

FUDGE HORROR VAMPIRES



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A Fudge Horror: Vampires Adventure

by Jennifer Lee

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INTRODUCTION

First and foremost, I want to thank all of you who purchased *Fudge Horror: Vampires*. You have no idea what it means to me that you heard about this book, or stumbled across this book, and decided to part with some of your hard earned money to buy this book. It's the first roleplaying book I've ever written, and it's also the first book (game or otherwise) that I ever finished! So, I'm very proud of this book.

When I first envisioned doing *Fudge Horror*, I really thought it would be a smaller project. It was only going to be a few pages on vampires, the *Fudge In A Nutshell* portion of the SRD, and then a couple of characters. Bam. Done. Not too difficult. I decided to start with vampires and then move onto werewolves, witches, ghosts, and then whatever else caught my fancy. But then I sat down to actually write *Fudge Horror: Vampires*. It got complicated from there.

As per usual, I tend to THINK BIG! So when I sat down to outline the book, I started to make lists. Lists of different horror creatures I could write about. Lists of possible attributes I could use. Lists of possible faults and gifts. So on. After the list-writing phase died off, I outlined the things I wanted to make sure got into the book. I decided (officially) to confine my book to vampires and then to do other books for the other monsters, because there really was too much to talk about otherwise. But I couldn't help adding rules for both playing vampires, and for playing humans in a world with vampires.

This was slotted to be a *Fudge Treat* for ComStar Games, not a huge book unto itself. Even when I started writing, I started to think that what I was doing was inadequate. So I bought research books. There were tons to choose from and I wanted them all. But I confined myself to two: *The Vampire Book: The Encyclopedia of the Undead* by J. Gordon Melton, and *The Encyclopedia of Vampires, Werewolves, and Other Monsters* by Rosemary Ellen Guiley.

I started reading, highlighting, typing up notes, taking notes on paper, sticking post-its around my desk about what to include or not include. The list of things to include got huge. I could have written a lot more about vampires than I ended up with, but my list was getting so long, I worried that I would lose those gamers who just wanted to play and that what I was doing was writing to those who wanted to read vampire research, not gamers. So I toned things down a lot, spoke a little about the research and then left it at that.

After I got a lot of the research underway, I started writing. I started thinking up some skills, attributes, gifts, and faults that could be added, and I consulted other roleplaying books to see what was being written about. Soon an actual book started to take shape, and I was growing very excited about this project.

Now it's done, and I'm happy about that. I enjoyed writing it, but I'm ready to move on to the next part, which will likely be *Fudge Horror: Werewolves*.

My original plan for writing small books and then writing a series of them got incorporated into the whole idea of *Fudge Horror*. *Fudge Horror: Vampires* is but the beginning of a series of *Fudge Horror* books that I intend to do. Also, because there is just so much on vampires that didn't get into this book, and I'm sure the same will be true of werewolves or whatever else I end up writing about, I want to do mini booklets on some of my research. Not of the research itself, but of the different vampires there are out there. So, for example, the dhampir is the product of a human/vampire mating. I intend to write up a little information about the dhampir, based on my research, tell why this information is useful to your games, and then provide a sample character. Easy to do, and this way the book isn't convoluted with a bunch of different views on vampires. This idea also allows you to choose which supplements you care most about and which ones you'd rather leave behind.

I hope you enjoy reading and playing this game as much as I enjoyed writing it. It's been real nice getting to know the Fudge system better, and to write a book about a creature I find very fascinating. Thank you again for purchasing this book, I hope you will not be disappointed.

While I'm at it, I'd like to quickly thank my husband, William. I could not have done this book without his endless support. I thank him for giving me the space to write when I needed it and for sitting and listening about my ideas, research, and so on when I wanted another's opinion. There isn't another person whose opinion I value more. Thank you, William.

I'd also like to say thank you to my mother. Since I promised her a book "once upon a time" and I keep getting sidetracked with other ventures, such as this one, I thought I'd give her a little thank you for her never-ending nagging, which masquerades as support. I do truly appreciate it. She always pushes me to be the best I can be. She doesn't only want to hear that I've got ideas... she wants to see the fruit of my labors realized, and she does her best to keep me on track until results can be seen.

Now I find that I am anxious to end this introduction because the end of this introduction means the completion of the book. So, I'm off to celebrate by getting to bed before 1 o'clock in the morning and I hope you enjoy the book and find it a useful tool for playing vampires as well as playing humans in a vampire world.


