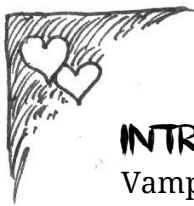


Bronny

The Vampire Love Interest



by Luciella Elisabeth Scarlett



INTRODUCTION

Vampires are rare in our world – rare enough to only exist in shadowy corners, whispers and dark legends. The secrecy seems well-suited to those creatures of the night. Most know better than to reveal themselves to their prey, but one particular vampire seems to be oddly taken with you.

Which is a pain, if you're honest.

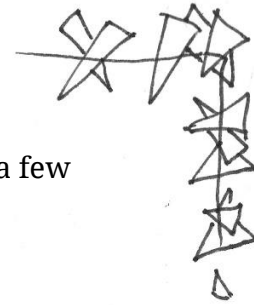
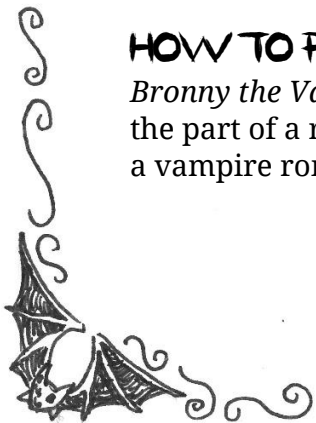
Edgar doesn't seem to be able to take 'no' for an answer, or to realise that you have better things to do with your life than spend it with a creepy old man who only looks seventeen. I mean, appearance aside, he's older than sliced bread! And he keeps saying things like, "I can't seem to keep myself away from you" and "you really should stay away from me". Like, get your shit together, bro, that's on *you*, mate.

For now, you're going to have to take matters into your own hands. The bad news is that vampires are quick, powerful and charming. The good news is that they can't walk around in broad daylight, so Edgar's only chance to pester you comes at night. The *terrible* news is that your bratty little sister has already given him an invitation to enter, since he was "sooo dreamy! <3" last time he turned up to bother you.

Still, you have some time and a little pocket money, so it's not like you're out of options. It's time to show this jerk who's boss.

HOW TO PLAY

Bronny the Vampire Love Interest is a solo RPG where you play the part of a reluctant heroine Home Alone-ing her way out of a vampire romance. You will need: paper, a pen, a 6-sided die



and (optionally) a printed version of the house map and a few small items to use as tokens.

The game consists of the following key steps:

- Prepare for Edgar's arrival by setting traps or ambushes.
- Check to see if your actions arouse your family's suspicion.
- Determine the events that occur on Edgar's arrival.
- Determine if a game-ending condition has been achieved. If not, then clear up the house and get ready for the next day.

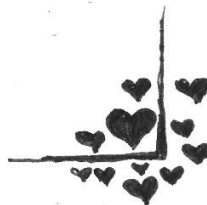
Each step, and the conditions to conclude the game, are detailed below.

TAKING STOCK

Here's what you have at your disposal:

- A weekly budget of \$50 and a nearby supermarket.
- Your school friend, Sherry, and her forgery skills.
- Your beloved cat, Mixie, who hates your guts.
- Your knowledge of vampire weaknesses: garlic, holy water, religious icons, sunlight and getting staked in the heart.
- Your knowledge of Edgar's weaknesses: he is gullible, he loves dramatic entrances, and he thinks you like him.
- Whatever is lying around the house. This may include items such as cutlery, knives, sticky tape, pens, paper, towels, bedding, fire pokers, oil and so on. There are also a few toys left over from your younger years which might be useful, such as the remote-controlled truck or water pistols. Sadly, very little garlic and no holy water. Dad's an atheist.

You also know that there are only 4 ways to get into the house without breaking anything: the front door, the back door, your sister's window (the lock is broken), or the chimney.





SUSPICION

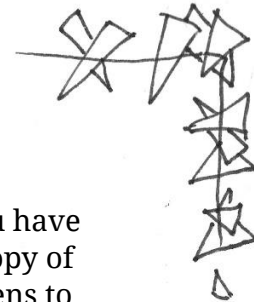
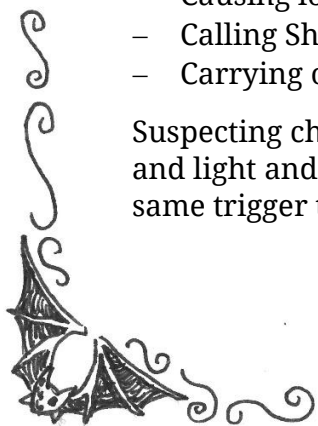
It's best not to get your family involved in this situation. Your dad gets nervous about the idea of blood-sucking monsters hurting his precious daughters, and you don't want him to overreact and cause mayhem. Worse than that, your younger sister, Allie, *adores* vampire romance. If she learns the truth, she might just try to take Edgar for herself, and while she's a pain in the butt, she's *your* pain in the butt. Still, the two should be in bed by 11pm. So long as you're nice and quiet, they shouldn't notice much.

Both your father and sister start with 0 Suspicion. Each time something has the chance to draw their notice, roll 1d6. If the result is 1, choose one family member and increase their Suspicion by 1. If the result is 2, then both family members gain Suspicion, unless only 1 is present. If you pass an evening without drawing suspicion, the next morning you can roll 1d6 and reduce a family member's Suspicion by the result (or split it between the two). Decide what you say or do in order to soothe their fear or douse their excitement.

