

Streets of Blood

A Vampire Zine for Dark Streets & Darker Secrets

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Dedication

To the White Wolf of the 90s, which inspired a fever dream of gaming, punk and goth lifestyle for me.

To leather trench coats, couch-surfing, and the Crystal Method.

And to the who I thought I was, and who I came to be.

And to Diogo. Who has rekindled a part of me long dead with his excellent work in the game industry and our partnership. Here's my first written contribution to your genius, and here's to many more.

This game requires the use of Diogo Nogueira's excellent DARK STREETS & DARKER SECRETS.

Buy it.



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Welcome, Children of the Night

In the world of *Dark Streets & Darker Secrets*, the characters find themselves opposed by a mirror of their world, though one darkly lit. In this context, they are opposed by forces, what a poorly educated individual raised on too much mass media would call forces of darkness.

It is a stupid term, one filled with idiotic politics and propaganda. The forces of darkness is a term meant to cast the denizens of the dark night into opposition with humanity. **It means fucking nothing.**

The dark night is not your enemy. It is a warm, comforting embrace. A familiar friend, a lover you didn't know you had, but one whose scent is familiar, welcoming, and seductive. The shadows beyond the streetlights are there to be taken if one simply wants to snatch the power from them.

And you should....



Blood Never Lies

Of the many denizens of the night, perhaps the most commonly known is the vampire. Popular culture has spread significant lies about the realities of vampirism, their behaviors and habits, and their desires and wants.

Here is the truth of the vampiric condition, carried from sire to child by blood. There are many mythologies about Vampires, but in the world of Dark Streets & Darker Secrets, these details below are the truth.

Vampires require blood. Truth. This is the core element of the vampire myth that rings true and eternal. While vampires require blood, it is not *food* in the sense that mortals think of. It is a mystical requirement, a tax the world imposes for their existence.

Vampires live forever. Wrong. Vampires exist only in fleeting moments. Vampires do not visibly age, but each vampire has a limited life-span and will eventually expire of "natural causes", though this vampiric life is far longer than the average mortal's life (upwards of 300 years.) Truly powerful vampires know magics that can sustain them.

Those a vampire bites become like them. False. The vampiric bite or embrace has little to do with who becomes a vampire. Passing on the night's blessing is a ritual enacted by the elder vampire and the vampire-to-be, with full knowledge and consent of the blessings and restrictions that come with it. One can not be forced into vampire-hood.

Vampires have supernatural powers. True, beyond any measure of a doubt. Vampiric powers are learned however, not passed on through blood, and so a siring elder must teach their neophyte vampire the ways of the Moonlit Court.



Vampires are weak against threats like garlic, sunlight and holy symbols. True in a sense. All vampires share a weakness against sunlight, though other weaknesses are acquired through age and mystical powers.

Vampires have no soul. Any vampire you posed such a question to would take your life for such insolence. They have as much a soul as any human, they claim. Can a human prove the existence of their soul?

Vampires are a insular sort of creature, with byzantine laws, codes of conduct, and their own views on reality. They are as much a culture as any other in the daylight world, with their own squabbles, fights, disagreements, religions and hatreds.

They just have the supernatural powers to really fuck some shit up if they want to...

...and they motherfucking want to.





Playing a Vampire in Dark Streets & Darker Secrets

If we're being honest, playing a vampire in Dark Streets & Darker Secrets is easy. You follow the normal rules for character creation, with some modifications.

Vampires have the same four Attributes as other characters, but with the special addition of a special resource: Blood. They are also not capped at 18 like an average human would be.

The rules for character creation for vampires assume the player will be starting with a newly fledged vampire, fresh off the ritual that gave them their power.

You can find more about how Blood is used in the Vampiric Powers section.

Attributes

To generate each score, roll the following:

Physique: 2d6+6

Agility: 2d6+6

Intellect: 2d6+3

Willpower: 2d6+3

Intelligent readers will notice that Physique & Agility are higher than the average human.

No shit. You're a goddamn vampire. That higher physical ability comes at a price though. You'll pay it soon. Don't worry.



Create a Character Concept.

This functions just like in the *Dark Streets & Darker Secrets* rule book.