CHAPTER I:



VAMPIRES AND THEIR HUNTERS



Introduction of The Vampire

he vampire. Is there any creation within the horror genre that inspires a heart to thump-thump faster than vampires? I don't think so. Vampires have permeated our culture, our dreams, our way of life. The vampire is on our cereal boxes, in our educational children's programs, certainly in our entertainment with role-playing games, books, movies, and even within our music. The vampire is everywhere.

Of course, the vampire can be very controversial. Is he a soulless evil roaming the world in the hopes of just finding that next human victim, his next meal, and a good coffin to sleep in? Or is he suave, seductive, willing to play with his food a little, and appreciative of the finer things in life? Is he something that can be reformed, or is he damned as so many of the legends say? Well, in this game, that's up to you, but in history, that's left up for interpretation.

Also left open to interpretation is the mythos surrounding the vampire. Is a piece of pointy wood all you really need to kill a vampire, or is cutting off the head the only real way to do the job? Does the sun burn or repel the vampire, or is he just weakened in the daytime, robbed of some of his powers? Do vampires shape shift into bats? Wolves? Or are they stuck in whatever body they died in? Honestly, research shows that all of these are correct and incorrect depending on the legend or myth you are using to define the vampire.

The vampire has enjoyed popularity since even before written records were kept. Stories told from one generation to the next started giving shape to this mysterious and horrific creature that sucked blood from livestock, ruined crops, and killed people. Vampires are prevalent in many cultures of the world. The Serbs, Russians, English, Americans, Spanish, Romanian, and many others have their own version of vampires within the far reaches of their history. It's not surprising that the vampire is so hot right now; he's been hot throughout history!

Although the vampire's popularity is far reaching into the beginnings of our written history, it was Bram Stoker who immortalized the vampire we now know and love, which is not to say he was the first person to write a story on the vampire. But he clearly was the originator of much of our beliefs on the vampire that continue today. He shaped our modern day vampire.

Some examples of what Bram Stoker added to vampires can include the usage of the term "undead" as synonymous with vampires. Prior to *Dracula* this was not just another name for vampires. It was Stoker who decided that a vampire needed to sleep in his native earth to retain or rejuvenate his powers. Stoker decided that a vampire cast no reflection in mirrors. Prior to his novel coming out, there was no mention of this in any of the lore of the vampire. Casting a shadow became a living thing, something vampires could not do in Stoker's novel. And the inability to cross running water was also something Bram Stoker created when he was creating his vampire.

To this day, Stoker's vampire is used as a base for all vampires. Throughout the years the vampire has been "revamped," if you will, to include sleeping in coffins, the sun burning him up, and other advantages and disadvantages vampires have. But most of the things that make a vampire a vampire come straight back from 1897. Pretty cool that they would have not only survived this long, but to be able to survive all the changes that have been thrust upon them makes the vampire a truly immortal horror of history.

Playing a Vampire

Since vampires are such varied creatures, how would you go about playing them in a roleplaying game? Depends on the game. The game master's (GM's) first real problem when he sits down to create a vampire game, is to decide what kind of game he's going to play. If the GM wants to delve into old Victorian England and play the vampire within this early context, the how-to of playing a vampire will be very different than if the GM decides a modern day vampire hunter game would be the best.

So first off, decide what kind of game you want to play. Maybe take a look at some of the movies or books you like to read the most and generate a style based off of them. From those pieces of literature or movies, you'll find the type of vampire that you are most interested in. Alternatively, you could choose from the types below.

After you know what vampire you want to play, you can work up a personality and history for him. This can be very satisfying for a creative person, as a vampire can have centuries' worth of history to contemplate. Decide what motivates your vampire and what significant events have shaped him. You'll quickly find yourself able to get into the state of mind of your character and you'll find playing a vampire to be fun and fulfilling! Just think of all the naughtiness you'd never do in real life that is now acceptable and expected of the vampire!

As always, you should get direction from the GM as to what kind of game is being played and what type of vampire is most helpful and appropriate for that game.

Vampire Types

This section will give you a few template versions of vampires. You can use these in your games, or use them to create ideas for your own vampires. Below each description is the start of a template. The attributes, skills, gifts, and faults used in this mini-template are suggested, but not mandatory for each vampire type. Each type is totally customizable by the GM or players (with GM approval).

VICTORIAN VAMPIRE

The Victorian vampire is a gentleman in all respects. His main goal is to feed, but he enjoys a little sexual play with his food. Nothing wrong with that, as many women are easily duped by his mysteriousness and the promise of something unknown that glints in his eyes.

He is usually from an aristocratic family, enjoying the finer things in life. His castle is set apart from the village, and spans a huge area. Always, he is dressed ready to go to a party, and once he lures a pretty young thing into his clutches, she's dead. He's not concerned with the morality of his choices nor is he at all struggling with his place in the world. This vampire has no hidden wells of angst or anguish for who he is or what he does. He is unapologetically a monster. But a monster with a little finesse.

