

# GURPS Vampire: The Dark Ages

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## Introduction

Though the deal between Steve Jackson Games and White Wolf ended several years ago, White Wolf continues to make excellent products that are easily converted into a *GURPS* campaign. This document merely helps GMs translate *Vampire: The Dark Ages* to *GURPS*; GMs are fully encouraged to purchase White Wolf's product if they're interested in the setting. This document is by no means a replacement for the original product, which contains a fascinating background, several changes to the Kindred clans, and new mindsets and philosophies for vampiric characters.

*GURPS* is copyright Steve Jackson Games; *Vampire: The Dark Ages* and *Vampire: The Masquerade* is copyright White Wolf, as is much of the material presented here.

## Discipline Changes

Most of the disciplines available in White Wolf's *Vampire: The Dark Ages* are simply renamed versions of those in *GURPS Vampire: The Masquerade* and *GURPS Vampire Companion*. For ease of reference, the list is provided here.

### Animalism (2 points/level)

Power 1: *Feral Speech* -- Speak with animals; identical to Sweet Whispers (VtM p. 97)

Power 2: *Noah's Call* -- Summon animals; identical to the Beckoning (VtM p. 98)

Power 3: *Cowing the Beast* -- Soothe animals or people; identical to Song of Serenity (Vtm p.98)

Power 4: *Ride the Wild Mind* -- Possesses animals; identical to Sharing of Spirits (VtM p.98)

Power 5: *Drawing Out the Beast* -- Transfer your Frenzy. (VtM p.99.)

Power 6: *Quickened Unity* -- Reads animals' memories. Identical to Sharing Soul (VtMC p.35)

### Auspex (2 points/level)

Power 1: *Heightened Senses* -- Extraordinary perception (VtM p.99)

Power 2: *Soulsight* -- Detects auras. Identical to Aura Perception (VtM p.99)

Power 3: *The Spirits Touch* -- Object impressions. (VtM p.100)

Power 4: *Steal Secrets* -- Read thoughts. Identical to Unveil the Shrouded Mind (VtM p.100)

Power 5: *Anima Walk* -- Leave body. Identical to Abandon Earthly Form (VTM p.100)

Power 6: *Farsight* -- Distance not a factor in perception. Identical to Mind's Eye (VtMC p.36)

## **Celerity (Augmenting)**

Power 1 (4 points) -- +2 Move for 10 minutes

Power 2 (8 points) -- +4 Move; +1 attack per turn; 30 minute duration

Power 3 (16 points) -- +6 Move; +1 attack per turn; 1 hour duration

Power 4 (24 points) -- +8 Move; +2 attacks per turn; 2 hour duration

Power 5 (48 points) -- +10 Move; +2 attacks per turn; 6 hour duration

Power 6 (72 points) -- +15 Move; +2 attacks per turn; lasts until dawn

## **Chimersty (2 points/level)**

Power 1: *Ignis Fatuus* -- Simple, static illusions (VtMC p.101)

Power 2: *Dweamor* -- As above, but all senses but touch. Identical to Fata Morgana (VtMC p.101)

Power 3: *Apparition* -- Moving illusions. (VtMC p.101)

Power 4: *Permanency* -- Permanent illusions. Identical to Persistence of Vision (VtMC p.101)

Power 5: *Horrid Reality* Power 6: *Mass Horror* -- Area illusions. Identical to Mass Reality (p. VtMC p.102)

## **Dementation (2 points/level)**

Power 1: *Incubus Passion* -- Creates emotional intensity. Identical to Passion (VtMC p.103)

Power 2: *Haunt the Soul* -- Hallucinations. Identical to Mind Tricks (VtMC p.103)

Power 3: *Eyes of Chaos* -- Perceives insanity (VtMC p.103).

Power 4: *Confusion* -- Creates confusion (VtMC p.103).

Power 5: *Howling Lunacy* -- Drives victim mad. Identical to Total Insanity (VtMC p.103).

Power 6: *Kiss of the Moon* -- Drives victim permanently mad. Identical to Derange (VtMC p.104).

## **Dominate (2 points/level)**

Power 1: *Observance of the Spoken Word* -- One-word command. Identical to Command the Wearied Mind (VtM p. 102)

Power 2: *Murmur of the False Will* -- Plant a suggestion. Identical to Mesmerize (VtM p.102).

Power 3: *Revelers Memory* -- Remove memories. Identical to The Forgetful Mind (VtM p.103).

Power 4: *Lure of Subtle Whispers* -- Train faithful servants. Identical to Conditioning (VtM p.103).

Power 5: *Vessel* -- Possess victims mind and body. Identical to Possession (VtM p.103).

