures at Lady Heather's, she's at all the best parties with the old money families.



Richard Donatello
Tradition: Cult of Ecstasy – Reader
Adept Level: 5

Son of the owner of the Bellagio, Richard is one of the most powerful men in Las Vegas. He oversees the daily operations of the resort.

Like many children of powerful families, he was exempt from employment by the DSA.



Carlos Vincente
Tradition: Euthanatos – Mage
Adept Level: 6

A mean son of a bitch, Carlos is the son of the Mafia's most powerful dons. His father's reputation and power was enough to keep the feds from ever trying to bring him in as a sanctioned Mage.

Recently his ex-wife Vivian resurfaced after "faking" her own death, and his twin brother Hector was murdered by a pack of werewolves.



Dr. Bram Merrick
Tradition: Euthanatos – Mage
Adept Level: 7

A renowned heart surgeon, Abraham Merrick has more skill with a scalpel than he does with magic. At least that's the impression he tries to give.

His questionable morals make him perfect for his job as physician to the rich and famous in Sin City. Once Will Sanbourne's private doctor, he can now pick and choose who he works for.



Circe
Tradition: Verbena – Reader
Adept Level: 6

Circe is a fortune teller by trade. She works for only the richest of customers who protect her reputation and keep her skill level to themselves.

With her connections to the wealthy and powerful, she was able to fly under the DSA's radar.



Dr. Susan Hillridge
Tradition: Euthanatos – Mage
Adept Level: 5

When a jogger is found mauled in a park, Grissom, Nick and Warrick suspect a vicious dog but soon find out that the truth is much more sinister: a nutritionist has been murdering and removing the organs of her victims. After drying the organs, she grinds them and mixes the powder into protein shakes and drinks as a treatment for her porphyria.

Somehow Dr. Hillridge got released from Prison and is back at work in Las Vegas.



Mike Lee

Tradition: Virtual Adept – Mage

Adept Level: 6

There isn't a program that Mike can't crack. A system he can't ride like some character out of a video game. He uses his gifts to enhance his own physical traits, and works as another of the city's hunters.

His targets are frequently rogue or sloppy mages who will draw the DSA's attention to the rest of them.



Miranda Reynolds – DSA Reader

Tradition: Dreamspeaker

Adept Level: 7

Miranda was pulled out of junior high school and taken in by the DSA for training. She is a level 7 adept. She wears a celtic weave tattoo on her left hand to mark herself as a Reader, although she was brought into the corp. after the tattoos were no longer required.

She can read the emotions of the recently dead and sometimes the surface thoughts of the living.



Amit Copra

Tradition: Celestial Chorus – Reader

Adept Level: 5

Amit works at the Las Vegas Crime Labs. He is a technician and uses his abilities as a mage infrequently. His job with the CSI team was approved by the DSA.

A few others you've met



Ash Osbourne

Clan: Brujah

Gen: 8

One of Denver Sinclair's best friends, the pair share ownership of Club Hades on Paradise Rd. Hades is an all access club where mundanes and supernaturals can mingle and experiment. Ash does his best to keep everything that the public sees on the level to avoid messing with the DSA.

Years ago, he adopted a young girl named Vivianne, and raised her as his daughter. He was none too thrilled when Vi married Carlos Vincente, and has down his best to protect her ever since he found out what a scumbag he is.



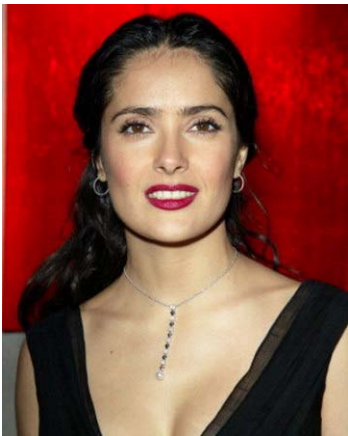
Vivianne Osbourne

Immortal

Vivianne suffered her first death by being thrown out of a window at the MGM in 2005. Publicly she is still dead, and now uses a new name and identification. Not a vampire, she is something else that the DSA doesn't know about.

Her guardian Ash and his friends will do anything to keep the DSA from finding out about her true nature – including murder if need be.

She was in love with her husband's brother Hector.



