




NAME

LOOK

Names: Ambrose, Anton, Angelique, Donovan, Kurt, Ruby, Trevor, Virgil, Lucius, Ophelia, Selena, Virgil, Vanessa, Crane, Deidre, Sonja, Valentine

Deep Eyes, Piercing Eyes, Yellowed Eyes
Slick Hair, Silvery Hair, Scarred Scalp
Out-of-style Finery, Torn Clothing, Stolen Clothing
Gaunt Body, Corpulent Body, Commanding Posture

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 8+ CONSTITUTION

ALIGNMENT

 LAWFUL

Coexist with mortals without harming them or their community.

 CHAOTIC

Spread fear through a community.

 EVIL

Feed on the innocent and helpless for your own pleasure.

BACKGROUND

Choose your race. Then choose how you became a vampire.

 ANCIENT VAMPIRE

You've been undead for quite some time. When you **Spout Lore about times long past**, take +1.

 ACCURSED VAMPIRE

You've become a vampire by a curse. Choose a tell for your curse, this counts as another weakness for determining the maximum Blood you can hold:

- Animals become noticeably agitated by your presence
- Candles and lanterns flicker when you enter a room
- Food and drink sour at any table you are seated at
- Those standing next to you feel an unexplainable chill
- Plants wither and die when you walk by

 RECENTLY TURNED

Your appearance can never become monstrously inhuman. Additionally, You may call upon the elder vampire who sired you for assistance, and he'll help you... for a price.

BONDS

Fill in the names of your companions in at least one:

_____ knew my sire, they speak for him in his stead.

I have tasted _____'s blood, and I want more!

_____ knows how I am vulnerable, and is not afraid to use it against me.

STARTING MOVES

NOSFERATU

You are a vampire! You do not age, nor do you need to breathe. You start with the following two weaknesses:

- Instantly slain by a wooden stake to the heart
- Repulsed by and vulnerable to fire and sunlight

You may also choose up to three additional weaknesses:

- Mirrors repel you; you do not cast a reflection
- Repulsed by and vulnerable to garlic
- Repulsed by and vulnerable to silver
- Repulsed by and vulnerable to holy symbols and places
- Cannot cross running water, and destroyed by drowning
- May only feed upon people of your own race

When you are **reduced to 0 hit points**, unless you were utterly annihilated or killed by a weakness you turn into mist and return to your last safe resting place and gain 1 Hunger.

APEX PREDATOR

When you **feast on the blood of a living person**, hold 2 Blood if you leave them alive or if they are already weakened, or hold 3 Blood if you kill a healthy person. The maximum Blood you can hold is equal to the number of weaknesses you have, plus your CON.

When you **hunt for a victim in a steading**, roll+DEX if you use stealth or aggression, or roll+CHA if you use guile or charm. *On a 10+, you find someone you can feed from undisturbed. *On a 7-9, you still find a victim, but choose one:

- You only hold 1 Blood
- Someone catches you in the act
- You leave behind incriminating evidence

THE BLOOD IS LIFE!

When you make camp, spend 1 Blood or gain 1 Hunger. You do not recover HP when you make camp or rest; you must spend Blood.

You can spend 1 Blood to:

- Take +1 to any roll using +STR, only once per roll
- Make your next melee attack messy, forceful, or deal +1d4 damage
- Heal yourself for 2d4 HP
- Resist a weakness for a short time
- Reduce your Hunger by 1

The GM can spend 1 Hunger to:

- Make you attack the nearest or weakest creature
- Make you drain someone's blood completely when you are feeding
- Make your appearance monstrously inhuman for a while
- Run in terror from a weakness



THE VAMPIRE

LEVEL XP

GEAR

Your load is 6+STR. Choose your armament:

- Wicked sharp knife (hand, 1 weight)
- Ornate rapier (close, precise, 1 weight)
- Long scythe (reach, two-handed, 2 weight)

Choose two:

- Jug of animal blood (2 weight, grants 1 Blood when consumed)
- An old family heirloom worth 10 coins
- Bag of books (5 uses, 2 weight)
- A written promise of a favor owed to you by another vampire
- Archaic armor (1 armor, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

BEAST-BLOOD

You may spend 1 Blood to take the shape of a wolf or a bat, just as if you had used the druid's Shapeshifter move. You always get 3 hold, no roll is needed.