Power 6: *Fealty* -- Ensures loyalty. Identical to Loyalty (VtMC p.38).

## **Fortitude (Augmenting)**

Power 1 (4 points) -- +1 DR for 10 minutes.

Power 2 (8 points) -- +2 DR for 30 minutes.

Power 3 (16 points) -- +4 DR for 1 hour.

Power 4 (24 points) -- +6 DR for 2 hours.

Power 5 (48 points) -- +10 DR for 6 hours.

Power 6 (72 points) -- +15 DR for 8 hours.

## **Mortis (2 points/level)**

Power 1: *Masque of Death* -- Appearance of a corpse. New Discipline.

Power 2: *Blight* -- Causes aging in a subject. New Discipline.

Power 3: *Awaken* -- Awaken from Torpor. New Discipline.

Power 4: *Deaths Whisper* -- Makes vampire immune to various banes. New Discipline.

Power 5: *Black Death* -- Kills prematurely. New Discipline.

Power 6: *Vigor Mortis* -- Creates undead servants. New Discipline.

## **Obfuscate (2 points/level)**

Power 1: *Cloak of Shadows* -- Hide in shadows (VtM p.104).

Power 2: *Unseen Presence* -- Become difficult to see (VtM p.104).

Power 3: *Mask of 1,000 Faces* -- Disguise yourself (VtM p.104).

Power 4: *Vanish from Minds Eye* -- Completely disappear (VtM p.105).

Power 5: *Cloak the Gathering* -- Extend power to others (VtM p.105).

Power 6: *Soul Mask* -- Hides halo or aura (VtMC p.38).

## **Obtenebration (2 points/level)**

Power 1: *Shadow Play* -- Manipulate shadows (VtMC p.109).

Power 2: *Nocturne* -- Creates darkness. Identical to Shroud of Night (VtMC p.109).

Power 3: *Arms of Ahriman* -- Creates tentacles of darkness. Identical to Arms of the Abyss (VtMC p.110).

Power 4: *Nightshades* -- Shadowy forms. (VtMC p.110).

Power 5: *Tenebrous Form* -- Turn into shadow. Identical to Shadow Body (VtMC p.110).

Power 6: *Walk the Abyss* -- Allows vampire to step into shadows. Identical to Shadow Step (VtMC p.110).

## **Potence (Augmenting)**

Power 1 (4 points) -- +2 ST for 10 minutes.

Power 2 (8 points) -- +4 ST for 30 minutes.

Power 3 (16 points) -- +6 ST for 1 hour.

Power 4 (24 points) -- +8 ST for 2 hours.

Power 5 (48 points) -- +10 ST for 6 hours.

Power 6 (72 points) -- +15 ST until dawn.

## **Presence (2 points/level)**

Power 1: *Awe* -- Instill fascination. (VtM p.106)

Power 2: *Dread Gaze* -- Cause fear in mortals. (VtM p.106)

Power 3: *Entrancement* -- Make others serve you. (VtM p.106)

Power 4: *Summon* -- Call someone from afar. (VtM p.107)

Power 5: *Majesty* -- Everyone fears and respects you. (VtM p.107)

Power 6: *Passion* -- Creates wild passions love or rage. (VtMC p. 40)

## **Protean (2 points/level)**

Power 1: *Witness of Darkness* -- See in the dark. Identical to Gleam of the Red Eyes (VtM p.107)

Power 2: *Talons of the Beast* -- Grow deadly claws. Identical to Wolf Claws (VtM p.108).

Power 3: *Interred in the Earth* -- Sink into the ground. Identical to Earth Meld (VtM p.108)

Power 4: *Form of the Beast* -- Transform into wolf or bat. Identical to Shadow of the Beast (VtM p.108).

Power 5: *Body of Spirit* -- Turn into cloud of mist. Identical to Form of Mist (VtM p.108).

Power 6: *Blissful Slumber* -- Sleep in Mist Form. New Discipline.

## **Quietus (2 points/level)**

Power 1: *Silence of Death* -- Silence. (VtMC p.112).

Power 2: *Weakness* -- Creates poisonous blood. (VtMC p.112)

Power 3: *Disease* -- Causes victims to lose life essence. Identical to Infirmary (VtMC p.112).

Power 4: *Blood Agony* -- Allows blood to poison weapons. (VtMC p.112).

Power 5: *Blood Essence* -- Allows diablerie without drinking directly. New Discipline.

Power 6: *Blood Sweat* -- Subject sweats blood. (VtMC p.112).

*Retain the Quick Blood* -- Restores blood spent on Celerity. New Discipline.

