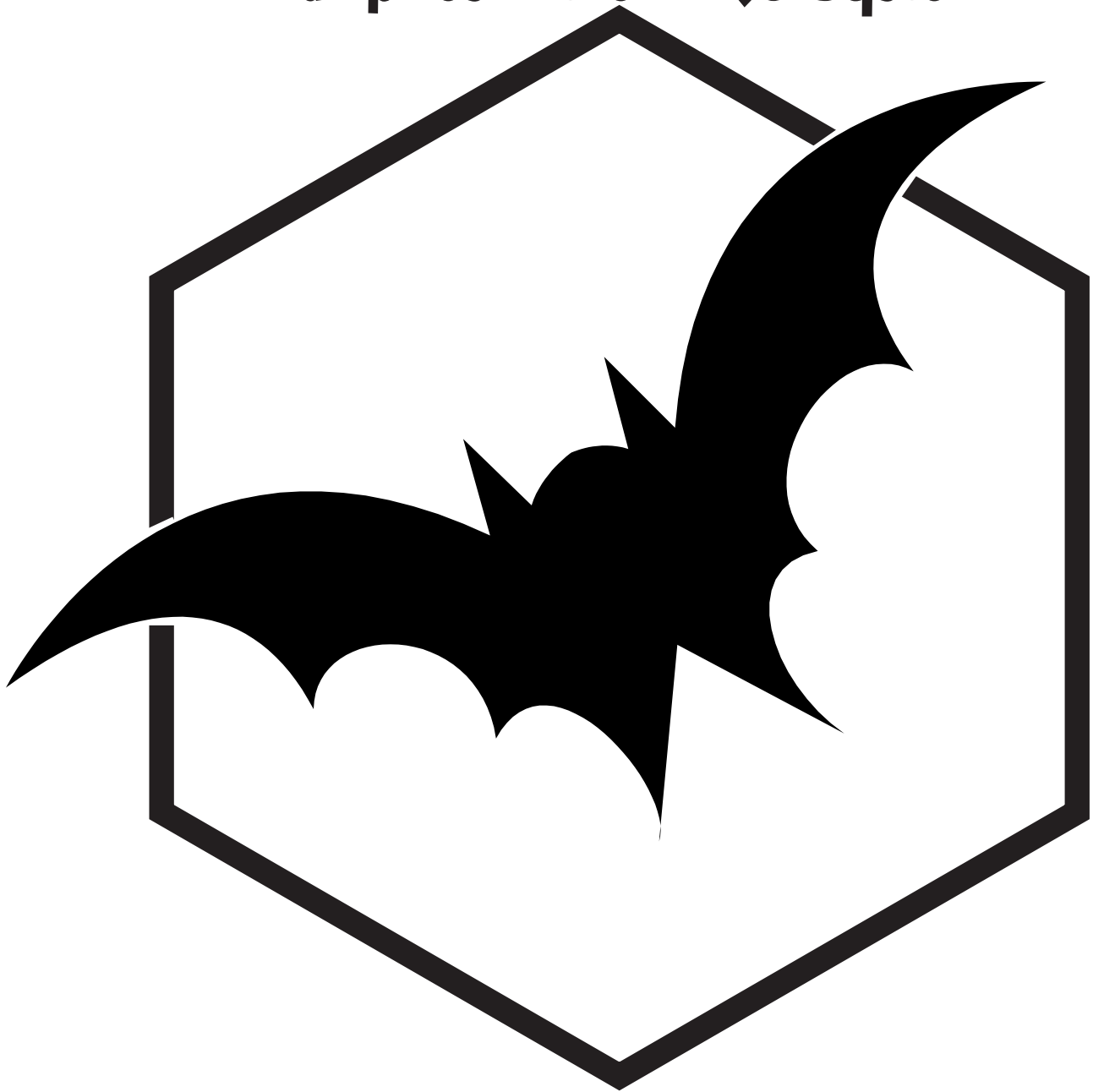


BLOODSUCKER RAMPAGE

Vampires in the HERO System



A Hero Plus Supplement For the



BLOODSUCKER RAMPAGE

Vampires in the HERO System



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ENTER FREELY, OF YOUR OWN WILL



In fiction and folklore, few monsters are as popular as the vampire. No matter what the time and place, it seems you can find a legend or story of a blood-drinking monster that preys upon mortal men by night. *Bloodsucker Rampage* is a review of some of the different types of vampires and vampire-like monsters found around the world.

“ONE THING ABOUT
LIVING IN SANTA
CARLA I NEVER COULD
STOMACH, ALL THE
DAMN VAMPIRES.”

- Grandpa (Bernard
Hughes), *The Lost Boys*

HERO PLUS ADVENTURES

Bloodsucker Rampage is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though some of them (such as this one) are a gaming resource more than a specific adventure *per se*.

PRINTING

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OPTIONS

Cost Power

+5 *Bestial Fangs:*
Increase
Fangs to
HKA 1d6

THE STANDARD VAMPIRE

The typical European vampire, the one well-known to nearly everyone from *Dracula* and countless movies, can be found in nearly every gaming genre in some form or other.

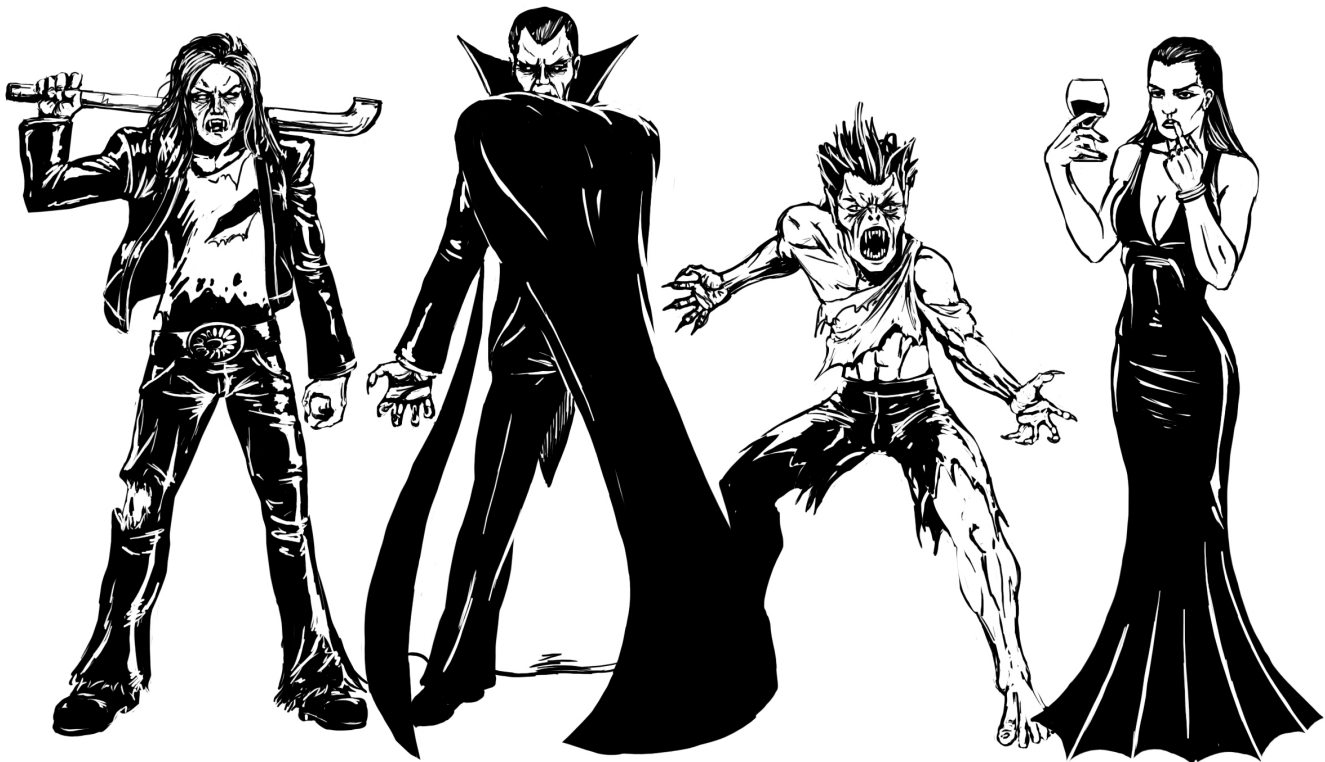
Ecology: Vampires are a powerful form of undead. Necromancers create some with spells, but most are “born” when an existing vampire drains a victim’s blood and then forces the victim to drink some of the vampire’s own blood. That creates a “lesser vampire,” without the ability to sire progeny of its own. Lesser vampires become greater vampires by acquiring power and experience on their own, or sometimes upon the death of their sire.

Vampires survive by drinking the blood of the living. Typically they need at least one adult human’s worth of blood per week (more when they’re younger, less when they’re older), though they can substitute less tasty animal blood if they must.

Personality/Motivation: Vampires are thoroughly wicked. They exist only to satisfy their perverse and deadly appetites, and gladly toy with humans and meddle in human affairs purely for the joy of causing misery, despair, and havoc. But each vampire is an individual, with his own approach to evil; a few are even said to be kindhearted and gentle instead.

Powers/Tactics: Vampires possess a plethora of powers and abilities, making them the ideal predator. Most obvious are their fangs and claws, backed by their immense strength, but they possess many other weapons as well. For one, they have hypnotic gazes, which they use to render prey helpless so they can feed. For another, they can assume three forms — bat, wolf, and mist — and use them to approach by stealth or escape a dangerous foe. Third, they can summon and control wolves, bats, and rats to aid them. Fourth, they can only be slain if run through the heart with a wooden stake, or if their bodies are utterly destroyed; otherwise they soon return from the dead again. (In some regions vampires are said to have other powers as well, such as the ability to become invisible or to control the weather.)