MESMERIZE

When you **gaze deeply into a person's eyes**, spend 1 Blood and roll+CHA.

*On a 10+, choose 2. *On a 7-9, choose 1:

- They treat you as a friend until you prove otherwise
- They run in terror
- They give you something they hold
- They truthfully answer one question

BLOOD BOND

When you **feed some of your blood to a willing person**, spend 1 Blood. They become your thrall. You may treat them as a hireling, with Loyalty equal to your CHA, one skill equal to your INT, and Cost: their master's blood.

LORD OF THE DEAD

You may spend 1 Blood to cast the cleric spell Animate Dead, no roll is needed. Your created zombie has one additional trait from the list, and you also ignore the ongoing effect from the Animate Dead spell.

FANG AND CLAW

You may grow and retract claws from your fingers at will (hand, +1 damage, messy). Additionally, when you **hunt for a victim using +DEX**, take +1.

VAMPIRIC RESILIENCE

While you are **not in the presence of any of your weaknesses**, gain +2 armor.

CHILDREN OF THE NIGHT

When you **make eye contact with a predatory animal**, you can speak with and understand them, and you can spend 1 Blood to give them a simple telepathic command, which they will obey to the best of their ability.

ASPECT OF THE BAT

Your senses are very sharp. You can sense invisible creatures and navigate even in complete darkness. You may spend 1 Blood to take +1 to any move using +WIS, but only once per roll.

BLOOD FRENZY

While you hold zero Blood, you take +1 ongoing to Hack and Slash and deal +1d4 damage.

CLOAK OF NIGHT

When you **vanish into the shadows or fog**, enemies never spot you until you draw attention to yourself or leave your cover.

MAJESTY

You may spend 1 Blood to take +1 to any move using +CHA, but only once per roll. Additionally, when you **hunt for a victim using +CHA**, take +1.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

MIST FORM

Requires: Beast-Blood

You may use the Beast-Blood move to transform into a cloud of mist.

ENTRANCE

Requires: Mesmerize

When you use Mesmerize, you get one additional choice, even on a 6-. Add the following choices to the list:

- You plant a false memory in their minds; they will remember it as if it really happened
- They forget that you were ever there

SOUL REAVER

When you **drain a person's blood and kill them**, hold 1 additional Blood, and that person can never be resurrected.

BLOOD MAGIC

You can cast a spell from the wizard list as if you were a wizard of your class level-1 by spending 1 Blood, no roll is necessary. If an ongoing effect gives a penalty to cast a spell, you must pay 1 extra Blood to cast a spell.

DREAM-SPEAKER

Requires: Blood Bond

You may visit the dreams of anyone whose blood you have tasted and communicate with them over any distance this way. The dreams will be remembered as post-hypnotic suggestions, but they will not be compelled to obey unless they are your thrall.

BLOOD POWER

The maximum Blood you may hold is increased by one.

OBFUSCATE

Requires: Cloak of Night

You may spend 1 Blood to deepen the local shadows or summon a small bank of fog, perfect for vanishing into.

FOR THE DEAD TRAVEL FAST

You may spend 1 Blood to take +1 to any move using +DEX, but only once per roll. Additionally, when you **use the shadows to travel to your destination or escape pursuit**, roll+DEX. On a 10+, choose 2. On a 7-9, choose 1:

- You get there unseen or lose your pursuers
- You get there much quicker than it would normally take
- You leave nothing that could be traced back to you or your friends

BLOODY KILLER

Requires: Fang and Claw

When you **Hack and Slash with your claws**, on a 10+ you gain 1 Blood.

MACHIAVELLI

When someone is plotting against you, you'll know it, though you can't necessarily tell how. At the end of a session, if during this session you dismantled the machinations of a powerful rival, mark XP.