

A WARNING

Talk to your GM before taking any Moves from this playbook. When you play a vampire, the GM will use your weaknesses and your hunger against you whenever possible. Expect it.

They'll also scale challenges up to meet your new abilities; when you do something you couldn't as a mortal effortlessly, revel in it, because it won't always be that easy.

THE VAMPIRE

When you become a vampire, you gain these Moves. When you next take a Move, it must be your Bloodline Move.

VAMPIRIC ADVANTAGES

You're a vampire, with all that entails. You don't age; you might be in your prime or fixed at the moment of your death. You have a supernatural sense of hearing and smell. You don't breathe unless you want to. You regenerate, as long as your heart and spine are intact.

Your bloodline is determined by that of the vampire who sired you. Gain the Signature Move of that archetype; if you already had it, roll two signature dice instead of one.

When you are dying, with your heart and spine intact, roll+Blood held. On a 10+, you wake up at the next sunset with 1 Blood hold unless something unfortunate happens. On a 7-9, the GM will offer you a hard bargain or ugly choice.

VAMPIRIC WEAKNESSES (CON)

You don't show up in mirrors. Running water makes you sluggish and cold and will kill you if you spend too much time in it. Wood weapons and fire hurt you as much as they hurt any mortal. And you're allergic to sunlight and comatose (or nearly so) during the day.

When you are exposed to direct sunlight or fire, roll+CON. On a 10+, you're burned for 1d6 damage. On a 7-9, twice that.

VAMPIRIC THIRST (WIS)

When you drink the blood of someone who is willing or helpless to prevent it, roll+Blood (max +3). On a 10+, hold 5 Blood and say if they live or die. On a 7-9, hold 3 Blood, and the GM will choose a complication from manifest. You can spend 1 Blood to:

- say if they live or die from the feeding, right now
- heal up any damage, other than sunlight or fire
- heal up any damage from sunlight or fire
- remove a debility
- add 1 to a Manifest roll

You can hold 5 Blood safely. You lose one Blood every sunset. When you run low on Blood, tell the GM.

FLEDGLING VAMPIRE MOVES

When you can choose a Move and are a vampire, you can choose one of these.

VAMP OUT (CON)

When you let your inner monster out physically, roll+CON. On a 10+, you remain in control even as your face warps inhumanly and your hands grow sharp claws (*hand, messy*). On a 7-9, the GM will complicate things.

BLOODBOND (WIS)

When someone whose blood you have tasted recently drinks your blood, roll+WIS. On a 10+, you're linked together in a two-way empathic bloodbond that will last a day or so. On a 7-9, you're intoxicated for a few hours. Spend Blood, no matter how far apart you are, to:

- communicate telepathically with them for a short time
- prevent your own strong emotion from being shared or ignore theirs
- grant them one use of your Bloodline Move
- heal them for 2d6 damage or one debility
- extend the duration of the bond for another day

TURN MORTAL (WIS)

When someone whose blood you've tasted and who has tasted your blood dies, they might come back as a vampire. If you're present, you may choose to aid them in their journey; roll+WIS. On a 10+, you guide or drag them to unlife, and have a bloodbond with them that lasts until one of you dies or breaks it. On a 7-9, the bloodbond is a normal one and will fade away.

FOG THE MIND

When you feed on someone, you decide how much of the experience they remember, and the specifics of it within the context of a shared intimacy.

You can use the blood bond to manipulate a mortal bondmate in the same way about any experience you've shared recently (not just feeding) by spending 1 Blood.

SECOND BLOODLINE

Choose a second Bloodline Move; you qualify for it even without the appropriate bloodline.

MASTER VAMPIRE MOVES

When you can choose a Move from levels 6-10, you can choose from these if you are a vampire.

GRACE

When you roll 12+, you do the thing so well even other supernaturals take note; the GM will give you an advantage in the fiction because of it.

BLOOD FUEL

Add "give yourself or a bondmate a Strong, Fast, Tough, or Hot die for one roll" to the list of things you can purchase with Blood hold. No one can use more than two Signature dice on any given roll, from any source.

COTERIE

When you have a coterie of vampires – three or more vampires sired by you or by a vampire you sired living in one place with you – you no longer need to spend Blood to maintain any bloodbonds with them as long as they live with you.

When you order a member of your coterie to do something distasteful, dangerous, or against their wishes, roll+Blood. On a 10+, they do it, though they may hold a grudge. On a 7-9, the GM will tell you one or more of the following: they argue, subvert your intent, or demand a favor or special reward. You can spend one Blood per complication to negate it.

CALCULATING

When you hack and slash and could deal damage, you may opt to take something (limb, position, held item, etc) from your foe instead.

PLAYTHING

When you use a mind-affecting ability, you can spend 1 Blood to convert a miss to a partial, or to use powers that only affect mortals on a fellow vampire.

TERRIFYING

If you are holding 5 or more Blood, you can use your bloodline Move without spending any Blood.

BLOODLINE MOVES

When you become a vampire, your next Move must be one of these.

CELERITY

If you're of the Quick Bloodline, add "be somewhere within near range you can reach, right now" to the list of things you can spend Blood hold on.

SPIDER CLIMB

If you're of the Genius Bloodline, add "climb a vertical surface like a spider" to the list of things you can spend Blood hold on.

BEND BARS

If you're of the Strong Bloodline, add "bend something as hard and thick as rebar with bare hands" to the list of things you can spend Blood hold on.

READ MIND

If you're of the Wise Bloodline, add "read a nearby mortal's thoughts" to the list of things you can spend Blood hold on.

DOMINATE

If you're of the Charismatic Bloodline, add "force a mortal to carry out one simple command in your presence" to the list of things you can spend Blood hold on.

DEAD ALREADY

If you're of the Tough Bloodline, add "shrug off the damage from a single hit" to the list of things you can spend Blood hold on.