But traditional vampires have a number of severe weaknesses. First, they suffer horrendous burns if they touch, or are touched by, holy objects or places. Second, sunlight burns and destroys them; each day they must sleep in a coffin filled with earth from their grave (or, in the case of more powerful vampires, anywhere out of the sunlight). Third, they cannot cross running water (except via a bridge), and take extra damage from water-based attacks. Fourth, they cannot enter a dwelling unless invited in by someone inside. Fifth, garlic repels them. On the other hand, some types of vampires, including many depicted in modern Urban Fantasy stories, don’t suffer from these weaknesses (or possess less severe versions of them).



LESSER VAMPIRE

Val Char Cost Roll Notes

25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
16	DEX	12	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
15	PRE	5	12-	PRE Attack: 3d6

6	OCV	15		
6	DCV	15		
5	OMCV	6		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12

8	PD	6		Total: 8 PD (3 rPD)
4	ED	2		Total: 4 ED (1 rED)

8	REC	4		
30	END	2		
12	BODY	2		
32	STUN	6		Total Characteristics Cost: 128

Movement: Running: 14m

Cost Powers

10	Fangs:	HKA ½d6	1
		Penetrating (+½); No STR Bonus (-½)	
30	Drink Blood:	RKA 1d6	0
		NND (defense is not having blood, or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	
10	Claws:	HKA ½d6 (2d6+1 with STR)	1

Campaign Use: These vampires represent the stereotypical European vampire as depicted in countless movies, novels, television shows, and comic books. However, vampires and vampire-like monsters exist all over the world, with a bewildering variety of powers, weaknesses, and customs. In Europe alone, dozens of variations exist! With a little research, you can find ways to customize or adapt these character sheets to create many different types of monsters. And if that's not enough to whet your appetite for the blood-suckers, there are dozens of roleplaying games, novels, movies, and television shows with their own take on vampires that you can draw upon for inspiration (typically these are Urban Fantasy stories set in the modern world).

Appearance: Vampires look like normal human beings, with pale skin and dark hair. Some dress at the height of fashion; others favor a punk or goth look. Only when they allow their fangs and claws to grow is it obvious they're not human. Some, mostly lesser vampires, have a bestial or quasi-bestial look at all times.

47	Hypnotic Gaze:	Mind Control 8d6	0
		Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	
60	Undead Body:	Physical and Energy Damage Reduction, Resistant, 50%	0
2	Undead Body:	Resistant (+½) for 3 PD/1 ED	0
24	Hard To Slay:	Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers)	0
		[m]Resurrection Only (-½)	
37	Undead Vitality:	Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
2	Swift:	Running +2m (14m total)	1
5	Vampire's Eyes:	Nightvision	0
27	Mist Form:	Desolidification (affected by wind, heat, or cold)	4
		Cannot Pass Through Solid Objects (-½)	
30	Wolf And Bat Forms:	Multiform (assume wolf or bat form built on up to 125 Total Points)	0

Skills

8	+1 HTH
20	Skills and Talents (abilities and interests in life)
3	Climbing 13-
5	Stealth 13-

Total Powers & Skills Cost: 320

Total Cost: 448

175 Matching Complications (50)

5	Dependence:	must sleep each night in a coffin containing earth from its gravesite (or any cemetery, if inapplicable) or suffer Weakness (Uncommon, Difficult to obtain)
15	Distinctive Features:	No Reflection (Not Concealable; Causes Major Reaction)
20	Enraged:	at the sight or smell of blood (Common), go 11-, recover 11-
0	Physical Complication:	Human Size
20	Psychological Complication:	Cannot Enter A Dwelling Without Invitation (Common, Total)
20	Psychological Complication:	Aversion To Garlic (Common, Total)
15	Psychological Complication:	Must Obey Sire's Orders (Common, Strong)
15	Psychological Complication:	Will Only Cross Running Water Via Bridges (Uncommon, Total)
10	Psychological Complication:	Considers Humanity Cattle (Common, Moderate)
25	Susceptibility:	to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	Susceptibility:	to direct sunlight, takes 2d6 per Segment (Very Common)
10	Vulnerability:	2 x STUN from Water Attacks (Uncommon)
10	Vulnerability:	2 x BODY from Water Attacks (Uncommon)

Total Complications Points: 50

Experience Points: 273

GREATER VAMPIRE

Val Char Cost Roll Notes

30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6

7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12

12	PD	10		Total: 12 PD (4 rPD)
6	ED	4		Total: 6 ED (2 rED)

10	REC	6		
40	END	4		
18	BODY	8		
50	STUN	15		Total Characteristics Cost: 216

Movement: Running: 18m

Cost Powers

END

10	Fangs:	HKA ½d6	1
		Penetrating (+½); No STR Bonus (-½)	
30	Drink Blood:	RKA 1d6	0
		NND (defense is not having blood, or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	
47	Create Vampire:	Severe Transform 10d6 (humans into lesser vampires, heals back through special exorcisms and holy rituals)	0
		Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Turn, and often longer; -1¼), No Range (-½), Must Drain All But 1 BODY Of Victim's Blood With Drink Blood, Then Have Him Drink ½d6 BODY's Worth Of Vampire's Blood (-1), All Or Nothing (-½), Limited Target (humans; -½)	
10	Claws:	HKA ½d6 (2½d6 with STR)	1
52	Hypnotic Gaze:	Mind Control 12d6	0
		Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	
60	Undead Body:	Physical and Energy Damage Reduction, Resistant, 50%	0

3	Undead Body:	Resistant (+½) for 4 PD/2 ED	0
24	Hard To Slay:	Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers)	0
		Resurrection Only (-½)	
37	Undead Vitality:	Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	Swift:	Running +6m (18m total)	1
6	Vampire's Senses:	+2 PER with all Sense Groups	0
5	Vampire's Eyes:	Nightvision	0
27	Mist Form:	Desolidification (affected by wind, heat, or cold)	4
		Cannot Pass Through Solid Objects (-½)	
35	Wolf And Bat Forms:	Multiform (assume a wolf or bat form built on up to 150 Total Points)	0
57	Call Dark Creatures:	Summon up to 16 wolves, rats, or bats built on up to 110 Total Points	0
		Expanded Class (+¼), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Arrive Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	

Skills

24	+3 HTH
40	Skills and Talents (abilities and interests in life, or learned since undeath)
3	Charm 14-
7	Climbing 16-
7	Stealth 15-

Total Powers & Skills Cost: 490

Total Cost: 706

175 Matching Complications (50)

15	Distinctive Features:	No Reflection (Not Concealable; Causes Major Reaction)
0	Physical Complication:	Human Size
20	Psychological Complication:	Cannot Enter A Dwelling Without Invitation (Common, Total)
20	Psychological Complication:	Aversion To Garlic (Common, Total)
15	Psychological Complication:	Will Only Cross Running Water Via Bridges (Uncommon, Total)
10	Psychological Complication:	Considers Humanity Cattle (Common, Moderate)
25	Susceptibility:	to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	Susceptibility:	to direct sunlight, takes 2d6 per Segment (Very Common)
10	Vulnerability:	2 x STUN from Water Attacks (Uncommon)
10	Vulnerability:	2 x BODY from Water Attacks (Uncommon)

Total Complications Points: 50

Experience Points: 531

THE DHAMPIR

According to the folklore of certain European peoples, including the Slavonic Gypsies, vampires can sire children on human women (or sometimes, only with his widow). The resulting offspring, usually male, is known as a *dhampir* (or sometimes a *vampir*, *vampijerovic*, or *lampijerovic*, or if female a *dhampiresa* or *vampuiera*).

