



Bleeders

In Brief- Exert psychic influence on others by using samples of peoples' blood.

Favorable Stereotypes- Ambitious, powerful, cautious.

Unfavorable Stereotypes- Devious, back-stabbing, Machiavellian extortionists and assassins.

Other Names- Sanguines, Blood Tasters, Blood Psychics, Blood Lickers (derogatory), Tampon Eaters (derogatory).

Origin- The Bleeders began in 2074 With an ambitious corner gang called the 98th and 1st gang. The gang had several scams to gain money and power, but none were very successful. Then, one member of the gang heard from a relative living in an inner city in Toronto about a man who was teaching a new type of psychic skill unknown to anyone else, a skill that would give any group tactical superiority. They paid to have the person come out and demonstrate this skill. They found that if the man has a sample of someone's blood, he could exert psychic control over that person from anywhere in the city. The gang got together \$10,000 and paid him to teach these skills to the gang. The gang then retreated, for the most part, from gang life. They went in seclusion to discover the best way to use their powers. They built upon these skills they had learned, discovering new techniques as well as technologies for keeping blood samples fresh.

When the Bleeders re-emerged they had renamed themselves "Sanguines" and they had a brilliant pyramid scheme of power. Each Bleeder would take on two or more disciples, teaching them the blood psychic techniques. The price for this learning was this: before any teaching would begin the teacher would require a large sample of blood, thus giving the master complete control over the student, forever. Each teacher would have what amounted to two or more slaves. And as the students got their own students, the power of the original teachers grew exponentially.

During the years from 2076 to 2078 the group grew very quickly, making a name for themselves in the city gang scene. Other city residents found "Sanguines" too pretentious a name and started calling members of the gang "Bleeders." This caught on so well that newer members of the gang started calling themselves this.

In 2078 the Bleeders started to suffer the fate of most pyramid schemes. They ran out of a steady supply of people willing to join. Those at the bottom found themselves having paid the price (having been enslaved to their teachers) with no gain (students of their own to enslave).

Science has yet to acknowledge that what the Bleeders do is possible, much less explain it. Some Bleeders have their own pet theories. The most popular theory is that

blood contains some chemical messenger which allows nerve cells throughout the body to attune themselves to the same psychic energy frequency in order to communicate. With blood to taste, the Bleeder's psychic manipulations are heat-seeking-missiles rather than groping-in-the-dark.

Timeline

2074- 98th and 1st gang forms.

2076- Gang learns blood psychic skills, call themselves Sanguines.

2076-2078 – Bleeders grow rapidly.

2079- Bleeder growth declines.

Joining- People join the Bleeders by finding a Bleeder and apprenticing to him or her. Almost all Bleeder teachers require a sample of the potential student's blood (and can use that sample to make the student come in regularly and give fresh samples). As soon as the teacher has that sample the student is considered part of the social structure of the Bleeders.

At level one, adventure one, the PC has just completed the first and most extensive levels of training and the teacher is ready to send the student out on missions.

Lifestyle- A Bleeder may have several masters (a teacher, that teacher's teacher, etc.) who they serve, yet they typically only take orders from their teacher. The Bleeder teacher has a sample of the student's blood and uses the threat of psychic attack to make sure the student follows orders. Bleeders benefit from having powerful servants, and so most Bleeder teachers encourage the growth of their students. They encourage students to train in Bleeder and psychic skills, gain money, prestige, contacts, blood samples and take on his or her own students. Only a few teachers have found themselves trying to keep students from becoming more powerful than them.

More than half of Bleeders practice Blood Sampling, where they taste blood and feel the personality, talents and even the life history of the donor. Bleeders find this pleasurable, learning to appreciate the aesthetic qualities of the blood. They buy and trade blood samples of people with no strategic importance just for the joy of tasting. This is the only major leisure activities that Bleeders have in common, and not every Bleeder participates.

Most of the time Bleeders do much the same as members of other Well gangs. They hang out with friends, trade gossip, patrol their turf, go looking for enemies to beat up, explore abandoned buildings, etc. It is only every once in a while that a Bleeder's teacher gives him or her an order, but in those cases the Bleeder is expected to drop anything. Bleeder teachers usually send students on "missions." A mission might be to gather intelligence, deliver a package, get a blood sample or assassinate a person. Bleeder