

## Lore:

Draws on a lot of lore from Castlevania, history, and Middle Eastern texts. Three regions that can be re-flavored if you wish.

**Erdovania:** ruled from a distance by *The Vampiric Houses*. The vampires tease and torture mortals when they wish, but otherwise content to stay in their castles. The citizens long for the vampires' tyranny to end.

**Salutia:** eastern kingdom who marches to free those who are conquered by the Vampiric Houses. Known for their sciences and magic.

**Vinmen:** warrior kingdom to the north that wishes to defeat the vampires and supplant them as the rulers of the land. Known for their bravery.

## Character Creation:

**Vampires and Werewolves and Humans** - in this game, you may play as a vampire, werecreature (werewolves being the most common), or human. There are also 3 types of vampires. *Vampires do not heal during rest and instead when they kill a large creature and drink its blood.*

**Draculin line** - Base movement speed is 25 meters (unless it would be higher using Swift calculations), and they get 1 additional Brawn Dice except attack rolls.

weakness: exposure to sunlight for two turns kills them.

**Infernin line** - Can conjure fire wherever they can see once per turn as a free action.

weakness: stake through the heart kills them (must beat their Armor and Evasion Score) and contact with a wooden cross stuns them for a turn. +2 to a dice on attack rolls.

**Delilan line** - Charisma checks against humans roll 1 additional dice. They cannot be stunned.

weakness: mirrors kill them if they are forced to look in them.

**Lycanthrope** - at night you may transform into a mythical were-creature at will. During the transformation, you gain a 4d6 Bite attack that deals 4 damage, +5 HP, and +10 movement speed. Transformation lasts until your next rest.

weakness: attacks with silver weapons deal 2 additional damage.

**Human** - gain a free action when overcoming *Fear*.

*Recommendation: I would recommend having a (mostly) human party for games where you would want a higher level of difficulty.*

## Fear Mechanic

**Fear** is something that characters experience when they are in the vicinity of something significantly above their level, even if they are not aware of it yet.

At the start of their turn, players roll 2 dice that determine how they react.

2-3: Player is stunned.

4-8: Player must make another fear check next turn.

8-12: Player is no longer afraid.

*Fear is a great way to put players on edge.* 🐱

## Skills:

### Sanguine:

- **Thralls** - if you are not a Vampire, +2 to a dice on Charisma checks with Vampires. If you are a Vampire, humans you bite can not attack you on their next turn.
  - **Mirage** - if you are a vampire, take 4 damage and become immune to attacks until the end of your next turn. If you are a human, take 2 damage and take no damage from the next attack made against you.
    - **Bloodied** - if you are human, gain +2 Evasion Score when you are below 5 HP. If you are a vampire then once per rest your weakness cannot kill you for the next two turns.
- **Bloodspear** - Action, take 3 damage, and do a Brawn+1 or Swift+1 melee attack that deals 7 damage.
  - **Bloodspikes** - Action, if you are missing 4 or more HP, once per rest you may make a ranged attack on two targets with Brawn+2 or Swift+2 that deals 5 damage. Has a range of 20 meters.
    - **Vitalation** - Passive, after a successful melee attack, roll a single d6. If you roll a 5 or a 6 heal for 2 HP.

### Mythical Hunting:

- **Magic Resistance** - Passive, any bonuses mythicals have to Charisma do not affect you. In addition, you get to reroll one Fear check per rest.

- **Fate Worse than Death** - Passive, you can not go below 1 HP in a fight with mythical creatures unless at least one of your allies are already in the dangerstate (if another player has this ability, only one may have this active at a time).
  - **Sanguine Resistance**- Passive, Sanguine skill attacks made against you deal 3 less damage.
- **Magic Weapon** - Action, during rest you may craft a ranged weapon that is Brawn+2 or Swift+2 and deals 7 damage to mythicals. Breaks on use. Range of 25 meters.
  - **Favorite Arm** - Passive, after killing a mythical creature permanently add either +1 to a dice for a weapon, +1 damage to a weapon. Items can be upgraded max of 2 times.
    - **Brush with Death** - Action, once per rest as a free action, you may negate an attack from a mythical creature and gain an immediate free action.