## **Serpentis (2 points/level)**

Power 1: *Eyes of the Serpent* -- Hypnotic gaze. (VtMC p.114)

Power 2: *Tongue of the Asp* -- Tongue becomes a weapon. Identical to Tongue of the Serpent (VtMC p.114).

Power 3: *Bitumenous Flesh* -- Mummifies Setite. Identical to Mummify (VtMC p.114).

Power 4: *Form of the Cobra* -- Transforms vampire into snake. Identical to Form of the Snake (VtMC p.114).

Power 5: *Cheat Thothes Scale* -- Removes heart. Identical to Heart of Darkness (VtMC p.114).

Power 6: *Breath of the Basilisk* -- Poisonous cloud. New Discipline.

*Hatch the Viper* -- Creates serpents. New Discipline.

## **Vicissitude (2 points/level)**

Power 1: *Malleable Visage* -- Allows small alterations to body. Identical to Changeling (VtMC p.117).

Power 2: *Transmogrify the Mortal Clay* -- Sculpts flesh. Identical to Fleshcraft (VtMC p.117).

Power 3: *Rend the Osseous Frame* -- Sculpts and alters bone. Identical to Bonecraft (VtMC p.117).

Power 4: *Awaken the Zulo Shape* -- Vampire turns into a hideous creature (VtMC p.118).

Power 5: *Ascendancy of the Sanguine Humor* -- Turn body parts to blood (VtMC p.118).

Power 6: *Chiropteran Marauder* -- More potent form of Awaken the Zulo Shape. New Discipline.

*Body Armor* -- Turns body into weapons. Identical to Body Arsenal (VtMC p.118).

## **New Skill**

### ***Body Craft (Mental/Hard) Defaults to IQ-5***

Allows the proper use of Vicissitude, enabling the person to alter living and dead flesh, including flaying, tanning, tattooing, and piercing.

## **Protean New Disciplines**

### ***Power 6: Blissful Slumber***

Vampires of great will or conviction are able to sleep in mist form. The power offers great protection, but the vampire cannot be aroused by noises or commotion surrounding her resting place. Only a breeze that disturbs her will wake her.

This discipline requires the expenditure of 5 Blood Points when the vampire rests. The vampire stays in mist form until she awakens, whereupon physical form is resumed. While in mist form, the vampire is immune to physical attacks, but she cannot awaken unless the mist form is disturbed.

## Quietus New Disciplines

### *Power 5: Blood Essence*

This discipline allows Assamites to drain the blood of another vampire into a container, without actually feeding upon the victim. Those drinking from the container -- which lasts only a few days -- the drinker will receive the full benefits from diablerie.

When Blood Essence is used, rather than rolling against ST to drain the vessels life force, roll against this skill.

### *Retain the Quick Blood (Requires Quietus 3, Celerity 3)*

This discipline allows Assamites to recover some of the blood they spend on Celerity. Blood Points used on Celerity are recovered at 1 per hour on a successful roll.

## Serpentis New Disciplines

### *Power 6: Breath of the Basilisk*

Allows the Setite to spew forth a vile gas capable of withering plants and eroding stone. The gas cloud is 1 yard in diameter and can be projected up to 2 yards away. Targets may Dodge. The cloud does 2d damage, and will poison the victim, doing an additional 2d damage every hour until a HT roll is made, or the victim dies.

Breath of the Basilisk requires the expenditure of a Blood Point.

### *Hatch the Viper (Requires Serpentis 4, Protean 2)*

This horrifying discipline allows a Setite to draw a ghoulish, poisonous snake (use the rattlesnake statistics on p. B143) from her mouth. The snake has Fortitude 1. The snake may act independently, but will also loyally follow the vampires commands. Snakes must be fed 1 Blood Point of their masters blood every three days, or they will dissolve into a very poisonous plasm (which, if digested, will do 5d damage). All created serpents have a very distinct look to them, and will usually be identifiable as what they truly are, especially to other vampires with Animalism.

This discipline requires 4 Blood Points, and a turn of concentration.

## New Vicissitude Discipline

### *Power 6: Chiropteran Marauder*

A very potent form of Awaken the Zulo Shape the vampire transforms into a horrendous, bipedal bat. The vampires appearance becomes Monstrous, and he gains all of the advantages of Awaken the Zulo Shape -- ST+5, DX+5, and HT+5; PD+1, and DR+2. Additionally, he receives Winged Flight, as his arms become leathery wings; he can fly at double his Move score. Additionally, Talons can spring from his wings, which do Thrust+2 aggravated cutting damage. Furthermore, the Marauder receives Acute Hearing +4, but Bad Sight (Nearsighted).