Choose an Archetype

Here's where it gets weird. Vampires don't get access to any of the four main archetypes. Instead, they have a special archetype: **Vampire**.

Prime Attribute: Physique and Willpower

Recovery Roll: 1d3 per Blood rolled.

Blood Limit: A vampire may never have a Blood attribute higher than their level + 1 (so 1 for a first level vampire.)

Special Abilities:

- *Healing Factor:* Vampires don't heal normally. They have no access to a recovery roll like normal characters do. When a character would normally have an opportunity for a recovery roll, the vampire instead does a Blood Test for each d3 they want to roll to heal. Roll a d6. If the result on the D6 roll is equal to or lower than the Blood score, it means the healing occurs successfully, but on a failure, a vampire also loses 1 Blood.
- *Feed:* A vampire gains Blood by feeding on living mortals. Feeding on supernatural monsters doesn't aid them. During downtime, a Vampire must make an Intellect Attribute Test.

6 Streets of Blood



If successful they recover 1 Blood. If they fumble they get no blood, and generate a complication (see the Hunting Complication table below.) If their success is a critical success, they gain 2 Blood.

- *Supernatural Strength & Speed:* A vampire gets a Positive Die on Physique and Agility Attribute Tests if their Blood is full (at it's maximum allowable amount.)

1d6 Roll	Complication
1	Police!: The police are on patrol or are called, forcing you to evade them so you can escape.
2	Drug Addict: You fed on a drug addict. You must make a Willpower Attribute Test, or lose 1d3 blood as you vomit it back up.
3	Hunted: Hunters have found you. You need to escape them, with a Agility Attribute Test, lest they follow you to where you are safe.
4	Monster: A significant player in the urban occult or supernatural of the city has claimed this territory. Have you made an enemy?
5	Poisoned: The blood you hunted has been laced with a deadly mystical toxin, targeted at vampires. Who knew you were coming and why are they out to get you?
6	Elder Territory: You've accidentally fed in territory an elder vampire has claimed. They want recompense...





Vampiric Powers

Vampires advance just like normal characters. However, vampires have a special set of powers only they can acquire. All of these powers must be taught by an elder vampire who knows these abilities.

When we say only a vampire can acquire them, we mean in the fiction of the game. For the sake of not reworking already excellent rules, where an existing power in *Dark Streets & Darker Secrets* works to emulate vampire abilities, we just refer you to that power. While magical Hypnosis and vampiric Hypnosis come from different sources and are different in the context of story, mechanically they're the same.

When a vampire uses it, it's not magical in the same sense, and it *feels* different.

A vampire may only know powers equal to their level -1., and each time they acquire one of these powers, they must take a weakness.

Vampire powers require a successful Blood Test against the Vampire's current Blood to activate. To make a Blood Test, roll a d6. If the result on the D6 roll is equal to or lower than the Blood score, it means the power occurs successful. On a failure, a vampire loses 1 Blood, but the power still occurs.

Animal Communication

The vampire may speak with creatures of the night. Such animals might be stray dogs, wolves, bats, crows, ravens, alley cats, rats, or more. The animals ability to communicate is limited by the way the animal perceives the world. This lasts for PL rounds.

Animal Form

The vampire can take on a single animal form, such as a wolf, dog, cat, bat, or rat. (Jesus fucking Christ, we're rhyming now?)

The vampire can stay in this form until the next sunrise if they desire, though their vampiric powers (other than Animal Communication) will not function and they can not feed. Any special mode of transportation (like flight) they'd have in that animal form, or natural species bonuses to senses (like a wolf's sense of smell) they get while in that form.

Augment Attribute

The vampire can increase the raw potency of their Physique or Agility. They test Physique or Agility (chosen when this power is used) with a Positive Die. This bonuses lasts for X turns, where X is the vampire's level + the number of Blood they choose to spend when they use this power.

Burst of Speed

The Vampire may immediately take X move actions, where X is the Blood they spend after successful activating this power.

False Friendship

Just like the power in the *Dark Streets & Darker Secrets* rule-book.

Ferocity

Just like the power in the *Dark Streets & Darker Secrets* rule-book.

