Caine

"According to Caine's own recounting, his mother, Eve, was created to be a companion for Adam, and had brought the fruit of the Tree of Knowledge of Good and Evil to him in her effort to fulfill that duty. She and Adam ate of the fruit, believing that knowledge of good and evil was Adam's birthright as the first son of God, and were cast out by God for their disobedience. Exiled from Eden, they lived in its shadow, and Eve soon bore Caine and Abel. Adam gave each of his sons a birthright: to Caine, the knowledge of plants, herbs, and growing things; to Abel, the mastery over animals. When the time came to sacrifice to God, Abel chose the finest among his animals, and Caine his choicest crops. But Caine's crops were not a pure sacrifice, as Caine's ability to grow and harvest them was born of God's curse upon Adam: that he should toil in the dust of the Earth. Abel's mastery over the animals came from God's gift of the same skill to Adam, and this made his sacrifice pure. Caine demanded answers from his father, and from God, but it was Abel who provided the understanding: God would accept no impure sacrifice; only the best of what Caine loved, which was not born of a curse, would be accepted. For Caine, that meant only one thing: his beloved younger brother.

Being cast out by God for doing as he was told caused Caine great bitterness, and he spat upon the Earth, disdaining and forever relinquishing his mastery over plants and herbs. He wandered, alone, heartbroken and in pain, until he found himself in the lands of Nod, east of Eden. There he met Lilith, his father's first wife and created in the same manner as Adam, who was cast from Eden for daring to question God and attempt to claim her birthright, rather than be subservient to Him and Adam. She gave Caine succor and showed him the power she had found, and Caine, desiring that power, fed on Lilith's blood to gain it. He then fled her house rather than battle her rage and continued his journey alone. Among his newfound powers were invincibility against Adam's descendants, great speed and strength, ability to manipulate time, shadows, flesh and mind; these powers would later evolve into the Disciplines which his childer would wield, although with far less potency than Caine possessed.

At this point, Caine was visited by the archangels Michael, Uriel, and Gabriel, each in their turn and offering Caine salvation if he would but seek forgiveness from God for murdering his brother. Caine rejected each offer, feeling that God was a hypocrite and that he was the wronged party; enraged by his lack of humility and the bitter defiance he showed them and God, each angel cursed Caine:

- Michael cursed Caine to forever fear fire:
- Uriel cursed him to be unable to dwell in sunlight and to live forever in darkness;
- Gabriel cursed him to be neither living nor dead, neither human nor beast, unchanging, undying and ever without hope; to feed upon blood alone; that hunger shall devour mercy; and that his offspring shall war with one another, young and weak against old and strong, that he may be their judge and know what it is for a father to condemn his children.

When finally Raphael, archangel of healing came to him, he offered a path to redemption called <u>Golconda</u>, on which Caine could find peace if he chose. These curses altered Caine into the first vampire."

(http://en.wikipedia.org/wiki/Caine_%28World_of_Darkness%29)

This is the legend of Caine as retold by himself and written down on numerous lost texts. As of what has happened to Caine between now and then no one really knows. He has somehow evolved into something more spirit then vampire. Leaving behind the limitations of his vampire flesh and evolving into a cosmic-hypo-vampire being capable of devouring entire cities. Old vampire tells call him an entity known as the "Urbiphage", these stories and scary in itself, but what is even worse is that the "Urbiphage" is actually a vampire that has survived long enough and found a way to evolve into something so much more. Usually Caine stays in his spirit form smothering the city from the sky, but occasionally he'll wonder the streets and actually mingle with people and or vampires. Sometimes he hunts, sometimes he kills, or sometimes he stray long enough in an area to cause utter chaos and move on. It has been awhile since Caine has felt the need to devour and city. This is for certain, wherever he roams a trail of death usually follows.

Description: In Caine's sprit form to the unaided eye he resembles an oily, gritty, grey light reflected of the city from shadows and other such places. At sundown and sunrise Caine might resemble a small layer of smog or something along those lines. To an eye aided with Auspex or other supernatural visual powers. He appears as a giant polypous, swollen bat corpse that stretches over the whole city and seems to melt in and out of reality. His rail and hind feet always seem to trail out in a stream of smoke the apparently seems unending.

