Introduction:

There things out there no sane mind can comprehend.

These are things that are the enemy of all existence.

All. Existence.

The city, gray cement surfaces painted black with dry blood. Gunshots, screams, explosions. The night was torn again and again, the fighting never stopped. Not for a second. There were pauses, yes, grenade flashes turning the night into day, there were moments of calm, soldiers reloading their guns. But it never, ever stopped. This was dead country. This was the music of steel piercing flesh.

Arach Kain, First Lieutenant, was standing in an improvised sandbag bunker, watching his undead troops advance through the urban terrain, picking off human gunfighters one by one. He was surprised they were mad enough to be putting up a fight - mere mortals, armed with half-a-century old pistols, homemade bullets, one rifle for three men. Pathetic. His pale fingers tightened around the hilt of his sword. Two years on the field, and still only a Lieutenant. He knew he deserved better. He knew he...

There was a deafening BANG as buckshot made a hole in Kain's back and tore out a part of his chest, shredding his uniform of black and red, covering it with blood and fragments of bone. It hurt. A lot.

He turned around.

Slowly.

The young human gunslinger dropped his sawed-off double barrel, ducked, producing a knife out of his boot, and leapt at Kain. He was fast. Very fast. But not fast enough. Steel met steel, the knife clinking against Kain's sword, deadlocking the two creatures of destruction into a sort of dance. Their moves never swift, no illusions of grace. Hate, aggression burning in their very cells. They *were* AGGRESSION, a desire to permanently fuck each other up glowing in their eyes. Strike countering strike, dancing out of the bunker and onto the streets.

And then, the skies collapsed.

Basics:

Welcome to the world of APHELION, a world torn by war. When the opposition between humans and the undead surfaced for all to see, leading to 100 years of war, civilization as we know it simply ceased to be. Now, the human armies are reduced to but guerilla fighters, fighting for their right to exist as a sentient species.

This is the future. And the future is not a nice place to be. Toxic substances in the air, animal life horribly mutated, rusty automobile carcasses piled on the highways.

This is the future.

We are the future.

The game starts in the year 1108 AD, when a meteorite hits one of the last remaining human cities, completely destroying it, eradicating all life within a 20 kilometer radius. 50 cumulative Gamemaster posts count as 1 in-game year, meaning that every 50th GM post would serve to advance the dynamic plot, as well as reflecting on all the events that transpired to all current players during the time passed. Every GM post is numbered accordingly, and the timeline is monitored under **Chronology** in the **Apheleon: Menu Hub** thread.

To play, simply post in the game thread after you create a character, saying what your character does or says in 3rd person present, and the GM which is online at the moment will respond, describing the consequences of your actions. If, after making a character you choose to post nothing, the GM will make an "intro" post for you. And remember - don't be afraid to improvise.

Here's how it works in practice:

Player1:Sarah reaches for the door handle, wandering if it's worth the risk. A small knife concealed in her sleeve, an illusion of relative safety. She shuts her eyes and throws the door open.

Player2: Ann Lee unsheathes her sword. Battle is at hand.

Gamemaster:

GM post #.
Player1

Door flies open, and as Sarah steps inside, heart skipping a beat. No vampires. No monsters. No ghosts. Only a poorly-lit room, no furniture whatsover. Only the room, a sense of a dread, and a hooded figure standing in the corner.

GM post #.
Player2

The ghoul jumps at Ann, moving at a speed almost surreal, and goes right for her throat. Ann Lee thrust her sword in front of her and takes a step back, but trips over an ill-placed brick, and falls down. The ghoul flies past her, smacking it's head against the wall. The unexpected collision confuses the creature, giving Ann a few more precious seconds.

Character Creation:

Creating a character is relatively easy. Just go follow the Character Sheet template. However, a few pointers should probably be made. First of all, try to balance your character - giving yourself god-like powers is considered bad taste. Also, try to stick to the game universe. Humour is very welcome, but please, try to keep the game's atmosphere intact. And last, but not least, YOUR CHARACTER MUST BE ORIGINAL. That's right. You can't be Blade.

Here's the Character Sheet template to aid you in the creation of your character:

Name

Your character's name.

Species

Human, vampire, or dhampir (half vampire). You can also be original and create your own species, but please, be reasonable.

Gender

Male, female, other.

Age

Self-explanatory.

Appearance

Describe how your character looks.

Background

The most important part of the character sheet, write out your character's history here.

Inventory

List what your character carriers here.

Location

This is where your start your adventure - can be either one of the main locations listed in the manual, or somewhere completely original. If you choose not to list your location, a GM will choose one for you at random.

Locations:

More details in-game. These are the locations critical to APHELION plot advancement, listed in alphabetical order. These are of course not ALL locations, simply the crucial ones. All other GM or player created locations are, or will be covered in-game. More locations might be added later by the GMs.

Hell

Further details are, or will be covered in-game.

Kennedy Space Center

Once the monument of human thought, it's now a sort of an improvised biological weapons research and development site. Also, the HQ of the human opposition.

New Berlin

The heart of the vampire race.

New Berlin (sewers)

A massive maze of sewers under New Berlin, often used by human guerilla fighters for surprise attacks.

New Berlin (woods)

The twisted woods near the main vampire city. Not much is known about them, since noone ever came back to tell the tale. Not in more than 3 pieces, at least.

Zone 413

This is where the meteorite hit, annihilating the city that once stood here. Extremely radioactive. Presumably, no life survived the impact.

Non-Player Characters:

More details in-game. These are the NPCs critical to APHELION plot advancement, listed in alphabetical order. These are of course not ALL NPCs, simply the crucial ones. All other GM or player created NPCs are, or will be covered in-game. More NPCs might be added later by the GMs.

Akira Yashihiro

A young sniper, she's Kaj's personal bodyguard of sorts.

General Lazarus

The Emperor's trusted General.

General Maloch

The Emperor's trusted General.

Kaj Stenvall

The leader of the human opposition.

The Emperor

The undisputed leader of the vampire race.

The Four Horsemen

Further details are, or will be covered in-game.

Gamemaster(s):

The Gamemasters control the game world, advance the plot, and keep track of player inventories and the in-game timeline. They also can write "cutscenes" if you will, describing events that don't directly affect the players, but will have an influence on the development of the plot. Gamemasters are chosen from the most active and creative players by Max Salnikov AKA **entropy**. Every Gamemaster is an "extension of a nature" of sorts. Each GM is given a corresponding title, which is shown in all-caps by their name under **Gamemaster(s)** in the **Aphelion: Menu Hub** thread.

This concludes the manual. Thank you for your time, and have fun.

Aphelion Manual v1.0
Max Salnikov, July 25, 2005