Hypnosis

Just like the power in the *Dark Streets & Darker Secrets* rule-book.

Mind Control

Just like the power in the *Dark Streets & Darker Secrets* rule-book.





Read Thoughts

Just like the power in the *Dark Streets & Darker Secrets* rule-book.

Shadow Cloak

Just like the power in the *Dark Streets & Darker Secrets* rule-book.

Sunlight Resistance

The vampire can ignore damage from UV or Sunlight for PL rounds.

Toughness

The Vampire is unnaturally tough. They can spend blood up to their PL to gain an equivalent amount of armor reduction.

Unnatural Aging

The vampire ages slowly. They may live a number of centuries equal to their Blood attribute's maximum amount.

This power is likely irrelevant in a campaign unless it spans centuries, but for context:

Normal vampires only exist safely for a number of centuries equal to half their Blood attribute's maximum amount.

Vampires aren't fucking immortal and they know it, so they don't take stupid risks. They got centuries to make it work...

Weaknesses



Vampires must take a weakness each time they learn a new supernatural power. Some weaknesses can be taken twice (the weakness will say, and usually make the consequences worse.) If a weakness doesn't explicitly say it can be taken twice, it can't.

Garlic

To approach an area ringed with garlic, you must make a successful Willpower Attribute Test. If you take this Weakness twice, this test is made with a Negative Die.

The garlic must be no more than a weak old, and be undiluted with other material and chemicals.

It's not mystical, it just smells like shit.

Holy Symbols

To approach a strongly presented holy symbol, you must make a successful Willpower Attribute Test. If you take this Weakness twice, this test is made with a Negative Die.

For context, strongly presented means the presenter must firmly believe in the religion they are presenting a symbol for. A Star of David, crucifix, Thor's Hammer, or any





religious symbol is valid, as long as the bearer truly believes and attempts to follow that religion to the best of their honest ability.

Fucking religion, amirite?

Lack of Reflection

You exhibit no reflection in screens, mirrors, or in video or photographs. This weakness makes you a lot easier to notice.

Hell, it's a fucking crime to not be seen when you've got centuries to get the perfect outfit together.

Running Water



To cross running water, you must make a successful Willpower Attribute Test. If you take this Weakness twice, this test is made with a Negative Die.

The water must be fresh, and more than a garden hose amount. A man-made construct will also allow you to cross it. (Note: Oceans aren't running water.)

Water is the worst damn thing. It's hard to dry out when your body produces no heat.

Jagged Fangs

When you feed, it doesn't close neatly. Any bites left by you are



visible and remain bleeding wounds. You tend to kill the prey you feed on.

This weakness causes you to be easier to track or follow your feeding patterns.

Feeding should be good for both parties...not a fucking horror show.

Ivory Skin

Your skin is hard, marble-like and cold to the touch. You feel like death froze over.

Anyone you touch is immediately aware of your supernatural chill and you have to wear gloves to hide it.

If you wanna blend in, it's best to avoid coming across as a damn corpse.

Hideous Appearance

You are just flat-out fucking disgusting to look at. Anytime your appearance would be a detriment to your situation, you suffer a Negative die.

Fuckin' christ, you're wearing the monster on the outside.

The Blood-Red Night

Vampires require more than just mechanics and stats. Vampires are the modern gothic romance made undead flesh, and





They thrive on politics, intrigue, and blood. What is presented below is a sample political set up for vampires that you can drop into any city.

Feel free to adjust, change or modify it as you see fit. It's only one idea out of millions.

The Moonlit Court

The Moonlit Court is the ruling council of vampires, forged out of necessity about a century ago. After a string of deaths from careless feeding, and questioning mortals knocking on lair doors, the oldest vampires in town decided that something had to be done.

So they did what vampires do best, and consolidated power, enacting their own laws through claw, fang and blood. Lairs burned as human pawns did the bidding of masters they didn't know existed. No one had time to ask questions, try to address problems or plead for safety, as a flaming brand was swept through the vampire community in an attempt to cull the area of those who were less than careful about hiding what they were.

Then it ended, when they declared their work done, and their hands red with blood.

Nowdays, the fucking Moonlit Court runs everything like it or not, and they prefer to keep their boots on the neck of those under them.