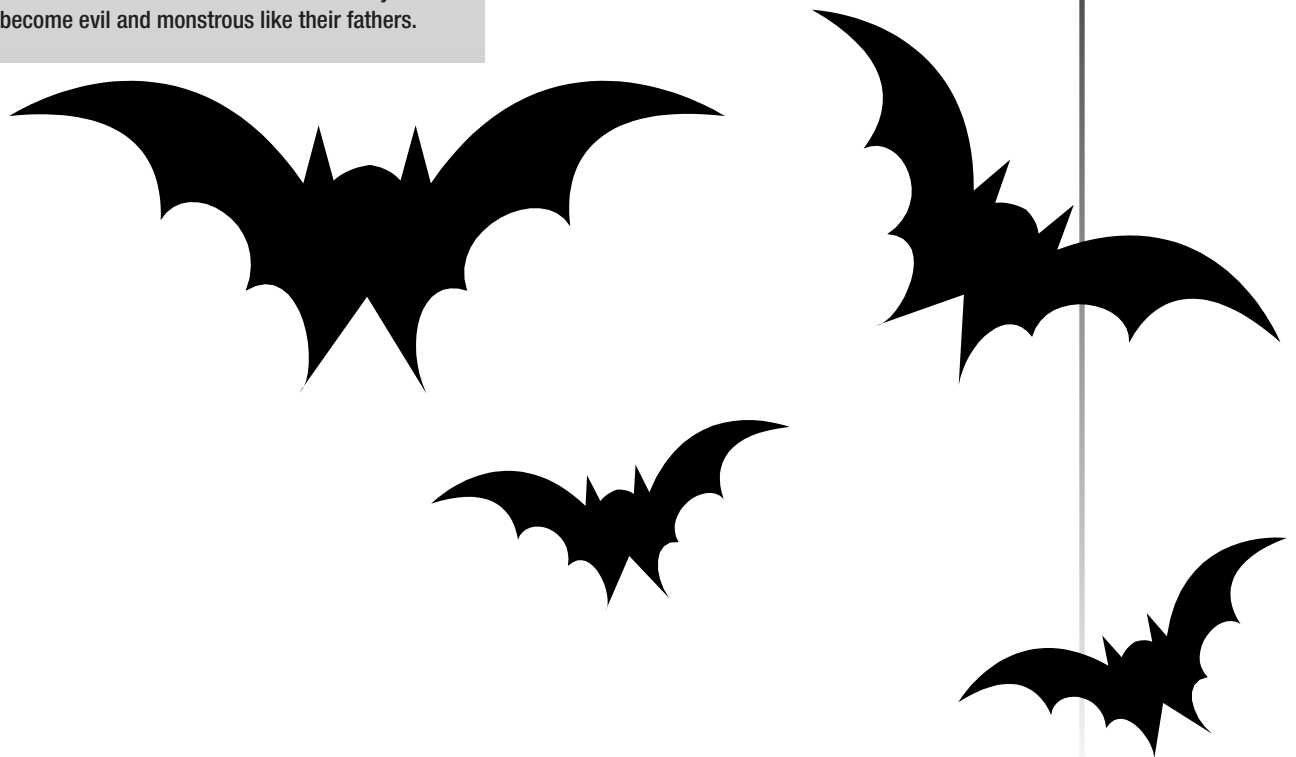
Dhampirs possess special powers that make them particularly effective vampire hunters. First, they're very strong, swift, and agile (in *HERO System* terms, a Dhampir Template would have +10 STR, +8 DEX, +5 CON, +2 OCV, +2 DCV, +2 SPD, +2 PD, and +2 ED). Second, they can perceive vampires for what they are, even those that can become invisible (Detect Vampire (INT Roll +3) (no Sense Group), Discriminatory, Range, Sense, Targeting). In some cases it's said that a dhampir can permanently kill vampires in ways that normal humans cannot (such as by shooting them with bullets). To simulate this, add Limitations to the vampire's Damage Reduction that it doesn't work against dhampir-caused damage (-¼), and add "or takes any damage from a dhampir" to the conditions that prevent Resurrection.

Dhampirs always have dark black hair. According to some legends they do not cast a shadow (a Distinctive Feature). Sometimes his nose, eyes, ears, and/or teeth are larger than normal, or he's simply very ugly (perhaps with a snub nose like a bat). According to some legend, his body is soft, even jellylike (you can represent this by buying Contortionist on a 14- or better roll). Some stories even claim that dhampirs must drink blood, but try to limit themselves to animals so that they don't become evil and monstrous like their fathers.

OPTIONS

Cost Power

var	Remove, or reduce the effect of, one or more Complications
60	<i>Control The Weather</i> : Change Environment (+/-10 Temperature Levels; see <i>Champions Powers</i> , pages 364-65, for more information), Varying Combat Effects, Area Of Effect (16m Radius; +¾), Varying Effect (+1), MegaArea (1m = 1 km broad and wide; +1); Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (time required depends on the severity of the change in the weather the character wants to create, but minimum of 1 Minute; -1½), No Range (-½), Requires A Weather Control Roll (-1 per 20 Active Points; -¼) plus Power: Weather Control 20-
20	<i>Become Invisible</i> : Invisibility to Sight Group



BESTIAL VAMPIRE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
20	DEX	20	13-	
23	CON	13	14-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 12 PD (4 rPD)
6	ED	4		Total: 6 ED (2 rED)
10	REC	6		
40	END	4		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 224

Movement: Running: 18m
Leaping: 12m



Cost	Powers	END
10	<i>Fangs:</i> HKA ½d6 (3d6 with STR)	1
15	<i>Claws:</i> HKA 1d6 (3d6+1 with STR)	1
60	<i>Undead Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
3	<i>Undead Body:</i> Resistant (+½) for 4 PD/2 ED	0
24	<i>Hard To Slay:</i> Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers)	0
	Resurrection Only (-½)	
37	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	<i>Swift:</i> Running +6m (18m total)	1
4	<i>Strong Leaper:</i> Leaping +8m (12m forward, 6m upward)	1
12	<i>Vampire's Senses:</i> +4 PER with all Sense Groups	0
5	<i>Vampire's Eyes:</i> Nightvision	0

Skills

24	+3 HTH
15	Skills and Talents (abilities and interests in life, or learned since undeath)
7	Climbing 16-
7	Stealth 15-

Total Powers & Skills Cost: 229

Total Cost: 453

175 Matching Complications (50)

15	Distinctive Features: No Reflection (Not Concealable; Causes Major Reaction)
35	Enraged: Berserk in combat (Very Common), go 11-, recover 11-
0	Physical Complication: Human Size
20	Psychological Complication: Bloodlust (Very Common, Strong)
20	Psychological Complication: Cannot Enter A Dwelling Without Invitation (Common, Total)
20	Psychological Complication: Aversion To Garlic (Common, Total)
15	Psychological Complication: Will Only Cross Running Water Via Bridges (Uncommon, Total)
25	Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)
10	Vulnerability: 2 x STUN from Water Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Water Attacks (Uncommon)

Total Complications Points: 50

Experience Points: 278

VARIANT VAMPIRES

The two character sheets above represent the “typical” vampire, but there are plenty of ways you can customize them to create other types of vampires. Two common examples are the *bestial vampire* and the *realistic vampire*.

BESTIAL VAMPIRE

Description: The Bestial Vampire is most often found in modern horror movies and comics. Unlike the traditional vampire, who’s usually handsome, debonair, and even charming, the Bestial Vampire is an ugly, vicious killer whose monstrous appearance mirrors the evil in its heart. Although the Bestial Vampire may look like a normal human being when it’s in control of itself, when its bloodlust takes over it becomes a horrible creature. Its jaw distends, becoming prognathous and filled with sharp fangs. Its fingers and fingernails lengthen, becoming cruel claws. Its back hunches; sometimes it sprouts batlike wings from its shoulderblades or under its arms. Its eyes bulge, often changing to a horrid color (such as blood red or an evil green). Its hair becomes wild and shaggy, like a beast’s.

The Bestial Vampire’s abilities are also different from a traditional vampire’s. It is even stronger than a regular vampire, and its claws and teeth are powerful HKAs that it uses to rip its victims to pieces, instead of simply biting their necks and sipping their blood (because of this, a Bestial Vampire’s attacks may at first be mistaken for those of a werewolf or serial killer). Since its victims never remain whole once it’s done with them, they can’t return to “life” as lesser vampires; there simply isn’t enough of them left.

In some depictions, the Bestial Vampire retains the traditional vampire’s shapechanging abilities, but usually not its control over animals or weather; it normally has the traditional vampire’s defenses, weaknesses, and Susceptibilities. It has some additional Complications of its own: Psychological Complication: Bloodlust and Berserk in combat.

Not all Bestial Vampires are a separate “species.” Some traditional vampires have a “bestial vampire” Multiform. When they’re confronted with holy items or sunlight, when they’ve been badly injured, or when they become Berserk or Enraged, these vampires revert from their “civilized” form to a bestial form. To reflect this, give the vampire a Multiform, an Accidental Change Complication, and an appropriate Berserk or Enraged.

OPTIONS

Cost Power

- | | |
|----|---|
| 8 | <i>Batwings:</i> Flight 12m; Restrainable (-½) |
| 27 | <i>Mist Form:</i> Desolidification (affected by wind, heat, or cold)
Cannot Pass Through Solid Objects (-½) |
| 35 | <i>Wolf And Bat Forms:</i> Multiform (assume 150-point wolf or bat form) |
| 57 | <i>Call Dark Creatures:</i> Summon up to 16 110-point wolves, rats, or bats
Expanded Class (+¼), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Arrive Under Own Power (-½), Summoned Being Must Inhabit Locale (-½) |



REALISTIC VAMPIRE

Description: The Realistic Vampire is a staple of much modern vampire fiction. Unlike Dracula, with his fantastic powers, the Realistic Vampire is a lot more down-to-earth, both in his abilities and his limitations. A Realistic Vampire doesn't possess most of the traditional vampire's powers (for example, shapechanging, control of animals and weather, and the ability to command lesser vampires). The Realistic Vampire usually retains the vampire's incredible strength and functional immortality, and sometimes his ability to create other vampires and his hypnotic powers as well.

On the other hand, the Realistic Vampire also lacks many of the traditional vampire's Complications: the fear of fire and holy items; the need to sleep on earth from its grave; the aversion to garlic and running water; the inability to enter a dwelling unless invited; the lack of a reflection; the Susceptibility to running water and holy objects. The Realistic Vampire still has to drink blood; a few of them are averse to sunlight and/or holy objects.

Psychologically, Realistic Vampires usually fall into one of two camps. The first, usually encountered in the role of villain, shares the traditional vampire's attitude towards humanity: it considers them its cattle, to be preyed upon as it sees fit. The other, often found taking the part of hero or anti-hero, is a tortured soul who tries to retain as much of his humanity as possible. A tortured soul, he does his best to refrain from drinking blood (either giving in only when his hunger becomes undeniable, or only feeding when he has a "deserving" victim to sink his fangs into). He often tries to maintain relationships with ordinary humans, though inevitably his condition makes this difficult.

