



THE VAMPIRE

URBAN/MODERN/FANTASY

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 returned to your prime or fixed at the moment of your death. You have a supernatural sense of hearing and smell, especially when it comes to blood and heartbeats. You don't breathe unless you want to. You regenerate, as long as your heart and spine are intact and you have a source of blood.

Your bloodline is determined by that of the vampire who turned you into one (ask the GM if you're not sure which it is). 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 unless you're left out in the sun or something equally unfortunate happens. On a 7-9, the GM will offer you a hard bargain, worse outcome, 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. Track this damage separately; damage from the sun only heals when you spend Blood.

■ VAMPIRIC THIRST (BLOOD)

When you **drink the blood of someone who is willing, or helpless to prevent it**, roll+Blood held (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 high or low on Blood, tell the GM; waking up hungry makes you dangerous.

BLOODLINE MOVES

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

□ **CELERITY**

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

□ **BEND BARS**

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

□ **DOMINATE**

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

□ **ALREADY DEAD**

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 on.

FLEDGLING 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 to ignore theirs
- grant them one use of your Bloodline Move
- heal them for 2d6 damage or one debility
- overcome a loss of control or similar weakness
- 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**, if you're present, you may choose to 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 unless maintained.

□ 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 manipulate a mortal bondmate in the same way about any experience you've shared recently (not just feeding) by spending 1 Blood.

□ TWO BLOODLINES

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

MASTER 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 a strong 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. 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 turned by you or by a vampire you turned – 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 held. On a 10+, they do it, although they may hold a grudge. On a 7-9, the GM will tell you one or more of the following: they argue or stall, 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 spend 1 Blood and 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. You may also spend 1 Blood to use a power that only affects mortals on a fellow vampire.

□ TERRIFYING

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

MISCELLANEOUS & ADJACENT MOVES

These Moves are usually granted and lost by circumstance and by fiction, and are not entirely positive; you should not normally spend a move choice on them.

□ HUMAN SERVANT

When you **fully accept a bloodbond as a mortal**, you may spend 2HP to choose options from *Bloodbond*, except ones that extend the duration of the bond, with yourself or the vampire as the target.

You also age much more slowly than a full mortal, are tougher and more resilient, and heal faster, even from grievous wounds.

□ INHUMAN SERVANT

When you **fully accept a bloodbond as a supernatural creature**, you may spend *supernatural* hold as if it were Blood to choose options from *Bloodbond*, with yourself or the vampire as the target.

The vampire adds “trigger any Move you possess” to the options for *Bloodbond*; if they do, you make any rolls, but they make all the choices.

□ VAMPIRE SURVIVOR

You once belonged to a vampire. Name what you did for them; you take +1 ongoing when performing this service, or when knowing how vampires operate is an advantage (+2 against your former master). Choose if you are Primed or a Relic.

Name one vampiric ability that doesn't work on you, for each you choose: your patron wants you back; you took something with you when you left; you know something about them that would destroy them.

□ FAILED TURN

The Turning was twisted and incomplete, or maybe you're still in the process of it. You gain *Minor Regeneration* (but it isn't pretty), *Vampiric Weaknesses*, *Vampiric Thirst*, and your progenitor's Bloodline Move.

You may opt to choose Vampire Moves as if you were one, but you aren't.

□ RELIC

You've been around a while. Tell the GM a modern thing you just can't wrap your head around, and how you compensate for it.

When you **meet someone you used to know**, roll+nothing. On a 10+, you remember something useful about them and they either don't remember you or remember you fondly. On a 7-9, it's just something useful.

□ PRIMED

When you **draw your last breath after tasting the blood of a vampire who has tasted your blood first**, you may come back as a vampire on any result.

□ WEIRD BLOOD

A quirk of ancestry or fate gives your blood odd properties. Choose one:

- you have enough fae blood to intoxicate a vampire, possibly even incapacitate or kill one, if they consume enough of it
- any vampire that can smell your extra delicious blood will prioritize drinking it, and, if possible, keeping you as a pet
- your blood registers as nothing to a vampire and provides no Blood

Talk to your GM before taking any Moves from this playbook. Be sure you're both on the same page about how vampires fit into the game.