Teresa Vincente

Mundane




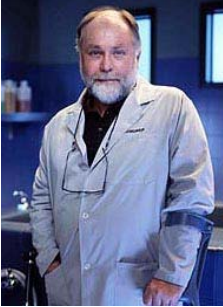

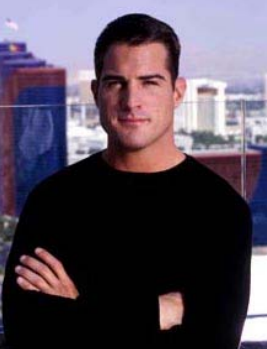

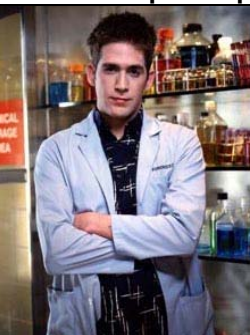

The elegant lady mother of twins Carlos and Hector Vincente, she lives in the family's main estate in Las Vegas. She is a quiet, yet generous woman who is vying with Isabella Colby for Bram Merrick's attention.

She prays for both of her son's souls. But especially Carlos since he is following in his father's dark footsteps.

8. Mundane Contacts –

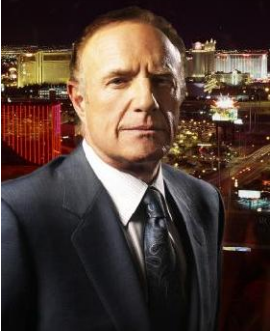
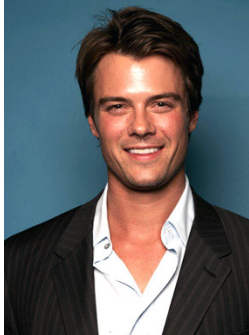





Famous Folks in Las Vegas for your human type contacts:

CSI While keeping abreast of cutting-edge technologies, *CSI* combines the ingenuity (and fallibility) of villains with the appealing humanity of its heroes. *CSI* director and entomologist Gil Grissom is introverted but ethically intense; he's both mentor and moral compass for his night-shift team, including a former stripper-turned-*CSI*, Katherine Willows; a recovering gambler Warrick; an eager ace Nick Soakes with room for improvement; a workaholic Sara Siddle who can't always remain emotionally detached from her cases; and a chief detective Captain Brass who's a necessary link to police procedure.

 <p>Grissom – 5 points per dot</p>	 <p>Katherine – 4 points per dot</p>	 <p>Brass – 4 points per dot</p>
 <p>Dr. Robbins – 4 points per dot (Medical Examiner)</p>	 <p>Warrick – 3 points per dot</p>	 <p>Nick – 3 points per dot</p>
 <p>Sara – 3 points per dot</p>	 <p>Greg – 2 points per dot (DNA Expert/Lab Man)</p>	 <p>Archie – 2 points per dot (Audio/Visual Forensic Geek)</p>

Primary Location – Las Vegas PD Crime Labs nightshift

Las Vegas is a fast-paced, sexy drama that follows the elite Las Vegas surveillance team charged with maintaining the security of one of "Sin City's" largest resorts and casinos. Big Ed Deline, former CIA, is the head of the surveillance team for the Montecito Resort & Casino, as well as the newly appointed President of Operations. His right-hand man is Danny McCoy, an ex-U.S. Marine and Las Vegas native. They deal with card-counting cheaters, costly streaks of random luck and rival casinos stealing their big-money players.

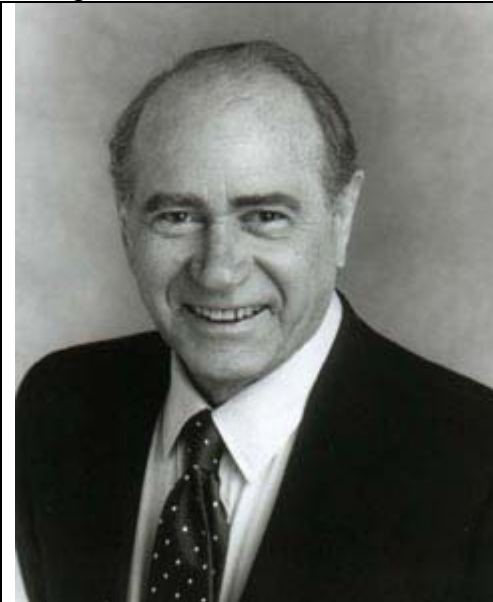
 <p>Big Ed Deline – 5 pts per dot</p>	 <p>Danny McCoy – 4 pts per dot</p>	 <p>Samantha Marquez – 3 pts per dot</p>
 <p>Mike Cannon – 3 pts per dot</p>	 <p>Nessa Holt – 3 pts per dot</p>	 <p>Mary Connell – 2 pts per dot</p>
	 <p>Delinda Deline – 2 pts per dot</p>	