In Caine's manifested form, he appears as am average human male. Caine would be about 6'2, a muscular 280 lbs, unnaturally white skin (akin to marble), long slowing black hair, deep green eyes that blaze with the hunger of a predator, in each ear is a gold cross earring that dangles, and seems to always appear to be dressed in a pair of jeans, a rock and roll t-shirt, a beat up dusty old leather jacket, and a pair of ass kicking leather boots. People who have recalled meeting this scary, unnatural, strange fellow have also met him wearing a suite of the highest quality, but those accounts seem to be a lot rarer.

Storytelling Hints: Have fun, skies the limit.

Again, because Caine is a quasi-material cosmic-hyper-vampire, the ghost rules have been used for his spirit form. The rules for his "vampiric" form will follow after the spirit entry.

Attributes: Power 18, Finesse 16, Resistance 22

Willpower: 40 Morality: N/A Virtue: N/A Vice: N/A Initiative: 38 Defense: 18 Speed: 38

Size: City Size, unimaginable; manifestations range from 8 to 30

Corpus: 20-52 Essence: 100

Numina: Ghost Sign (Dice Pool 40, spend 1x essence), Ghost Speech (Dice Pool 40, spend 1x essence),

Magnetic Disruption (No roll required), Telekinesis (Dice Pool 40), Terrify (Dice Pool 40).

Supernatural Powers (Work regardless of form):

Urban Decay: "Life drains out of the city where Caine rests. Investments don't pay off, crime escalates, food is overpriced or ill-prepared or both, and the damn street lamps don't stay on. Mechanically a -2 roll is imposed on any roll effecting the social cohesion and economic strength of said city. This penalty is also applies to all social rolls and players social merits and reduced in effectively by 2, to a minimal of 1.

Death of the City: At some point, Caine decides that enough is simply enough. He his fill might upon the city, snapping it like a twig and bringing doom. This even starts off with a Telekinetic attack (Dice Pool 40) on all supernatural creatures, this soon evolves past dice roll...

Caine's Vamperic Form, He can manifest this at will with no cost.

Attributes: Has an effective rating of 10 in all attributes.

Skills: Has an effective rating of 10 in all skills.

Willpower: 20 Morality: N/A Virtue: N/A Vice: N/A Initiative: 20 Defense: 10 Speed: 25 Size: 5 Health: 15 Blood Potency: 10

Blood Pool: 100/15

Numina: Cannot access numina in his vampiric form.

Special Rules: His mind cannot be read, he neither provokes or suffers from predator's taint, and he cannot be diableriezed for obvious reasons.

Supernatural Powers (Only apply to his vampiric form):

Blood Mastery: Caine is the master of the vampiric condition so to speak. He can effectively use most discipline he so wishes up to level 5 (for simplicities sake, obviously he would have more powerful levels) and the physical disciplines @ level 10.

Reconstitution: If for some reason that Caine's vampiric form is destroyed he reverts back to his spirit form and cannot use his vampiric from for 12 hours.

Unstoppable: Caine does not suffer from little death. He only reverts back to his spirit form after all of his boxes are marked with an aggravated wound. He suffers no wound penalties, and appears uninjured regardless of the amount of damage or type of damage taken. Once the last health box is marked with an aggravated wound, Caine's Vampiric body literally explodes into ash and smoke as he reappears above the city in his spirit form with no ill effects.

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This is obviously taken from the legend of the Urbiphage legend which is found in the Mythologies Vampire book starting on page 138. It has been changes and obviously house ruled. Also, the legend of Caine has been used from the oWOD material as well with the following differences. One, in no way I am trying to say Caine is the father of all vampires; I'll leave that to the covenants and the setting. Two, he is simple used as one of the oldest living entities out there so to speak. He has evolved so much beyond vampirism that he isn't even considered one. Again, like in the book, Caine can either be used as a plot device or a "doomsday" type of chronicle or feel. Bottom line is, Storytellers have fun.