The Victorian vampire was as much an outlet of the period's repressed sexual need as it was a way to express our hidden carnal desires. He can also be called the traditional vampire, as he is everything the stereotypical vampire is. But the classics don't die with time, so go ahead and be a traditionalist!

Suggested Traits:

Attributes: Muscle (Good), Endurance (Good), Nimbleness (Good), Cunning (Fair), Presence (Great), Resistance (Fair), Morality (Terrible), Comeliness (Great)

Secondary: Humanity (Terrible), Resources (Superb), Renown (Good)

Skills: Stamina (Great), Melee Attack/Defend (Good), Psychology (Good), Command (Great), Intimidation (Great), Oratory (Good), Persuasion (Good), Seduction (Great)

Suggested Gifts: Boy/Girl Magnet, Charming, Enhanced Senses, Dominate

Suggested Faults: Addiction (Blood), Competitive, Easily Distracted, Entitled, Hunted (Townspeople), Overconfident, Possessive

MINDLESS VAMPIRE

The mindless vampire doesn't care about sex, money, or any of the finer things in life. He cares about feeding. Quick and brutal, this vampire will indiscriminately kill people to take in sustenance and has no interest in pausing to verbally joust with his intended victim. This vampire won't be talked down or scared away. He comes on and on until he gets what he wants. He's single minded in his pursuit of food and whatever else he might need to live to acquire food the next day.

Suggested Traits:

Attributes: Muscle (Great) Endurance (Great), Nimbleness (Good), Cunning (Mediocre), Presence (Great), Resistance (Fair), Morality (Terrible), Comeliness (Fair)

Secondary: Humanity (Terrible), Resources (Fair), Renown (Fair)

Skills: Hold (Great), Jump (Good), Run (Good), Damage Resistance (Good), Stamina (Good), Evasion (Good), Hand-to-Hand (Great), Move Quietly (Terrible), Urban Survival (Good), Intimidation (Fair)

Suggested Gifts: Enhanced Adrenaline, Enhanced Senses, Healing, Night Vision, Supernatural Toughness, Quickness

Suggested Faults: Anxious, Bloodlust, Compulsive Behavior, Cowardly, Easily Distracted, Greedy, Hunted, Needs More Food/Drink

ANGST-RIDDEN VAMPIRE

More modern in creation is the angst-ridden vampire. This vampire spends time brooding over the right and wrong of his survival. He wonders if he should just let himself die, but cannot bring himself to do so. But he will agonize over every life he takes and will self-hate until you wish your eyeballs would bleed from your skull.

Truly this vampire has been over stimulated in the most recent history of the vampire, but it's a well we keep going back to. And why not? It makes for an interesting character when the once black evil becomes a lighter shade of gray. Suddenly the philosophical wonderings confuse people as to whether this vampire is truly good or evil. Or even cause them to question whether there is such a thing as good or evil.

Does your vampire agree with, "A vampire's gotta eat!" or does he let himself waste away on inferior animal blood to keep himself from hurting and killing humanity? The possibilities with this vampire truly are limitless since there is an unlimited amount of views you could have a vampire like this take. Play with it a little and see what you come up with!

Suggested Traits:

Attributes: Muscle (Good), Endurance (Great), Nimbleness (Good), Cunning (Good), Presence (Good), Resistance (Good), Morality (Mediocre), Comeliness (Fair)

Secondary: Humanity (Mediocre), Resources (Mediocre), Renown (Poor)

Skills: Damage Resistance (Fair), Like A Fish (Good), Stamina (Fair), Five-Finger Discount (Fair), Evasion (Good), Hand-to-Hand (Good), Psychology (Fair), Urban Survival (Great), Conversation (Fair), Persuasion (Fair), Seduction (Fair), Philosophy (Fair)

Suggested Gifts: Needs Minimal Food/Drink, Enhanced Senses, Healing, Night Vision, Quickness

Suggested Faults: Addiction (Blood), Addictive Personality, Anxious, Sensitive, Skeletons in Closet, Social Outcast

PARTIAL VAMPIRES

Half-vampires, living vampires, part-vampires, or whatever clever term one can come up with for a vampire that isn't all vamp, opens up a world of possibilities in the vampire world. So your vampire is only half. What does that mean? Well, it could mean that vampires in your world can procreate with other vampires or humans, but the result weakens the effect of a vampire. Or it could mean that once bitten you take on some of the qualities of a vampire, but to truly become one, you must be turned. It's really up to the GM.

