

"What manner of man is this, or what manner of creature is it in the semblance of man?" —Bram Stoker, *Dracula*

This appendix expands on the *Guide to Vampires*. See *Appendix 1* for details concerning Bloodline Talents and how they work.



### Bloodline: Báthory

*Unique; Only available at character creation*

**Prerequisites:** None

Once boasting grand dukes, princes, and kings in their number, the Hungarian family has withered almost to the point of extinction since the 17th century. The Báthory name still exists in isolated branches of the familial line, but the family has no grand titles or estates. Indeed, few modern descendants are even aware of their ancestors' former status or the (heavily diluted) royal blood that flows in their veins. Members of the family are renowned for their strong, some might say domineering, personalities.

**Benefit:** The globetrotter begins play with one Level in Intimidation. They also gain a +1 Charisma bonus when dealing with people. The latter stacks with the Attractive Talent, should the globetrotter elect to take that Talent. These are in addition to the regular four 0-level Skills and two 0-level Resources all characters receive.

**Normal:** Your character receives no additional free Skills or Resources.

### Bloodline: Murray

*Unique; Only available at character creation*

**Prerequisites:** None

This branch of the Murray line has always been a respectable member of the middle-class. Historically of Irish and Scots descent, scions include solid, if rather dull, professions, such as clerks and schoolmistresses.

**Benefit:** The globetrotter begins play with Bureaucracy 0 and Diplomacy 0. The character also starts with Contacts 1 in *one* of the following groups—Equipping, Financial, Legal, or Transport. These are in addition to the regular four 0-level Skills and two 0-level Resources all characters receive.

**Normal:** Your character receives no additional free Skills or Resources.

### Bloodline: Renfield

*Unique; Only available at character creation*

**Prerequisites:** Cannot have Willpower 3 or higher during character generation

The Renfield family has been widely regarded as "mostly dependable but lacking in spine." They, and families like them, have served the growing needs of the British Empire without ever distinguishing themselves. Many have taken up careers in banking, colonialism, law, and politics, where they have proven adept organizers.

**Benefit:** The globetrotter begins play with two from Academics: Law 0, Bureaucracy 0, or Expeditions 0. The character also starts with Contacts 1 in *one* of the following groups—Equipping, Financial, Legal, Politics, or Transport. These are in addition to the regular four 0-level Skills and two 0-level Resources all characters receive.

**Normal:** Your character receives no additional free Skills or Resources.

### Bloodline: Van Helsing

*Unique; Only available at character creation*

**Prerequisites:** None

While the Van Helsing did little that would earn their name a place in the



## Appendix 2:

## Guide to Vampires

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annals of history, they were quick to welcome the light of the Age of Reason into their minds. Elders in the family instill in their children the ideas of free thinking, liberalism, and tolerance. Many have gone on to become respected alienists, doctors, philosophers, or scientists.

**Benefit:** The globetrotter begins play with Academics: Philosophy 0 and Alienism 0. The character also starts with Contacts 1 in *one* of the following groups—Academia, Church, Mysticism, or Science. These are in addition to the regular four 0-level Skills and two 0-level Resources all characters receive.

**Normal:** Your character receives no additional free Skills or Resources.

## Zoophagous Healing

### Unique

**Prerequisites:** One or more Corruption Flaws

Whether it is because of a weird metabolism or surviving a vampire attack, blood most definitely is the life for the globetrotter.

**Benefit:** Each day they eat at least a meal's worth of *live* animals (insects, fish, birds, or mammals), the character makes a Body x 2 roll. Each rolled success heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal. Nonlethal damage is always healed before lethal, representing easing the shock and trauma of the wounded person. The globetrotter benefits from their zoophagy only one in any 24 hour period. Eating live insects and grubs may be considered normal in some cultures, but not in the West. The character's gross appetite results in them gaining the Repulsive Flaw in many cultures.

**Normal:** Your character gains no healing benefit from eating live animals.

## Skeletons in the Closet

### Báthory

The Báthory family was at its height during the turbulent 15th and 16th centuries. Torture and brutality were part of everyday life, but the Báthorys seemed to enjoy it rather more than their peers. The most notable member of the family was a woman—Elizabeth Báthory (see *Guide to Vampires*)—a deranged serial killer who bathed in the blood of her victims in the belief that it would give her eternal youth.

**Corruption:** Male members of the line gain the Sadism Flaw. Female globetrotters gain the Obsession: Maintaining a Youthful Appearance Flaw. These are permanent, even if the globetrotter removes all their Corruption points.

### Murray

As much as they pride themselves on their respectability, the Murray line has had a handful of wayward sons and

daughters. Their names, and the strange fates that befell them, have been quietly pruned from the family tree.

**Corruption:** The globetrotter gains the Weirdness Magnet Flaw. This is permanent, even if the globetrotter removes all their Corruption points.