This requires the expenditure of 3 Blood Points. A separate roll must be made to assume the talons.

## New Discipline -- Mortis

This Discipline was developed by the Cappadocians in an attempt to uncover the secrets of death. It seeks to explore many aspects of death, from outright cheating it, to causing it with a single touch. Rumor has it that masters of Mortis are able to defy death itself. Practitioners of Mortis are often consumed with all aspects of death and the afterlife.

### ***Power 1: Masque of Death***

This power allows the vampire or a chosen subject to assume a visage of death. Flesh becomes taut and sallow, and joints grow rigid and stiff. Assuming the appearance of a corpse can be quite useful -- if a hunter searches a mortuary, for a vampire, he would be likely to ignore one under the effects of this power. The Discipline may also be used as a dreadful curse, causing another to appear as the walking dead.

The character assuming this form must spend a Blood Point. If attempting to use the power on another, the intended victim must be touched, a Blood Point spent, and the player must win a contest of skill versus the victim's HT. The effects of this power last until the next dawn or dusk. Characters under influence of this power are at DX-2 and have their appearance level reduced by two levels. A vampire affected by power may spend two Blood Points to remove its effects.

### ***Power 2: Blight***

This power allows the character to cause rapid aging in an opponent. The victim begins to suffer the effects of old age: skin becomes pallid and thin, bones become brittle, and victim may even begin to experience advanced effects of other ailments of the elderly.

This power requires the character to touch the opponent. The player must then roll a quick contest of skill versus the victim's HT. The subject will then age, and must make all appropriate aging rolls.

<i>Contest won by</i>	<i>Victim ages</i>
1	10 years
2	20 years
3	30 years
4	40 years
5	50 years

Cainites are affected by this power just as mortals are; it is as if they were Embraced at a later age, though blood can be spent to increase Attributes.

A mortal aged past fifty who undertakes strenuous activity while effects of this power risks heart failure. For each round she maintains such activity, she must make a HT roll at -1 for every decade past 50 or suffer a fatal heart attack. The effects of this Power last until the following dawn or dusk.

### ***Power 3: Awaken***

A character who possesses this power can pry himself from death's grip. The character can awaken himself or another vampire who is in torpor. On a successful skill roll, the character can attempt to awaken himself or another vampire from torpor. If attempting to awaken another vampire, the character must touch the vampire

he intends to awaken. If the subject of this power was driven into torpor due to blood loss, she awakens with one Blood Point.

#### ***Power 4: Deaths Whisper***

For a brief time the character sloughs off Caine's curse. While the character is under the influence of this power he is not affected by any of the traditional banes against vampires. His body is not harmed by sunlight, and holy water does not harm him in any way; however, his body becomes nothing more than a corpse. A character that is staked through the heart while under this power is still paralyzed once the discipline wears off. This state is beyond that of even torpor: the character cannot use Disciplines of any kind, and is unaware of anything that transpires around him. For the duration of the power, she is truly dead.

There is no cost to assume this form, although the character must expend two Blood Points to awaken. While the character is in this state he may take no actions whatsoever, and even mental Disciplines may not be used.

#### ***Power 5: Black Death***

By touching an individual, the character can cause the victim to experience an early death (or, in the case of vampires, to enter torpor). The victim, if mortal, begins to exhibit signs of plague: sunken and blackened eyes, swollen lymphs and a sickly pallor of the skin. Within one day, all bodily functions cease. Cainite victims under this power enter torpor immediately.

The vampire must touch the intended victim, and win a contest of skills versus the victim's HT. Success indicates that the vampire has caused his target to expire (or go into torpor).

#### ***Power 6: Vigor Mortis***

By feeding a corpse some of his blood, the Cainite may reanimate the body, creating an undead servant that serves that serves its master until it falls completely into decay. This walking corpse cannot talk (though some have been known to utter a low moan), but is a servant to its creator through the Blood Oath.

In order to reanimate a corpse, the character must feed it three Blood Points. As soon as the first drop falls onto its lips, the corpse animates and begins to drink of its own accord. This can be a dangerous time for the Cainite, as some corpses have been known to continue feeding after the initial Blood Points have been taken.

A zombie created in the method has the same ST, DX, and HT+5 as the original person, but IQ-2; the body appears as it did at the time of creation. Though these creatures do possess some degree of intelligence, they are so overwhelmed by the bond to their masters that they seldom exhibit free thoughts.

Zombies do not suffer wound penalties, and are destroyed when they reach 0 HT. These automatons crumble to dust of the third sunrise after their creation. The duration of their existence can be extended by feeding these creatures more blood at the time of creation it can remain in existence for one additional day for each additional Blood Point spent.