PRINTING

This document is laid out using Lora, Montserrat, and Bebas Neue, and intended to be printed two pages per side, on letter-sized paper, so you can stack it with your base playbook.

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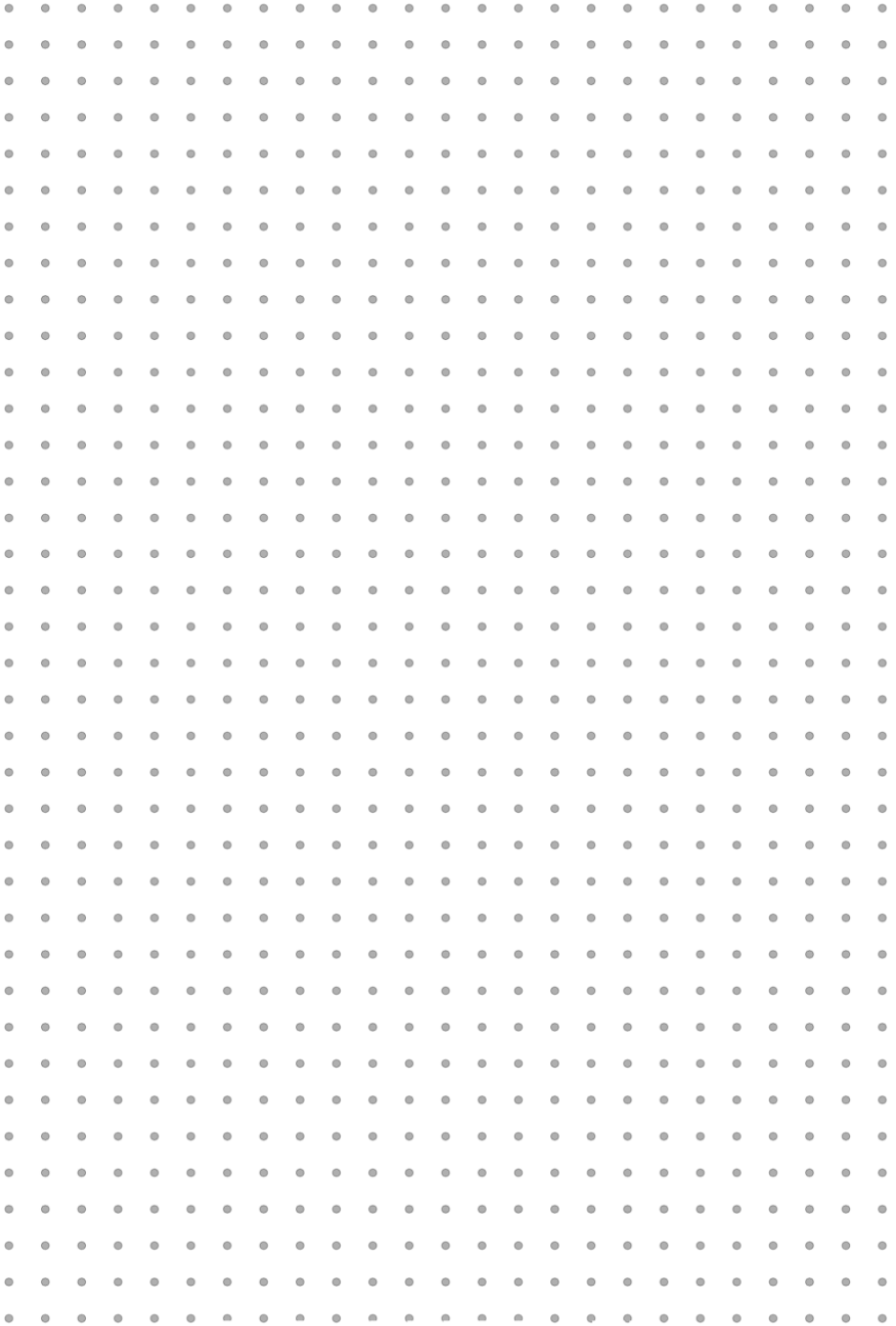
This document is part of *Urban/Modern/Fantasy*, a framework for running modern campaigns in *Dungeon World*.

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