Primary Location – Mandalay Bay

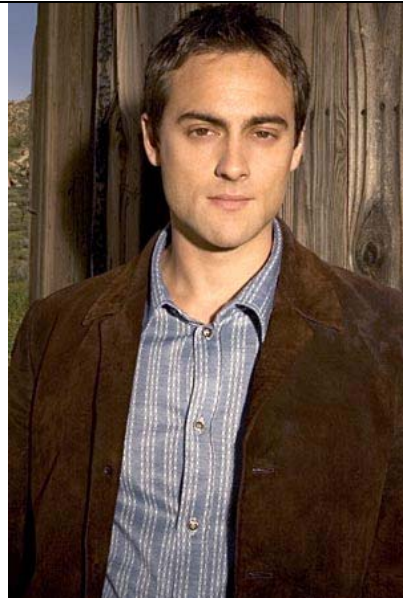
The Night Stalker Wisecracking Carl Kolchak is a ruffled news hound plucked from the fast-talking newspaper flicks of the 1940s and dropped into the even faster paced twenty first century. What makes the eccentric Kolchak even more unique, however, is his nose for the supernatural, a trait that leaves his editor exasperated and the police less than amused. When he insists that a late-night Las Vegas serial killer (who leaves his victims drained of blood and sporting twin holes in the neck) is a modern-day vampire, he's practically run out of town by the local authorities. Naturally, he stalks the vampire himself, an unlikely Van Helsing armed with a silver cross, a wooden stake, and his ever-present tape recorder and flashbulb camera.

For game purposes, Carl Kolchak has returned to Sin City to retire from the International News Agency. He's now in his 70s, but can be found lurking around various crime scenes that catch his interest. He also occasionally does lectures for the Journalism department at UNLV.

His grandson, Carl Kolchak Jr. works at the Review Journal on the crime beat.



Carl Senior – 4 dots



Carl Junior – 3 dots

9. Character Creation –

Mage or Reader

	Limits	Rules
Freebie Points	75fp	
Attributes	Up to 4 dots	7, 5, 3 + (5fp per dot) Including the basic dot
Abilities	Up to 4 dots	13, 9, 5 + (2fp per dot)
Spheres – see page 5 to find out if you are playing a Mage or Reader.	Up to 3 dots each	6 + (7fp per dot) 1 st must be Traditions Sphere. (Can use 28 freebie points for 4 addition dots or 10 total.)
Quintessence & Avatar	Up to 5 dots	Use background points to buy Avatar. Q = Avatar rating
Backgrounds	Up to 5 dots each	7 + freebies
Arete aka Adept Level an Arete of 5 requires the PC to be a DSA Agent.	No higher than 5 (White Wolf rules no higher than 3)	1 + 4fp per dot
Willpower	Up to 8 dots	5 + 1fp per dot
Merits/Flaws	7 each	Must balance out

Vampires

	Limits	Rules
Freebie Points	75fp	
Attributes	Up to 4 dots	7, 5, 3 + (5fp per dot) Including the basic dot
Abilities	Up to 4 dots	13, 9, 5 + (2fp per dot)
Disciplines	Up to 3 dots each	3 + (7pf per dot) Max 9dots (cost 42fp)
Generation	Up to 5 dots	1fp per dot
Willpower	Up to 8 dots	1fp per dot
Dementia, Viscitude,	Can only be learned by Malkavian, or Tsmisce,	To learn you must buy a level 5 Mentor from the specific clan, and have the ST's permission. Other clan specific Disciplines may also fit into this section. If in doubt, ask the ST.
Merits/Flaws	7 each	Must balance out

Shapeshifters

	Limits	Rules
Freebie Points	75fp	
Attributes	Up to 4 dots	7, 5, 3 + (5fp per dot) Including the basic dot
Abilities	Up to 4 dots	13, 9, 5 + (2fp per dot)
Gifts	Up to level 3 each	Can use a max of 42 freebie points on Gifts. Max Rank of Gifts cannot be higher than Rank purchased.
Rank	No higher than 3	10fp per Rank dot
Gnosis	No higher than 5	
Rage	Up to 8 dots	Cannot be higher than Willpower
Willpower	Up to 8 dots	1fp per dot
Merits/Flaws	7 each	Must balance out