## Renfield

Never possessed of the strongest wills, the Renfield family is prone to sudden and prolonged nervous hysteria and bouts of insanity.

**Corruption:** The globetrotter gains the Highly Strung Flaw. This is permanent, even if the globetrotter removes all their Corruption points.

## Van Helsing

The Light of Reason blinded some Van Helsing, turning them into radicals prepared to take any measures to achieve their goals. Their blood soon awakens in members of the family who stray too far from the light.

**Corruption:** The globetrotter gains the Righteous Flaw. This is permanent, even if the globetrotter removes all their Corruption points.



## Blood Grenade

### Artifact 3

**Leagues:** Ghost Club, Golden Circle, Holy Brotherhood, Ministry of Unusual Affairs, Vengeants' Guild

A vampire's blood *may* fizzle in sunlight or in contact with a holy object, but it otherwise acts as normal blood. Mixed with specific quantities of garlic essence, holy water, and silver filings, it explodes when exposed to sunlight.

Damage depends on the strength of the sunlight at the time of detonation. Blinding light causes 8L, bright light 4L, and glare just 2L (see Visibility in *Leagues of Adventure*). As an explosive, those caught in the blast radius defend only with their Passive Defense.

A batch, which requires procuring a pint of vampire blood, contains five doses, each of which is good for a single use.

**Enhancements:** Increased Area of Effect: 5 feet (+2 Enhancements), Special: Damage based on sunlight (+4 Enhancements)

## Bloodfang Dagger

### Unique Artifact 3

Depending on who one asks, the Bloodfang Dagger has a vampire's incisor inside the guard, was owned by a bloodthirsty Transylvanian prince, or was forged in the fires of Hell. The hilt is a small glass vial. Whatever its true origin, it is both a boon and bane to its possessor.



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The blade is not only razor sharp, but also drinks blood. Whenever it is used to inflict lethal wounds on a person, blood accumulates in the hilt at the rate of one drop per lethal wound. When 10 drops are collected, the container is full.

By unscrewing the pommel, the vial can be removed and unstopped. Drinking the entire contents allows the imbibor to make a Body x 2 roll. Each rolled success heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal. Nonlethal damage is always healed before lethal, representing easing the shock and trauma of the wounded person.

The Dagger craves human blood. Through a form of minor possession, it encourages its owner to engage in violence to sate its bloody appetite.

**Enhancements:** Increased Damage: +2L (+2 Enhancements), Special: Healing (+6 Enhancements)

**Limitations:** Flaw: Belligerent (-2 Enhancements)

### Master Coffin

#### Artifact 1

**Leagues:** —

The Ghost Club is fully aware that many Western vampires are forced to sleep in coffins lined with the soil of their homeland. What these brave vampire hunters do not yet suspect is that some coffins provide their undead occupants with enhanced powers of regeneration. Whether these Master Coffins, as vampires refer to them, are enchanted through dark rites or are imbued with power only after long centuries of use is something vampires intend never to reveal to mortals (including their guardians).

These potent relics vary in style from simple wooden caskets to ornately carved marble vessels. It does not necessarily follow that a vampire's Master Coffin is its most ornate or securely guarded—a plain coffin is likely to attract less attention, as does a lair with few or no guardians. A Master Coffin must bear the name of its owner—this may be rudely scratched or a decorated plaque. Unlike a standard coffin, it must be lined with soil—without this the coffin grants no benefits.

When resting in its Master Coffin, the vampire treats its Body as being two points higher, but only for the purposes of regeneration. A Master Coffin functions only for its owner. Similarly, no vampire may have more than one Master Coffin at any one time.

**Enhancements:** Increased Attribute: +2 Body (+2 Enhancements)\*

\* Only for the purposes of regeneration rolls.

## Diabolical Powers

### Animate Gargoyle

Whether flanking iron gates or leering down from castle battlements, many vampire lairs are notable for their gargoyles. In most cases they are grotesque but

mundane statues. The vampire can animate a number of individual gargoyles equal to its Charisma rating once per night from nearby structures. The constructs are completely beholden to the vampire for the remainder of the combat or scene, after which they depart.

### Aura of Fear

**Prerequisite:** Patron 1.

While most vampires are terrifying to look at and some can project horrifying illusions, a small few radiate a constant aura of fear. Their minions are immune to this, though they still cower and cringe at their master's feet.

Any character closing to within 5 feet of the vampire must make a reflexive Willpower x 2 roll (Difficulty to the vampire's Charisma rating) or suffer a penalty to all rolls equal to the fiend's Patron Level until they withdraw from the fiend's presence.

### Caustic Blood

The blood running through the vampire's veins is highly caustic. Whenever a vampire is struck with a weapon, even if the blow inflicts no actual damage, some of the vampire's blood sprays out. Living creatures within 5 feet of the bloodsucker must make a reflexive Dexterity x 2 roll. The Difficulty is equal to the number of wounds the injury would inflict in normal circumstances. Characters who fail suffer 2L caustic damage.