The big advantage to being a Realistic Vampire (especially for a PC vampire) is the ability to act like a normal human — a Realistic Vampire can have a job, eat normal food if necessary, and interact with human beings socially. As long as the Realistic Vampire protects his secret and ensures a regular supply of blood, he can do whatever he wants.

The origins of Realistic Vampires differ greatly from those of traditional vampires. Realistic vampirism may be the result of a virus of some sort or a disease of the blood; Realistic Vampires may even be an entirely separate species (aliens? demons?) which views mankind as food.

THE TECHNOVAMPIRE

A variant form of the Realistic Vampire is the *Technovampire*, a creature of modern science and technology. His vampirism has been created in a lab with genetic alterations, special surgery and serums, implanted technology, and the like. Sometimes the traditional vampire's exotic abilities are simulated with high-tech gadgets. Depending upon how he was created, the Technovampire may have some traditional vampire weaknesses (such as aversion to sunlight), but will lack many of them.

Although the Technovampire has a lot in common with the Realistic Vampire, the two are also very different. For one thing, science can supply the Technovampire with abilities the Realistic Vampire lacks. For another, their attitudes and actions are often completely opposite: many Realistic Vampires are careful, cautious predators who are completely accustomed to their "lifestyle" and act accordingly; the Technovampire is more likely to be a rampaging monster created to serve the whims of its "father."

"YOU WILL, I TRUST, EXCUSE
ME IF I DO NOT JOIN YOU.
BUT I HAVE ALREADY DINED,
AND I NEVER DRINK... WINE."

- Bram Stoker's *Dracula*

REALISTIC VAMPIRE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 10 PD (2 rPD)
6	ED	4		Total: 6 ED (2 rED)
10	REC	6		
40	END	4		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 188

Movement: Running: 16m

OPTIONS

Cost Power

- 47 **Create Vampire:** Severe Transform 10d6 (humans into lesser vampires, heals back through special exorcisms and holy rituals), Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Turn, and often longer; -1¼), No Range (-½), Must Drain All But 1 BODY Of Victim's Blood With Drink Blood, Then Have Him Drink ½d6 BODY's Worth Of Vampire's Blood (-1), All Or Nothing (-½), Limited Target (humans; -½)
- 52 **Hypnotic Gaze:** Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)
- 24 **Hard To Slay:** Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers); Resurrection Only (-½)
- (15) **Distinctive Features:** No Reflection (Not Concealable; Causes Major Reaction)
- (35) **Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)
- (25) **Susceptibility:** to holy objects and places, takes 2d6 per Phase is in contact with them (Common)

Cost Powers

		END
7	Fangs: HKA ½d6 No STR Bonus (-½)	1
30	Drink Blood: RKA 1d6 NND (defense is not having blood, or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
60	Undead Body: Physical and Energy Damage Reduction, Resistant, 50%	0
2	Undead Body: Resistant (+½) for 2 PD/2 ED	0
37	Undead Vitality: Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
4	Swift: Running +4m (16m total)	1
6	Vampire's Senses: +2 PER with all Sense Groups	0
5	Vampire's Eyes: Nightvision	0

Skills

- 24 +3 HTH
- 40 Skills and Talents (abilities and interests in life, or learned since undeath)
- 3 Charm 14-
- 7 Climbing 16-
- 7 Stealth 15-

Total Powers & Skills Cost: 232

Total Cost: 420

175 Matching Complications (50)

- 0 **Physical Complication:** Human Size
- 10 **Hunted:** enemy werewolf clans, or vampire hunters, or someone else who takes this guy seriously (Infrequently, As Pow)
- 15 **Psychological Complication:** Considers Humanity Cattle or Tortured By His Condition And Tries To Retain His Humanity (Common, Strong)

Total Complications Points: 25

Experience Points: 245

"NOW YOU KNOW
WHAT WE ARE, NOW
YOU KNOW WHAT YOU
ARE. YOU'LL NEVER
GROW OLD, MICHAEL,
AND YOU'LL NEVER DIE.
BUT YOU MUST FEED!"

- David (Kiefer Sutherland),
The Lost Boys

VAMPIRES FROM OTHER LANDS

The following are a few examples of vampires and vampire-like monsters from around the world. These particular creatures were selected from the great number of vampire-like monsters in world legend mainly on the basis of their similarity to Transylvanian vampires (for example, the fact that they suck blood, cannot abide sunlight, and so forth) and their “playability.”

BUT FIRST, ON EARTH AS
VAMPIRE SENT,
THY CORPSE SHALL FROM ITS
TOMB BE RENT:
THEN GHASTLY HAUNT THY
NATIVE PLACE,
AND SUCK THE BLOOD OF ALL
THY RACE;
THERE FROM THY DAUGHTER,
SISTER, WIFE,
AT MIDNIGHT DRAIN THE STREAM
OF LIFE;
YET LOATHE THE BANQUET WHICH
PERFORCE
MUST FEED THY LIVID LIVING
CORPSE.
THY VICTIMS ARE THEY YET
EXPIRE
SHALL KNOW THE DEATH FOR
THEIR SIRE,
AS CURSING THEE, THOU CURSING
THEM,
THY FLOWERS WITHERED ON THE
STEM.

- Lord Byron, *Giaour*

ASANBOSAM

Origin: Africa (mainly among the Ashanti in West Africa)

Other Names: Asanbonsam

Ecology: The *asanbosam* is a vampire known to the Ashanti and other people of West Africa in the Ghana, Ivory Coast, and Togo region. It lives in the trees of jungle and forest, and in place of feet it has iron hooks. It hunts in two ways, though only at night because sunlight causes it great pain. First, it dangles head-down from its hooks, waiting to snatch up anyone foolish enough to be in the jungle after dark, haul them into the treetops, and devour them. Second, it can sink its hooks into someone and use them to drain his blood. (According to some legends, when doing this the *asanbosam* targets the victim's thumb, which entails a -10 OCV penalty that it's skilled enough to avoid.)

Victims of *asanbosam* attacks report that unlike most species of vampire, the *asanbosam* breeds normally: there are female and child *asanbosam* as well as adult males, though they're proportionately weaker.

Personality/Motivation: Typical vampiric motivations.

Powers/Tactics: The *asanbosam* has the great strength and toughness typical of vampires (though it's not as powerful as a traditional European vampire). It attacks with its iron teeth or hook-feet (the latter prevent it from running very quickly, though it will sometimes pursue a victim on the ground if it thinks the victim can't outrun it). Killing an *asanbosam* is difficult because it heals rapidly; the only way to permanently slay it is for an attacker (most effectively, a priest or holy man) to injure it with spells or objects that do Holy damage.

Some legends claim that the *asanbosam* has a snake for a tail. If so this gives it yet another way to grab its victims; possibly the snake's bite could be venomous as well. Another “power” sometimes attributed to the *asanbosam* is that if anyone even mentions its name, he and everyone around him suffers bad luck.

Campaign Use: A related type of monster is the *sasanbonsam*, which is basically similar to the *asanbosam* but looks more bat-like and has enormous bat-wings sprouting from its shoulderblades that allow it to fly.

Appearance: An *asanbosam* looks more or less like an ordinary person... except for its iron teeth, hook feet, and obvious malevolence.

ASANBOSAM

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (3 rPD)
8	ED	6		Total: 8 ED (3 rED)
8	REC	4		
40	END	4		
15	BODY	5		
36	STUN	8		Total Characteristics Cost: 155

Movement: Running: 4m
Swinging: 4m

Cost	Powers	END
15	<i>Hook Feet:</i> HKA 1d6 (2½6 with STR)	1
10	<i>Iron Teeth:</i> HKA ½d6 (2d6+1 with STR)	1
30	<i>Drink Blood Through Its Hooks:</i> RKA 1d6 NND (defense is not having blood, or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Hook Feet Must Do BODY First (-½)	0
3	<i>Asanbosam Toughness:</i> Resistant (+½) for 3 PD/3 ED	0
29	<i>Hard To Slay:</i> Regeneration (1 BODY per Turn), Resurrection (others can stop resurrection by doing Holy damage to the body or putting holy objects on it) Does Not Work On Holy Damage (see text; -¼)	0
-8	<i>Hooks For Feet:</i> Running -8m (4m total)	
2	<i>Hooks For Feet:</i> Swinging 4m	1
5	<i>Asanbosam's Eyes:</i> Nightvision	0

Skills

8	+1 HTH
5	Stealth 14-

Total Powers & Skills Cost: 99

Total Cost: 254

OPTIONS

Cost	Power
12	<i>Snake For A Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼) plus HKA ½d6 (fangs); No STR Bonus (-½)
20	<i>Targeting The Thumb:</i> Targeting Skill Levels: +10 OCV to hit the victim's Thumb with Hook Feet and Drink Blood Through Its Hooks
10	<i>Sasanbonsam:</i> Flight 15m; Restrained (-½)

175 Matching Complications (50)

0	Physical Limitation: Human Size
10	Psychological Complication: Considers Humanity Cattle (Common, Moderate)
25	Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)

Total Complications Points: 50

Experience Points: 79

SIC GORGIAITUS ALLOS SUBJECTATOS NUNC.

“WE GLADLY FEAST ON THOSE WHO WOULD SUBDUE US.”

- Addams Family Credo

BAOBHAN SITH

Origin: Scotland

Other Names: Baoban Sith, Bavanshee, Boabhan Sith

Ecology: An evil faerie akin both to vampires and succubi, the baobhan sith (*baa-van shee*) subsists on human blood, preferably taken from a handsome young man. They typically live in the wilds and attack young shepherds and huntsmen out on the moors.

Personality/Motivation: Baobhan sith are thoroughly evil and cruel. They prey on humans the way humans prey on wild game.