The personalities of these hybrid creations are as varied as the definitions of a half-vampire. Does this half-breed long for the day it becomes a full-fledged vampire? Does he embrace the darkness of his father's side, or is he drawn to his mother's soft humanity? Does he find his vampire side horrific and wish to use his enhanced powers to ride the world of true vampires? Or is he really just confused about what he wants. You could go on and on taking any nuance from moody teens who are yet to find themselves, or from mysterious people who have a skeleton or two in their closet.

Partial vampires can be very rewarding as characters, allowing for more variation but they can also present a problem for the GM who hadn't considered the idea of partial vampires. If you're running a vampire campaign, will the others in the group try to stake this character the moment they find out, or will the group accept him because he's been fighting along side them for all this time? Will a half-vampire be too powerful or not powerful enough for the campaign? As always, check with your GM.

Suggested Traits:

Attributes: Muscle (Good), Endurance (Good), Nimbleness (Good), Cunning (Fair), Presence (Good), Resistance (Mediocre), Morality (Fair), Comeliness (Good)

Secondary: Humanity (Fair), Resources (Fair), Renown (Poor)

Skills: Run (Fair), Damage Resistance (Fair), Stamina (Mediocre), Evasion (Fair), Hand-to-Hand (Fair) Melee Attack/Defend (Fair), Move Quietly (Fair), Ranged (Fair), Investigation (Fair), Observation (Fair), Urban Survival (Good), Intimidation (Fair), Persuasion (Mediocre), Intimidation (Fair)

Suggested Gifts: Brave, Needs Minimal Food/Drink, Enhanced Senses, Healing, Quickness

Suggested Faults: Addiction (Blood), Hunted, Oath, Skeletons in Closet, Quick-Tempered, Vengeful

MODERN VAMPIRES

We're in the twenty-first century, man! Haven't we evolved from feeling like we need to stake at the first sign of vampirism? Isn't that racial profiling?

Modern day vampires have found a place in the world as it is, and they thrive. No longer are they hiding in bars trying to woo young drunks out into the alley so they can feed. No, the modern vampire is negotiating a deal with the government to take off their hands blood that will be deemed unusable by the Red Cross or other blood banks for "research reasons." Why horde all your money away in a drafty castle when you can be one of Fortune 500's most successful businesses, specializing in technology that will mitigate the harm of UV rays. For fear of skin cancer, of course.

The modern day vampire isn't necessarily a secret, either. Perhaps in your world humans have long since found out that there are vampires and due to some nifty-difty laws, there won't be any unauthorized biting of any kind. Nor will there be unauthorized slaying. This allows for vampires and humans to co-exist with full knowledge of each other. Or you may prefer the mystique and intrigue of hiding your vampirism. Whatever suits you.

The point is, this vampire isn't scared of the changing of the times, he embraces it and learns how to live within it, camouflaging himself, if necessary, in the trappings of the modern day. The modern vampire may be crafty, witty, and highly intelligent, but he isn't necessarily evil. He may not want to take over the world and keep all the humans in a barn like the cattle they are, but perhaps ruling the world of business or technology would get their pulse racing... had they a pulse, that is.

Suggested Traits:

Attributes: Muscle (Fair), Endurance (Good), Nimbleness (Good), Cunning (Great), Presence (Good), Resistance (Good), Morality (Mediocre), Comeliness (Good)

Secondary: Humanity (Mediocre), Resources (Great), Renown (Fair)

Skills: Fortify (Mediocre), Stamina (Mediocre), Fine Manipulation (Fair), Melee Attack/Defend (Fair), Move Quietly (Good), Appraise (Good), Knowledge Skill: Business (Great), Observation (Fair), Psychology (Fair), Bluff (Fair), Command (Fair), Conversation (Good), Intimidation (Mediocre), Negotiation (Great), Oratory (Good), Persuasion (Good), Patience (Fair), Fashion (Fair), Grooming (Fair)

Suggested Gifts: Charming, Connections, Owed, Socially Adept, Wealth, Enhanced Senses, Quickness

Suggested Faults: Addiction (Blood), Competitive, Entitled, Greedy, Obsession (Money), Overconfident, Possessive, Stubborn, Vain, Vengeful

REPENTENT VAMPIRES

Ever wake up one day and realize that all your goals are motivated by the destruction of innocents? Well, this vampire might. For whatever reason, this vampire is working towards saving himself. Repenting for the evils he's done in the past. And usually he's got decades, maybe even centuries' worth of filth to make up for.