As examples, here are a few things that may draw suspicion:

- Seeking help from Allie or your dad, or meddling with their rooms or belongings.
- Setting up traps before 11pm.
- Causing loud noises at night.
- Calling Sherry over more than twice in the week.
- Carrying odd-shaped objects into the house.

Suspecting characters act accordingly. They are drawn to noise and light and may try to follow you. If you are caught for the same trigger twice, increase Suspicion by 2 points instead of 1.



PLANNING AND PREP

Write down the details of any traps you set, weapons you have or other preparations you make. If desired, print out a copy of the house map on page 5 or draw your own, and use tokens to show the positions of characters and objects. The more you prepare, the better your chances. Use creativity, but be realistic with the money and time investment and risk for each trap (see "Taking Stock" and "Suspicion"). Once you are finished, proceed to the next stage.

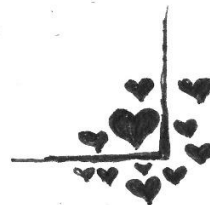
MIDNIGHT

As midnight falls, Edgar arrives with a bouquet of roses. First, roll to see which point of entry he chooses:

1. The front door.
2. The back door.
3. Allie's window.
4. The chimney.
5. Knocking on your window and requesting entry, then trying the chimney if you decline.
6. An unexpected new approach. Be creative!

Edgar follows your scent to find you, unless he is lured elsewhere. For each trap or enemy that he encounters, roll 1d6. On a 3-6, he successfully avoids or disarms the threat. On a 1 or 2, he suffers the consequences. Generally, Edgar will press on through 2-3 minor inconveniences, though 1 major trap or foe is enough to send him packing, at least until the next day. Vampires heal annoyingly quickly, though humans do not; if your family wanders at night, roll for them as well.

If you do not manage to deter Edgar, he soliloquizes of his love for you for ten minutes, leaves a gift, and then departs.





CLEANING UP THE CRIME SCENE

It's a good idea to clean up after yourself. Roll 1d6 to see how well you do, and treat a 1 or 2 as a failed Suspicion check as above. If Sherry is helping, roll twice and pick the more favourable result, or, if you were overly ambitious with your traps, roll twice and select the less favourable result.

GAME ENDINGS

After each midnight stage, check to see if a game-ending condition has been achieved. If not, rinse and repeat from the preparation stage. If so, then take a moment to write down or imagine the result, or tweet it at the author @luciellaes – don't worry, she doesn't bite.

EDGAR GETS THE POINT

If you fend off Edgar on 5 separate days, he finally accepts that his love was not to be, and flies back to his Magpieloft home.

EDGAR GETS THE POINT SEVERAL TIMES

Edgar doesn't really have hit points per se, but if you hit something enough, it probably dies. I hope you're happy.

ALLIE'S NEW CRUSH

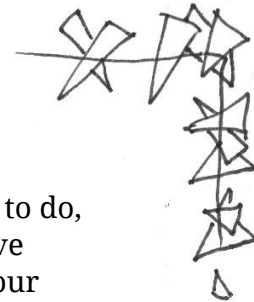
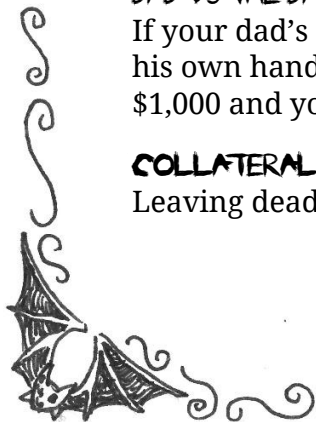
If Allie's Suspicion gets to 5 points, she discovers the truth behind Edgar's visits. You'll never hear the end of this one.

DAD VS THE DAMNED

If your dad's Suspicion gets to 5 points, he takes matters into his own hands. Restart the game with a weekly budget of \$1,000 and your choice of 3 shady underworld associates.

COLLATERAL DAMAGE

Leaving deadly traps out near your family was a bad idea.



ARRESTED

Calling the police may not be a particularly sisterly thing to do, but you can understand why the scene you left might have been upsetting. It's ok; the cops will surely understand your explanation. What was that explanation again?

SOMETHING ELSE...?

I'm not here to tell you how to live your life. So long as Edgar's no longer a threat, everyone's happy.

FINAL THOUGHTS

Kids, don't try this at home. Setting deadly traps is probably illegal, and breaking and entering into someone's home isn't romantic. You're allowed to like trashy vampire romances, but you're also allowed to critically evaluate unhealthy relationship dynamics like breaking and entering. But what do I know? I'm not even straight. Thanks for investing your time into this nonsense, and don't forget to leave a review.

ABOUT THE AUTHOR

Luciella Elisabeth Scarlett is an aromantic and asexual author and illustrator based in Melbourne, Australia, who obnoxiously publishes under a name the length of an entire alphabet. Her RPG supplements can be found on dmsguild.com, DriveThruRPG.com and itch.io. You can also follow her on Twitter @luciellaes or at luciellaes.wordpress.com.

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