Powers/Tactics: The baobhan sith has the power to leech the blood from a man by touch (she has to be able to touch her skin with his). She prefers to do this with a kiss, but other touches, such as through dancing, work perfectly well. With her beauty she tempts men to dance with her and kiss her... and as he does, she drinks his blood! An observant onlooker may be able to see tiny drops of blood fall to the ground around her, thus revealing her for what she is.

A baobhan sith can assume the form of a raven, and often uses this power to escape pursuit, hide, or follow potential prey.

Campaign Use: A baobhan sith makes an ideal adversary for a game with a lot of social aspects. Just move the baobhan sith out of the wilderness and into the king's court — or, say, a coffee shop in an Urban Fantasy setting — and let her wreak her havoc.

Appearance: The baobhan sith usually resembles a beautiful maiden, and though she has deer's hooves for feet she hides them beneath her long white or green dress.



BAOBHAN SITH

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
15	DEX	15	12-	
10	CON	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		Total Characteristics Cost: 80

Movement: Running: 12m

OWEN: ARE YOU A VAMPIRE?

ABBY: I NEED BLOOD TO LIVE.

OWEN: BUT HOW OLD ARE YOU, REALLY?

ABBY: TWELVE. BUT... I'VE BEEN TWELVE FOR A VERY LONG TIME.

- Let Me In

Cost	Powers	END
8	Blood-Drinking Touch: RKA 1 point NND (defense is not having blood; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Skin-To-Skin Contact Required (-1)	0
5	Faerie Form: Resistant (+½) for 5 PD/5 ED	0
7	Faerie Form: Physical Damage Reduction, Resistant, 25% 0 Does Not Work Against Iron Attacks (-1)	0
15	Faerie Form: Energy Damage Reduction, Resistant, 25%0	0
10	Faerie Mind: Mental Defense (10 points)	0
10	Faerie Form: Power Defense (10 points)	0
40	Faerie Nature: Life Support (Total, including Longevity: Immortality)	0
10	Raven Form: Multiform (assume 50-point raven form; see HSB 430)	0

Talents

6 Striking Appearance +2/+2d6

Skills

- 5 Charm 14-
- 3 Concealment 13-
- 3 Conversation 13-
- 3 High Society 14-
- 5 AK: local area where the faerie lives 15-
- 3 KS: Legends And Lore 13-
- 3 Stealth 13-

Total Powers & Skills Cost: 136

Total Cost: 216

175 Matching Complications (50)

- 10 Distinctive Feature: deer's hooves for feet (Easily Concealed; Causes Major Reaction)
- 20 Psychological Complication: Malicious Faerie Nature (Very Common, Strong)
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)

Total Complications Points: 50

Experience Points: 41

HOPPING VAMPIRES

China is the land of hopping vampires. Why they hop is unknown, although some theories say it might be due to the custom of burying the dead in a standing position, or because the burial clothing would effectively bind the legs. Others claim it's because of the onset of rigor mortis (which keeps the leg joints from working) or due to the vampire being rejected by the Earth.

The chiang-shih presented here doesn't hop, as the sources referenced never mentioned hopping as part of Chinese vampire lore. However, hopping vampires are extremely common in Hong Kong horror/martial arts cinema. Anyone running *Ninja Hero* or *Pulp Hero* adventures set in China might want to use a hopping vampire instead of the more agile version presented here. To transform a chiang-shih into a hopping vampire, make these changes: increase the STR to 35 or 40 and CON to 30, decrease DEX to around 12, and raise the vampire's defenses (both PD, ED, and Resistant (+½)). Remove its Flight and Running and reduce its Leaping to 2m.

A hopping vampire usually wears clothing of the Ching Dynasty and has greenish skin, red eyes, yellowed fangs, and long claws.

CHIANG-SHIH

Origin: China

Other Names: Ch'ing-Shih, His-hsue-k'uei, Jiang-shi, Kiang-shi, Kyonshi, Kyuketsuki (in Japan), Qing-shi

Ecology: A chiang-shih is created when a corpse is animated by its *p'oh*, or inferior soul. The *p'oh* remains in the body of the deceased while the *han* (or superior soul) continues to the afterlife, and as a result the corpse becomes a vampire and preys on the living. A chiang-shih can be created when a person dies by drowning, hanging, suicide, or suffocation. The *p'oh* can also possess someone who dies unexpectedly, or who hasn't been buried yet. Finally, allowing an animal (such as a cat) to leap over a corpse can also cause it to rise as a chiang-shih.

Personality/Motivation: The chiang-shih is typically compelled by strong homicidal urges, causing it to attack any living people it encounters. Certain chiang-shih also demonstrate a powerful sex drive, leading the vampire to assault and rape women (or men) before drinking their blood. If the chiang-shih was created due to being improperly buried (or not buried at all) then it most likely directs its anger at close relatives and other family members.

Powers/Tactics: A corpse risen as a chiang-shih has a number of powers. It's mostly invulnerable, although fire or bullets can kill it. Many chiang-shih demonstrate the ability to fly and to transform into wolves. They dislike loud noises; a loud crash of thunder can kill one. The chiang-shih is only active at night, and can't cross running water. Iron filings, red peas, and rice can be used to create effective barriers the vampire can't cross, while garlic automatically causes a chiang-shih to flee. Salt dissolves a chiang-shih.

Chiang-shih prefer to attack by surprise and ambush, especially since if they have no powers other than their great strength and long claws. A chiang-shih tends to be very violent in combat, often ripping its victims limb from limb. But their viciousness can be used against them, as shown in the folktale "The Resuscitated Corpse," where a charging chiang-shih is tricked into impaling its claws into a willow tree, trapping it until dawn.

It's said some chiang-shih have more powers than those listed. Some are believed to have a poisonous (or icy) breath capable of killing anyone they breathe on. Other chiang-shih can become insubstantial, appearing as a glowing blue ball surrounded by a chill mist. Finally, it's said rice (and other grains or seeds) not only can be used to create an impassible barrier to a Chinese vampire, but some chiang-shih must stop and count each and every grain thrown into its path, possibly "trapping" it there until the sun rises and kills it.

Campaign Use: The chiang-shih is an interesting vampire that can quite easily throw a party of unsuspecting PCs for a loop. Unlike the stereotypical cinematic Western vampire, the chiang-shih isn't harmed by being staked through the heart and normally isn't troubled by exposure to sunlight. It can go where it pleases, not requiring an invitation to enter a dwelling. It doesn't even need to remain in its coffin, although burying a Chinese vampire in a proper grave can keep it from rising.

This character sheet represents only a basic chiang-shih. For campaign use, you may want to increase the chiang-shih's DEX, BODY, INT, and SPD, add some Martial Arts, and perhaps give it more relevant Skills and abilities retained from its former life (such as Weapon Familiarities). To further confuse the PCs, consider using some of the optional powers and Complications, especially if they've encountered more than one chiang-shih and feel they have a good understanding of the vampire's habits.

Appearance: A chiang-shih can have many forms, depending upon how long it's existed as a vampire. Normally a chiang-shih appears exactly as it looked when it died and is not instantly recognizable for what it is. The chiang-shih can also assume a more horrific form, with a green glowing body, serrated teeth, and long claws. Older, more powerful, chiang-shih develop a thick covering of long white hair. Depending on how long it's been dead, a chiang-shih may wear rich robes, simple funeral clothing, or nothing at all.

OPTIONS

Cost Power

- 37 *Assume Human Form:* Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups), Makeover, Reduced Endurance (0 END; +½)
- 5 *Can Smell Your Breath:* Targeting for Normal Smell
- 40 *Glowing Ball Of Blue Light:* Desolidification (affected by fire, light, and sonic attacks)
- 6 *Leap Great Distances:* Leaping +12m (or more)
- 42 *Poisonous Breath:* RKA 1d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (4m; -¼)
- (15) **Physical Complication:** Poor Eyesight, suffers -3 to all Sight PER Rolls except in dim light or at night (Infrequently, Greatly Impairing)
- (15) **Psychological Complication:** Compelled To Count Rice/Seed Grains Found In Its Path (Uncommon, Total)
- (25) **Susceptibility:** to sunlight, 1d6 BODY per Phase (Very Common)
- (20) **Vulnerability:** 2 x BODY from Fire (Common)
- (20) **Vulnerability:** 2 x STUN from Fire (Common)

CHIANG-SHIH

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	10	12-	
25	CON	15	13-	
10	INT	0	11-	PER Roll 11-
20	EGO	10	11-	
20	PRE	10	13-	PRE Attack: 4d6

6	OCV	15	
5	DCV	10	
3	OMCV	0	
6	DMCV	9	
3	SPD	10	Phases: 4, 8, 12

12	PD	6	Total: 12 PD (6 rPD)
12	ED	7	Total: 12 ED (6 rED)

12 **REC** 250 **END** 610 **BODY** 040 **STUN** 10 **Total Characteristics Cost: 140**

Movement: Running: 12m
Flight: 24m



Cost Powers END

25	<i>Claws:</i> HKA 1½d6 (3½d6 with STR)	2
15	<i>Bite:</i> HKA 1d6	0
	Reduced Endurance (0 END; +½); No STR Bonus (-½)	
30	<i>Blood Drain:</i> RKA 1d6	0
	NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	
24	<i>Fly On The Winds:</i> Flight 24m	2
6	<i>Undead Body:</i> Resistant (+½) for 6 PD/6 ED	0
40	<i>Undead Body:</i> Physical Damage Reduction, Resistant, 75%	0
	Not Versus Bullets (-½)	
40	<i>Undead Body:</i> Energy Damage Reduction, Resistant, 75%	0
	Does Not Work Against Fire (-½)	
15	<i>Undead Body:</i> Does Not Bleed	0
37	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating, but including Longevity: Immortality)	0
30	<i>Shape Shifting:</i> Multiform (assume 150-point wolf form)	0
5	<i>Chiang-Shih Eyes:</i> Nightvision	0