If you're not playing careful, their shithead enforcers (called Hellhounds) will catch you, and drag you in front of those wizened blood geezers with their suits, ties and their board room tables, where they're gonna sit high and mighty and sentence you to burn in the daylight if they don't like your tone. In a lot of ways, might makes right here, and they have all the might.

The best thing you can do is follow their damn rules:

Don't Get Noticed

The best rule, and the biggest one is to avoid getting caught by the mortals or hunters. No one likes attention less than the Moonlit Court, and if you shine a spotlight on them, they fucking break everything in an attempt to turn that light off.

Don't Feed on the Protected

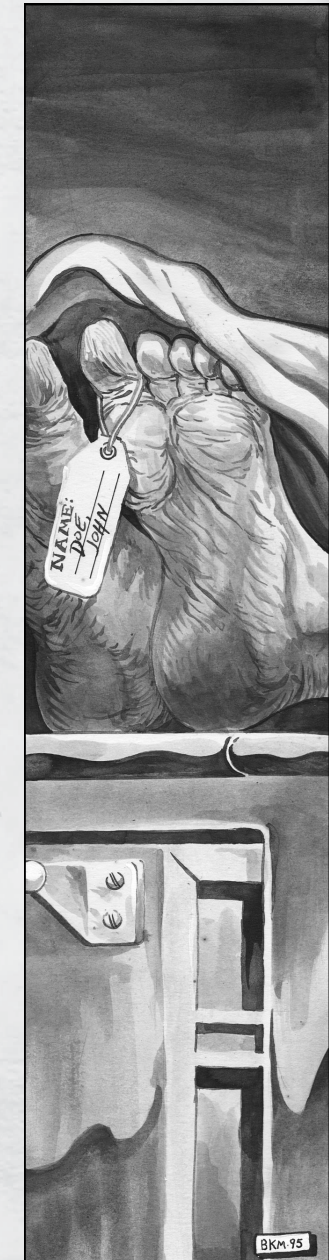
The Moonlit Court has said that you can't feed on certain types of people (usually their pets) and it's best that you follow along with those rules.

Don't Pick Fights in Havens

The Court has designated some areas to be safe havens, where vampires can't fight each other, so throwing down there tends to get a whole lot of shit headed your way.

So yeah.

That's basically it. You follow those three rules and the Moonlit Court will kinda let you do your own





ing. But if they come knocking, you better be able to fuck some shit up if you decide to push back against them. Cuz they'll toe-tag you faster than you can scream fuck, and they won't shed any tears over doing so.

The Enemies of Vampires

Look, we're not gonna devote pages to things that want to kill and eat vampires. But there's a lot. So let's touch on them briefly, so you know where vamps fall in the natural order of predators.

Hunters

The biggest threat is the supernatural hunters that tend to call the world of *Dark Streets & Darker Secrets* home. Hunters are everywhere, and they look and taste normal, so you gotta be careful.

Some vampires manage to show hunters how they're not a threat and even team up with them.

Werewolves

If vampires have a natural enemy in this world, it's those goddamn werewolves. Those fuckers are out for vampire blood on a regular basis, and they can smell a vampire a



mile away.

They're tougher than you, stronger than you, and they got more built in weapons than you.

Optional Rules

Feeding Risk

You can increase the risk of feeding by having the target of the vampire's feed have to make an Attribute Test against the Vampire's Blood + the amount they've been drained. On a failure, they die.

Teeth & Claws

The core vampire here doesn't have teeth and claws as weapons (just feeding implements), so they have no natural weapons.

If you want to give them any natural weapons, just give them a built in melee weapon that always does 1d6 damage. Nice and easy.

Bullet Sponge

You can give vampires natural armor against firearms to represent all their dead organs. This gives them an Armor 2 against any attack from guns that fire bullets. This Armor will stack with other armor.





If you use this, you should make sure vampires take double damage from fire or similar attacks, so they remain balanced.

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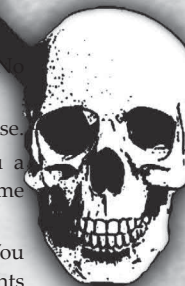
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