**Example:** *Anthony is engaged in melee with a common vampire when Louis shoots at the fiend with a pistol. Louis scores enough successes to inflict 4 lethal wounds. Although the vampire ignores the damage (it still suffers both knockback and stun), its blood sprays forth. Anthony must make a Dexterity x 2 roll at Difficulty 4 to avoid being splattered with caustic vampire blood!*

### Reduced Feeding

A standard vampire must consume a pint of human blood or two pints of animal blood each night or suffer a nonlethal wound. A fiend with this ability can endure long periods without the need to feed. This is determined by its Follower, Ally, or Patron Level, as shown below.

Patron Level	Period
0	Three days
1	One week
2	One month
3	Six months
4	One year
5	One decade

### Suppress Nature

The vampire can appear to be a normal person, even to magic and mentalism. The fiend can flush its veins



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with blood to produce a healthy tone, warm skin, and even a steady heartbeat. It may still have bad breath, as that is hardly restricted to the undead. It cannot have the Signs of Evil weakness, though.

## Weaknesses

### Power of the Lord Modifiers

As written, it does not matter whether a globetrotter creates a cross using his index fingers or presents a blessed relic venerated by generations of the faithful. Although the faith of the wielder is more important than the object itself, the latter does have an affect.

Symbol	Modifier
Makeshift symbol (incl. fingers)	-2
Makeshift silver symbol (e.g., a cross formed by two silver candlesticks)	-1
Ordinary symbol	0
Silver symbol	+2
Blessed symbol (one considered a relic by the Church)	+4

## Catalog of Fiends

### Child Vampire

Literal children of the night, child vampires are the young victims of vampirism. No matter the length of time they have been undead, these vicious creatures are forever trapped in their immature bodies. The Ghost Club categorizes child vampires as either feral or urbane.

#### Child Vampire, Feral

Individually, feral child vampires are weaker than ordinary vampires. Like wolves, though, these predatory fiends hunt in packs. As with lupines, they are led by an alpha, a stronger vampire. This creature may be their sire or simply a more powerful specimen able to impose its will on them. Either way, it should be treated as a Patron 1. Still feral, it cannot have an Intelligence rating higher than 1.

Lurking on the fringes of civilization or haunting isolated stretches of well-traveled roads, they rise from their graves at night to hunt and feast.

#### Follower 1

**Archetype:** Undead; **Motivation:** Survival; **Style:** 1

**Primary Attributes:** Body 3, Dexterity 2, Strength 2, Charisma 2, Intelligence 1, Willpower 2

**Secondary Attributes:** Size -1, Move 4, Perception 3, Initiative 3, Defense 6, Stun 3, Health 4\*, Horror 4

**Skills:** Athletics 4, Brawl 4, Intimidation 4, Stealth 4\*\*, Survival 4

**Talents:** Flurry (Can make two attacks each at -2)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal wounds), Wall Walking (Can crawl up walls at half its Move rating)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Garlic Aversion (-2 to all rolls to affect someone wearing garlic), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature or causes it problems)

**Weapons:** Bite 4L\*\*\*, Claws 4L

### Child Vampire, Urbane

Urbane child vampires are solitary hunters usually found close to civilization. Although they have an almost angelic quality about their appearance, their souls are black as pitch. Urbane child vampires use trickery to lure victims into their clutches. Often they claim to be lost or abandoned, thus playing on sympathy. Other times they use verbal trickery to isolate prey from their comrades, calling out in familiar voices and asking for help. Although physically weak, once they have their victim alone they attack with great confidence.

#### Patron 1

**Archetype:** Undead; **Motivation:** Survival; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 5, Intelligence 2, Willpower 3

**Secondary Attributes:** Size -1, Move 4, Perception 5, Initiative 4, Defense 5, Stun 2, Health 4\*, Horror —/4

**Skills:** Athletics 5, Brawl 7, Con 7 (*Lies 8, Tricks 8*), Empathy 5, Stealth 4\*\*, Survival 4

**Talents:** Attractive (+1 Charisma rating when dealing with people), Bold Attack (Uses Charisma with Brawl)

**Resources:** None

**Vampire Powers:** Mimic Voice, Regeneration (Body x 2 roll each day to heal wounds), Throw Voice

**Vampire Weaknesses:** As above

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature or causes it problems)

**Weapons:** Bite 7L\*\*\*, Claws 7L

\* Vampires are immune to lethal and nonlethal damage except from drowning, fire, holy objects, or sunlight. Vampires are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.

\*\* Child vampires have a +1 Size bonus to Stealth.

\*\*\* If the vampire scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until the vampire ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.