Skills

16	+2 HTH
3	Climbing 12-
5	Shadowing 12-
3	Stealth 12-
3	Tracking 11-
20	Various Skills representing the chiang-shih's abilities and interests when alive

Total Powers & Skills Cost: 317**Total Cost: 457**

175 Matching Complications (50)

30	Enraged: in combat (Very Common), go 11-, recover 8-
15	Physical Complication: cannot cross a line of iron filings, red peas, rice, or running water (Infrequently, Fully Impairing)
0	Physical Complication: Human Size
20	Physical Complication: repulsed by the presence of garlic (Frequently, Fully Impairing)
15	Psychological Complication: Strong Sexual Desires And Urges (Common, Strong)
15	Psychological Complication: Vicious And Bloodthirsty (Common, Strong)
25	Susceptibility: to salt, 1d6 per Segment (Common)
15	Susceptibility: to thunder and similar loud noises, 3d6 BODY Instantly (Uncommon)

Total Complications Points: 50**Experience Points: 282**

WHAT'S IN A NAME?

In Java and Sumatra, the langsuir is called a *pontianak*, while in certain parts of Malaysia the woman is called a *pontianak* and the child is known as a langsuir.

LANGSUIR

Origin: Malaysia

Ecology: A langsuir (or *langsuyar*) is the ghost of a woman who has either died a virgin, died during childbirth, or died within 40 days of giving birth. Having a stillborn child can also create a langsuir; the child's ghost becomes a *pontianak*. Rising from the grave, the langsuir flies among the trees, drinking the blood of infants and children, stealing fish from fishermen, and seducing men to emasculate them.



A woman can be prevented from rising as a langsuir by nailing her hair to the floor of her coffin. A more extreme method calls for placing glass beads in the corpse's mouth (to prevent screaming), placing eggs under the arms, and pushing pins through the palms of the hands. A man who encounters an active langsuir can save himself and cure the woman of her condition by cutting off the woman's hair and fingernails and stuffing them in the hole (or mouth) found in the back of the woman's neck (used by the langsuir to drink blood). If this is done, the langsuir becomes a normal woman; she can marry and have children. However, care must be taken at village dances, lest the langsuir join in, revert to her undead form, and fly off into the jungle. Women sacrifice chickens at the riverside to langsuir to appease the fiends and keep themselves (and their children) safe.

Personality/Motivation: A langsuir is driven by two strong emotions — a lust for blood (taken from the children denied to her) and a hatred for men.

Powers/Tactics: A langsuir often lurks in the forests, and when men enter the woods she seduces them with their unearthly beauty. Once she has a man in her embrace, she uses her sharp, claw-like nails to rip his genitals from his body. (Some langsuirs also have the power to imitate the cry of a lost child, the better to lure victims to them.) Langsuirs also drink the blood of small children and can cause any woman they see to suffer a miscarriage with just a glance.

Campaign Use: The original langsuir was a woman driven mad by the knowledge her child had been stillborn. Later, the langsuir become a more general blood-drinker and eater of flesh (with a fondness for fish). You can use the langsuir as a classic vampire, a form of ghoul, or as a ghost in need of being put to rest.

Appearance: A langsuir is a woman of unearthly beauty. She has long black hair that falls to her ankles (hiding a hole in the back of her neck that she uses to drink blood) and long fingernails. Traditionally, the langsuir wears a green robe, but sometimes she appears naked, with wild black hair and blood flowing from her open womb.

LANGSUIR

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
16	DEX	12	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
5	REC	1		
25	END	1		
10	BODY	0		
20	STUN	0		Total Characteristics Cost: 60

Movement: Running: 12m
Flight: 24m

OPTIONS

Cost Power

- 17 *Imitate The Cry Of A Lost Child:* Hearing Group Images, -4 to PER Rolls, Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a baby's cry; -1)

Cost Powers

		END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6 with STR) Reduced Penetration (-¼)	1
30	<i>Drink Blood:</i> RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
40	<i>Cause Miscarriage:</i> Minor Transform 10d6 (pregnant female to non-pregnant female, heals back through restorative magics) Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Target (pregnant human females; -1), All-Or-Nothing (-½)	0
4	<i>Ngilai:</i> +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must wait; -¼)	0
24	<i>Taking To The Air:</i> Flight 24m	2
37	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating, but including Longevity: Immortality)	0

Talents

- 9 Striking Appearance +3/+3d6

Skills

- 6 +1 with Agility Skills
3 Charm 12-
3 Climbing 12-
3 Shadowing 11-
3 Stealth 12-
1 Survival (Tropical Forests) 11-
3 Tracking 11-

Total Powers & Skills Cost: 179

Total Cost: 239

175 Matching Complications (50)

- 15 **Physical Complication:** can be "cured" by cutting her hair and nails and stuffing them in the hole in the langsuir's neck (Infrequently, Fully Impairing)
0 **Physical Complication:** Human Size
15 **Psychological Complication:** Lust For Blood (Common, Strong)
15 **Psychological Complication:** Hates Men (Common, Strong)

Total Complications Points: 45

Experience Points: 69

LOANGO

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
16	EGO	6	12-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
10	PD	8		Total: 12 PD (3 rPD)
8	ED	6		Total: 6 ED (3 rED)
10	REC	6		
40	END	4		
15	BODY	5		
44	STUN	12		Total Characteristics Cost: 181

Movement: Running: 18m

LOANGO

Origin: Africa

Ecology: A *loango* is a type of African vampire, a sorcerer who arises from the grave after death and drinks the blood of the living. Like the traditional European vampire it can only be active at night, for sunlight kills it.

Personality/Motivation: Typical vampire motivations.

Powers/Tactics: The *loango*'s STR varies with the phase of the moon. It has just 25 STR during a crescent moon or new moon. At half moon that increases to 30 STR, at gibbous moon to 35 STR, and to a full 40 STR at full moon. It also has the power to transform itself into a bat.

Appearance: The *loango* looks like an ordinary, if emaciated, person... until one gets close enough to notice its fangs and the slightly bat-like cast to its features.

Cost	Powers	END
3	<i>Strength Of The Moon:</i> +5 STR Only Applies At Half, Gibbous, Or Full Moon (-½)	1
2	<i>Strength Of The Moon:</i> +5 STR Only Applies At Gibbous Or Full Moon (-1)	1
2	<i>Strength Of The Moon:</i> +5 STR Only Applies At Full Moon (-2)	1
10	<i>Fangs:</i> HKA ½d6 Penetrating (+½); No STR Bonus (-½)	1
30	<i>Drink Blood:</i> RKA 1d6 NND (defense is not having blood, or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
30	<i>Undead Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
3	<i>Undead Body:</i> Resistant (+½) for 3 PD/3 ED	0
24	<i>Hard To Slay:</i> Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body at night when there's no moon, or by nailing it to the ground with an iron nail) Resurrection Only (-½)	0
37	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	<i>Swift:</i> Running +6m (18m total)	1
6	<i>Loango's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Loango's Eyes:</i> Nightvision	0
24	<i>Bat Form:</i> Multiform (assume a bat form built on up to 120 Total Points)	0

Skills

24	+3 HTH
40	Skills and Talents (abilities and interests in life, or learned since undeath)
3	Charm 14-
7	Climbing 16-
7	Stealth 15-

Total Powers & Skills Cost: 263

Total Cost: 444

175 Matching Complications (50)

0	Physical Complication: Human Size
10	Psychological Complication: Considers Humanity Cattle (Common, Moderate)
35	Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)

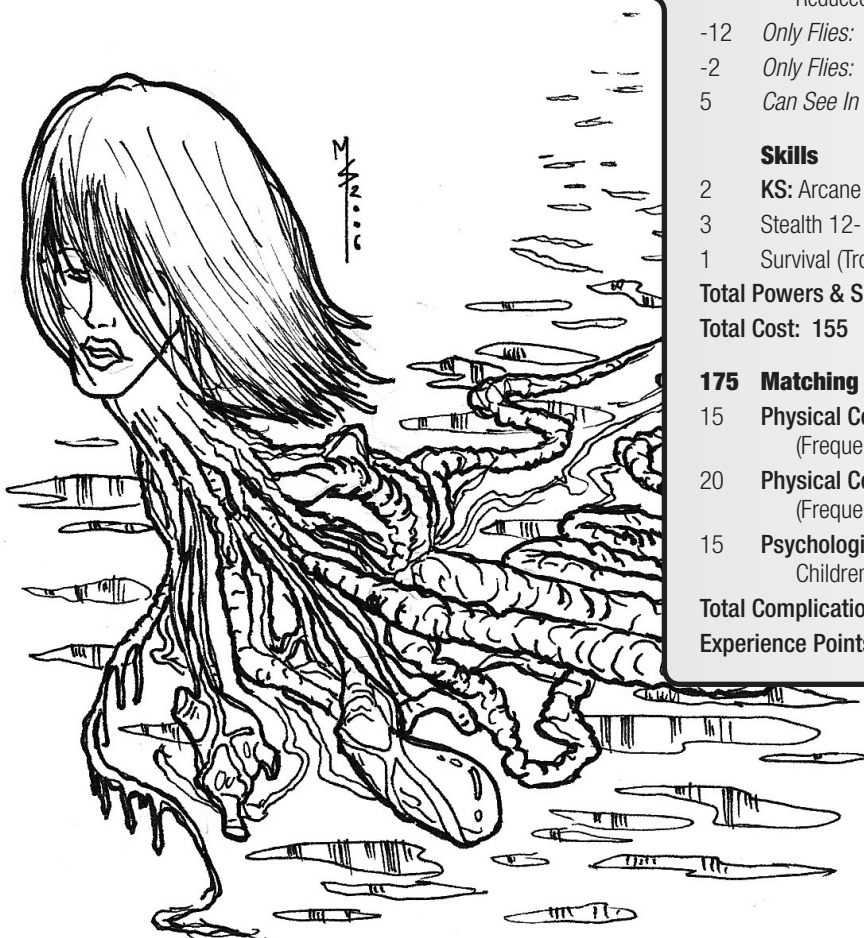
Total Complications Points: 45

Experience Points: 274

PENANGGALAN

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
14	DEX	8	12-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
25	END	1		
3	BODY	-7		
20	STUN	0		Total Characteristics Cost: 76