Maybe the vampire fell in love with a human and he is motivated to be a good man for her. Perhaps he is confronted by a higher being and is promised some nirvana if he can prove himself worthy. Maybe he just needs a change of pace and he becomes the reluctant savior of some human who gets into a bind and needs a helping hand. Whatever the reason, this vampire rejects the evil that vampires can be and can do and decides to work for the side of good.

Like the angst-ridden vampire, this vampire may regret the things he's done and what he's become. He might be broody and contemplative about his place in this world. Or he might be very sure of what he now is: a warrior for good fighting to erase the evils of his past. Perhaps he isn't at all confused or anguished, but rather is determined to wipe the smut from his name.

Whatever your character's motivation and whatever the way you choose to have your vampire repent, this opens up many different character variations and exciting potential plot seeds.

Suggested Traits:

Attributes: Muscle (Good), Endurance (Good), Nimbleness (Good), Cunning (Fair), Presence (Fair), Resistance (Mediocre), Morality (Good), Comeliness (Good)

Secondary: Humanity (Good), Resources (Fair), Renown (Mediocre)

Skills: Hold (Fair), Jump (Fair), Run (Fair), Damage Resistance (Fair), Stamina (Fair), Acrobatics (Fair), Balance (Fair), Evasion (Fair), Hand-to-Hand (Good), Melee Attack/Defend (Fair), Move Quietly, (Good), Ranged (Fair), Investigation (Fair), Observation (Fair), Intimidation (Good), Mediation (Fair), Resist Domination (Fair), Philosophy (Good)

Suggested Gifts: Brave Connections, Heroic, High Pain Threshold, Needs Minimal Sleep, Tolerant, Enhanced Intuition, Enhanced Senses, Healing, Quickness

Suggested Faults: Addiction (Blood), Blunt and Tactless, Code, Hunted, Oath, Obsession, Skeletons in Closet, Sleeplessness

ANTI-HERO VAMPIRE

Recently in our pop culture we've experienced the anti-hero vampire. This is a vampire who is still evil, but for some reason cannot act on his evil ways. Perhaps he was brainwashed, he's missing something he needs to hunt with, or he has some government tech-

nology lodged in his brain and he can't help but be a little good. Whatever the reason, this vampire may assist the forces of good, even while he scoffs at them.

This vampire is not motivated by the sweet smiles of young children when they are rescued by the evils of the world. Nor is this vampire particularly bothered by the evil that happens in the world. He wishes he could be out in it, causing chaos and destruction, leaving nothing but bodies in his wake! But, for whatever reason your creative mind can come up with, he's prevented from wrecking havoc and in lieu of sitting around playing Nintendo all day long, he decides to get out there and do something with his life. In his search for something to entertain him, this vampire might be surprised to find good old-fashioned friendship to be the fire that melts his glacier heart.

But only a foolish human would mistake his temporary kindness for true feeling. As soon as this vampire can find a cure to his affliction, he will be out there tearing up the town along side his old comrades, assuming he hasn't killed them all.

Suggested Traits:

Attributes: Muscle (Good), Endurance (Great), Nimbleness (Good), Cunning (Good), Presence (Good), Resistance (Fair), Morality (Poor), Comeliness (Great)

Secondary: Humanity (Mediocre), Resources (Fair), Renown (Mediocre)

Skills: Hold (Fair), Jump (Fair), Run (Fair), Damage Resistance (Good), Like a Fish (Good), Stamina (Good), Balance (Fair), Fine Manipulation (Fair), Five Finger Discount (Fair), Evasion (Good), Hand-to-Hand (Good), Driving (Fair), Move Quiet (Good), Urban Survival (Great), Bluff (Fair), Intimidate (Fair), Persuasion (Fair), Seduction (Good), Fashion (Fair)

Suggested Gifts: Brave, Charming, Connections, Owed, Enhanced Senses, Healing, Night Vision, Supernatural Toughness, Quickness

Suggested Faults: Addition (Blood), Appears Untrustworthy, Argumentative, Blunt and Tactless, Competitive, Compulsive Behavior, Dishonest, Glory Hound, Indebted, Outlaw, Overconfident, Possessive, Stubborn, Quick-Tempered, Vain, Vengeful

MERCENARY VAMPIRE

Good, evil, whatever. Money is what makes the world go 'round. And if you want someone dead, never to be found again, and you have the dough, you've got yourself the perfect fighter ready and willing to do your bidding.

You've got the money, he can get the goods. Whatever it is you might need someone with a little edge, like say super-human strength, impossible speeds, and the ability to take a bullet in the chest with little more than a glare, a mercenary vampire can be your man, for the right price of course. Need some artifact stolen for you? No problem. Business rival getting a little too competitive? Consider him breakfast. Police getting wind of your un-