Movement: Running: 0m
Flight: 24m
Swimming: 0m



Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
30	<i>Drink Blood:</i> RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
13	<i>Dripping Blood Causes Disease And Sores:</i> Drain CON 1d6 Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +1), Area Of Effect (Trail Nonselective, see APG 135; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3), Can Only Affect Targets Actually Flown Over (-½), Linked (to Flight; -0)	0
10	<i>Horrific Appearance</i> PRE +20 Only For Fear-Based Presence Attacks (-1)	0
24	<i>Taking To The Air:</i> Flight 24m Reduced Endurance (0 END; +½); Restrained (-½)	0
-12	<i>Only Flies:</i> Running -12m (0m total)	
-2	<i>Only Flies:</i> Swimming -4m	
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

- 2 **KS:** Arcane And Occult Lore 11-
- 3 Stealth 12-
- 1 Survival (Tropical Forests) 12-

Total Powers & Skills Cost: 79

Total Cost: 155

175 Matching Complications (50)

- 15 **Physical Complication:** Diminutive (.5 m, +12m KB) (Frequently, Slightly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 **Psychological Complication:** Lusts After The Blood Of Children And Pregnant Women (Common, Strong)

Total Complications Points: 50

Experience Points: 0

BECOMING A PENANGGALAN

The character sheet listed here is just for the flying head and not for the penanggalan's combined body. Add the following power to any character to represent the ability to become a penanggalan.

Head Separation:

Desolidification, Projection (see APG 92; +0), Merging (+0), Reduced Endurance (0 END; +½) (60 Active Points); Can Only Project At Night (-¼), Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1), Feed-back From Host Body (-1), Must Return To Physical Body (both die if haven't recombined by sunrise; -½). Total cost: 14 points.

OPTIONS

Cost Power

- 7 *Indonesian Penanggalan's Animal Forms*: Multiform (assume 35-point bird or mouse form; Costs Endurance (to change form; -½)
- (5) **Distinctive Features**: faint smell of vinegar (Easily Concealed; Causes Major Reaction [suspicion and fear])

PENANGGALAN

Origin: Malaysia

Ecology: A *penanggalan* ("the one who pulls out") is a form of witch who goes forth at night to drink the blood of young children or of women who've just given birth. She hunts by laying down on the ground, separating her head and viscera from her body, and sending the head-and-viscera flying off into the night in search of a victim. (This character sheet is for the head alone, which is the true part of the monster; most of the listed abilities aren't usable when the monster's head's attached to her body.)

A penanggalan may have to soak her blood-swollen innards in a vat of vinegar before she's able to rejoin her head to her body. In this case the presence of large quantities of vinegar in her home, or a faint smell of vinegar to her (possibly a Distinctive Feature) may give her away.

Personality/Motivation: For the most part, a penanggalan acts like any normal woman, at least during the day (though she may be a malicious, spiteful person, or a sorceress). When night falls her hunger for blood takes over, and she quickly hides her body before sending her head off to find prey.

Powers/Tactics: A penanggalan gains her ability to separate her head from her body either through the use of magic or by promising herself to a demon of the underworld. In her normal human form she typically has no special powers or abilities. Her head, once separated, can fly, deliver a painful bite, and drink blood. In addition, the head of a penanggalan drips blood and other fluids constantly, and anyone hit by one of these drops falls gravely ill or suffers from appalling sores.

Since the penanggalan's intestines and other internal organs hang from her head as she flies, she must take care to not entangle the dangling viscera while flying. To defend themselves from attacks by penanggalan, villagers hang branches of thorny *jeruju* (thistle) over their doors and windows to catch and entangle the entrails of a penanggalan so they can kill her when the sun rises. The Indonesian penanggalan, who flies using either her ears or lungs, can change into a bird or a mouse to enter a home.

Campaign Use: A flying penanggalan has to be one of the most disgusting creatures a party of adventurers could ever encounter. The mere sight of a flying head is bad enough, but the mass of trailing innards dripping blood and fluids should make even the hardest heroes pause. Malaysian myth isn't clear on what, if any, additional powers the head might have. You could extrapolate additional powers if you wish, such as dripping caustic stomach acid (1 point RKA, Linked to the Cause Disease power) or wrapping the entrails around a foe (an Entangle or strangulation HKA). If the human form has learned to separate her head through the use of magic, then perhaps she knows additional spells (in which case you should buy the penanggalan "form" as a type of Projection; see sidebar).

Appearance: During the day, a penanggalan looks like a normal human woman. At night, when it shows its true self, the penanggalan is a woman's head trailing her digestive tract, intestines, and other internal organs, all of which drip blood and other fluids.

SUNDAL BOLONG

Origin: Malaysia

Ecology: The *sundal bolong* (literally, "hollowed bitch" or "prostitute with a hole in her") is a form of Javanese vampire. She's created when a woman commits suicide after being raped. Rising from the dead, the sundal bolong preys on young men, luring them into the forest where she drinks their blood and/or castrates them.

Personality/Motivation: The sundal bolong is primarily driven by a desire to drink the blood of men in an effort to get revenge for being raped. A few sundal bolong revel in causing pain and suffering, and torture their victims before killing them.

Powers/Tactics: A sundal bolong lurks near the edge of the forest trying to catch the eye of any young man who passes. She lures her victim deeper into the woods, promising him sexual favors or just a better glimpse of her nude body. Once she has the man in her embrace she turns on him, drinking his blood until he dies. Some men she simply frightens into running away, and some she castrates instead of killing. A particularly cruel sundal bolong may inflict a terrible wasting disease on strong warriors to weaken them, or slash her victim with her claws, and leave them stranded alone in the jungle.

Campaign Use: Unlike some similar Asian monsters, the sundal bolong cannot be cured of her condition. You can use the sundal bolong as a form of vampire, or possibly as the basis for an extended adventure in which the PCs look for the man (or men) responsible for raping her in the first place.

SUNDAL BOLONG

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
15	DEX	10	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (4 rPD)
4	ED	2		Total: 4 ED (4 rED)
5	REC	1		
25	END	1		
10	BODY	0		
20	STUN	0		Total Characteristics Cost: 68

Movement: Running: 12m

Appearance: A sundal bolong looks like a woman of incredible beauty... with a hideous hole in her back. She may dress all in white, or go about completely nude, but in either case her black hair falls well past her waist, hiding the hole in her back.



Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
30	<i>Drink Blood:</i> RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
4	<i>Undead Vitality:</i> Resistant (+½) for 4 PD/4 ED	0
37	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0

Skills	
8	+2 HTH
3	+1 with Shadowing, Stealth, Tracking
5	Charm 14-
3	Climbing 12-
3	Shadowing 11-
3	Stealth 12-
1	Survival (Tropical Forests) 11-
3	Tracking 11-

Total Powers & Skills Cost: 105

Total Cost: 173

175 Matching Complications (50)

15	Distinctive Features: Ravishing Beauty (Concealable With Difficulty; Causes Major Reaction [lust])
0	Physical Complication: Human Size
15	Psychological Complication: Hates Men (Common, Strong)

Total Complications Points: 30

Experience Points: 18

OPTIONS

Cost	Power
5	<i>Terrifying Appearance:</i> PRE +10; Only For Fear-Based Presence Attacks (-1)
12	<i>Claws:</i> HKA 1d6 (1d6+1 with STR); Reduced Penetration (-¼)
8	<i>Curse Of Wasting:</i> Drain STR and CON 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Recovery Rate (points return at the rate of 5 per Year; +3); Extra Time (Full Phase; -½), Damage Over Time (3 damage increments, one per day for 3 days, defense only applies once, cannot be used again on same victim until all increments accrue; -4), Limited Range (10m; -¼)

UPIR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 12 PD (4 rPD)
6	ED	4		Total: 6 ED (2 rED)
10	REC	6		
40	END	4		
18	BODY	8		
50	STUN	15		Total Characteristics Cost: 226

Movement: Running: 18m

Cost	Powers	END
20	Claws Like Steel: HKA 1d6+1 (3d6+1 with STR)	2

UPIR

Origin: Slavic lands/Russia

Other Names: Opir, Upier, Upior, Upyr

Ecology: The *upir*, a Slavic/Russian vampire, is similar in most respects to the Transylvanian vampire. Instead of having fangs, it drinks blood through its sharp, barbed tongue. It often starts by drinking the blood of the youngest children in a family, then proceeding to older children and finally the parents. Some types of upir also like to eat fish.

An upir must sleep in its coffin, which according to some stories is filled with blood. It may only be active from noon until midnight. It can only be destroyed if it is burned, beheaded with a gravedigger's shovel, or staked through the heart with a single blow (if the first blow fails to slay it, the *upir* awakens and the impaler suffers 3d6 Killing Damage... and of course is then attacked by the *upir*). Some reports claim that when an upir is properly staked, the vast quantities of blood inside him literally explode outward, showering anyone nearby.

To prevent someone from becoming an upir, bury him face-down with a cross made of willow placed beneath his chest, chin, or armpits.

10	Teeth Like Steel: HKA 1/2d6 (2 1/2d6 with STR)	1
5	Barbed Tongue: HKA 1 point Penetrating (+1/2); No STR Bonus (-1/2)	1
30	Drink Blood: RKA 1d6 NND (defense is not having blood, or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+1/2), Reduced Endurance (0 END; +1/2); No Range (-1/2), Barbed Tongue Must Do BODY First (-1/2)	0
27	Failing To Kill It Can Be Deadly: RKA 3d6, Trigger (when someone tries to stake the upir through the heart and fails to do so with a single blow, activating Trigger takes no time; +1/2); Can Only Target Failed Killer (-1), No Range (-1/2)	
60	Undead Body: Physical and Energy Damage Reduction, Resistant, 50%	0
3	Undead Body: Resistant (+1/2) for 4 PD/2 ED	0
24	Hard To Slay: Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body, beheading the upir with a gravedigger's shovel, or staking the upir through the heart with a single blow)0 Resurrection Only (-1/2)	
37	Undead Vitality: Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	Swift: Running +6m (18m total)	1
6	Vampire's Senses: +2 PER with all Sense Groups	0
5	Vampire's Eyes: Nightvision	0
27	Mist Form: Desolidification (affected by wind, heat, or cold) Cannot Pass Through Solid Objects (-1/2)	4
30	Upir Forms: Multiform (assume the shape of a cat, dog, toad, or bloodsucking insect built on up to 100 Total Points)	0

Skills

24	+3 HTH
40	Skills and Talents (abilities and interests in life, or learned since undeath)
3	Charm 14-
7	Climbing 16-
7	Stealth 15-

Total Powers & Skills Cost: 371
Total Cost: 597

175 Matching Complications (50)

0	Physical Complication: Human Size
25	Physical Complication: can only be active from noon to midnight, must sleep in its coffin at other times (Frequently, Fully Impairing)
20	Psychological Complication: Cannot Enter A Dwelling Without Invitation (Common, Total)
10	Psychological Complication: Considers Humanity Cattle (Common, Moderate)
25	Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)

Total Complications Points: 50
Experience Points: 422

Personality/Motivation: Traditional vampiric motivations.

Powers/Tactics: An upir's claws and teeth are like steel. Sometimes its hands are numb from the cold of the grave, so it uses its teeth to gnaw through doors, walls, and other obstacles. It can take the shape of a cat, dog, toad, or bloodsucking insect.

One possible way of fighting an upir is to scatter salt on the floor. The upir then tracks the salt back to its grave, where the living can find and destroy it.

Campaign Use: According to some legends, a character can become immune to an upir's attacks by consuming *blood bread* — bread made by mixing flour with a vampire's blood.

Appearance: An upir resembles a traditional European vampire, though it lacks fangs.

VRYKOLAKAS

Origin: Greece

Other Names: Brucolocas, Katakhanas (Crete), Vroukalakas, Vurvulakas

Ecology: The vrykolakas is the vampire of Greece. One is created when a demonic spirit possesses a human corpse. Not just any body will do, though. Certain types of people are more likely to become a vrykolakas: those who've been excommunicated or were not given proper funeral rites; those who die unbaptised; those who've led immoral and evil lives or used black magic; and murder victims whose death has gone unavenged. Some legends also claim that eating the meat of a sheep slain by a wolf can cause a person to become a vrykolakas.

A vrykolakas lives off of the fear it creates in its victims. Its mere presence, or just seeing it, is enough to make some people die of fright. A vrykolakas often selects its victims by going from door to door in its old village and knocking once — it kills anyone who answers its knock by the next night (thus, people in an area haunted by a vrykolakas usually wait for a second knock before answering the door, since vrykolakoi are impatient and won't wait to knock again). The vrykolakas kills these victims by suffocating them with its great weight and terrible presence while they sleep; the victim becomes a vrykolakas himself. However, killing a vrykolakas causes any vrykolakoi it's created to die as well.

Some vrykolakoi have the more mundane thirst for blood found in the traditional vampire. They go abroad at night, using their claws and fangs to bite and rend anyone they find.

The vrykolakas goes through an unusual "maturation" period. When it first rises from the dead, its acts are mainly mischievous. However, the longer it's allowed to exist, the more vicious and horrifying it becomes. By eighty days after its death, it's extremely powerful and evil. This character sheet represents an "average" vrykolakas; for one more than eighty days old the GM should increase the Active Points in its Characteristics and Powers by 10-50% each.

The vrykolakas is not disturbed by sunlight the way traditional European vampires are. It prefers the nighttime, but it can go abroad by day, becoming more and more likely to do so the older and more powerful it becomes.

There are two ways to destroy a vrykolakas: its body can be burned; or a special exorcism can be performed over its grave or body. According to some legends the best day to destroy it is Saturday, since on that day it must rest in its grave.

Personality/Motivation: Like most other vampires, the vrykolakas is evil and horror personified. It exists to plague and feed upon the living, and yearns to spread as much fear and despair as possible.

Powers/Tactics: The vrykolakas relies on its superior STR and SPD in combat. Unlike a traditional European vampire it doesn't usually require blood to survive, so it has no compunctions about using its great muscles to tear a human in two. If confronted, it fights to the death.

According to some legends, some vrykolakoi have the power to raise the dead from their graves and send them to feast on the living. Vrykolakoi from the island of Santorini, which is said to be rife with them, have this power. (However, the inhabitants of Santorini are experts at dealing with vrykolakoi, due to long and extensive experience.)

Characters will rarely, if ever, encounter more than one vrykolakas at once. The creature seems to dislike the company of others of its kind as much as it hates the living.

Campaign Use: According to some legends there's an even fiercer type of vrykolakas called the *vrykolatios*; it has ghoul-like habits and abilities in addition to those of a standard vrykolakas.

Appearance: The vrykolakas is a human corpse which is extremely large and heavy. Its flesh looks swollen, taut, and hard, sometimes so much so that it would seem impossible for the vrykolakas to flex its arms and legs. Some people report that its skin gives off a sound like a drum when struck. Sometimes its skin has a ruddy look, especially if the vrykolakas is the sort that likes to consume blood and has recently done so.

VRYKOLAKAS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
25	CON	15	14-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 20 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)
12	REC	8		
50	END	6		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 218

Movement: Running: 24m

OPTIONS

Cost Power

- 44 *Raise Undead Servants:* Summon up to 16 zombies built on 176 Total Points (see HSB 296), Slavishly Loyal (+1); Extra Time (1 Minute; -1½)
- (20) **Physical Complication:** must rest in its grave on Saturday (Infrequently, Fully Impairing)

Cost Powers

END

- 10 *Fangs And Claws:* HKA 1 point (2d6+1 with STR), Alterable Origin Point (HKA can be either fangs or claws) 1
- 270 *Just To Look At Him Brings Death:* RKA 6d6 0
- [m]Area Of Effect ("Sight Range" Radius, see text; +1), NND (defense is having been blessed by a priest within the past hour; +1), Does BODY (+1), Line Of Sight (+½), Personal Immunity (+¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)
- 10 *Death By Suffocation:* Change Environment (suffocation; see APG 83), Reduced Endurance (0 END; +½); Gestures (must sit on victim throughout; -½), No Range (-½), Only Works On Sleeping Victims (-1)
- 47 *Create Vrykolakas:* Severe Transform 10d6 (humans into vrykolakoi, heals back through special exorcisms and holy rituals) 0
- [m]Reduced Endurance (0 END; +½); All Or Nothing (-½), Extra Time (minimum of 1 Turn, and often longer; -1¼), Limited Target (humans; -½), No Range (-½), Only Works On Victims Killed By Suffocation (-1)
- 24 *Undead Body:* Resistant Protection (8 PD/8 ED) 0
- 37 *Undead Vitality:* Life Support: Total (except Diminished Eating; including Longevity: Immortality) 0
- 32 *Hard To Slay:* Regeneration (2 BODY per Turn) 0
- 12 *Swift:* Running +12m (24m total) 1
- 5 *Vrykolakas Eyes:* Nightvision 0

Skills

- 2 AK: the local area 11-
- 3 Stealth 13-

Total Powers & Skills Cost: 452

Total Cost: 670

175 Matching Complications (50)

- 10 **Hunted:** vampire hunters (Frequently, Less Pow, Kill)
- 0 **Physical Complication:** Human Size
- 15 **Psychological Complication:** Impatient; Won't Keep Pursuing Victims Who Don't Fall For Its Initial Tricks/Attack (Common, Strong)
- 10 **Psychological Complication:** Considers Humanity Cattle (Common, Moderate)
- 25 **Susceptibility:** to holy objects and places, takes 2d6 per Phase is in contact with them (Common)

Total Complications Points: 50

Experience Points: 495

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"I NEVER KNEW WHAT LIFE WAS UNTIL IT RAN OUT IN A RED GUSH OVER MY LIPS, MY HANDS!"

-Anne Rice, *Interview with the Vampire*