#### Grand Sciences:

- **Entrap Mythic** - Action, if you can touch a creature that is stunned or unconscious, you can bind it to your will for the next 24 hours. It will do anything you ask so long as it will not harm itself in doing so.
  - **Grand Scholar** - Passive, you recognize all disguised mythical creatures and gain +1 Intellect.
    - **Salaman Wisdom** - Action, once per rest summon a mythical being that answers any question you wish to know.
- **Chemistrian** - Action, craft a number of explosive consumables equal to your Intellect each rest. These deal 4 damage and can blow up walls. Rolls 3d6 to throw it with a range of 20 meters.
  - **Illusory** - Passive, once per rest make a salve that makes an item of 150 pounds or less appear to be a different item of 150 pounds or less until your next rest.
    - **Grand Scientist** - Passive, you may spend your Ingenuity to craft a cure to any status effect, transmogrify 1 cubic meter of any element into another, or raise your Intellect by 2 until your next rest.

#### Old Magic:

- **Novice Speechcraft** - Action, Charisma check of 8 to cause a target to lose one of their actions and are unable to use free actions on their next turn.
  - **Truth Sayer** - Passive, +2 to Charisma checks when you are telling the truth. -2 to Charisma checks when you are lying.

- **Tongue of the Dead God** - Action, once per rest you and a target each roll a Charisma check. Halve the loser's HP.
- **Devil's Tongue** - Passive, once per turn you may perform a Charisma+1 ranged attack with unlimited range that deals 3 damage. A beam of dark energy emitting from your mouth.
  - **Hellish Pact** - Action, once per rest, summon a demon to take your place. The demon has 10 HP, 4 AS, 4 ES, 4 Brawn, 4 Swift, 2 Intellect, 2 Charisma and deals 4 damage. Lasts for two turns then the demon disappears, and you return and immediately take 2 damage.
    - **Who Needs a Soul** - Passive, halve your max HP. Gain 2 additional skills and 2 stat points. You are treated as a mythic being and cause fear.

## Factions:

### House Impalus:

#### Level 1

**Impalian Cloak** (armor) - +1 ES, blocks out the sun entirely. Also identifies you as someone in high-standing/is a vampire.

**Blood Oath** (one-time) - prevent a Vampire from House Impalus from devouring someone. In exchange, you owe them a favor. If you do not honor the favor, the Vampire hunts you.

#### Level 2

**Impalian Melody** (ability) - summon a rain storm that blots out the sun. It lasts until nightfall. You can only do this once per week.

**Blood Mist** (ability) - as a free action, teleport to any target wounded last turn. Does not use an action or movement. Cannot be used two turns in a row.

#### Level 3

**Inductee** (active) - you are an unofficial member of House Impalus. You have access to any resources in their castles.

**Free Sanguine Skill** (skill) - get a free skill from the Sanguine tree.

### House Ebalin:

#### Level 1

**Flare** (ability) - Deal 4 damage to a target that's on fire.

**Ebalin Dagger** (weapon) - Brawn+1, deals 3 damage and anything wounded with this is trackable via an infernal link for 24 hours.

Level 2

**Redirect** (one-time) - Redirect an Ebalin Vampire about to attack or sacrifice an individual and have them target another human.

**Passage** (active- your party can travel through Ebalin territory without being immediately attacked.

Level 3

**Hellfire** (ability) - everything within 25 meters of you is set on fire.

**Infernal Creature Scroll** (item) - summon a creature that deals 8 damage and rolls 6d6 dice. It sets those it attacks on fire. It is immune to status effects. Standard body type and AS/ES of 4/4 and 12 HP. It is hostile to everything but will target your enemies first. Scroll burns up on use.

**Free Sanguine Skill** (skill) - get a free skill from the Sanguine tree.

**House Cornelin:**

Level 1

**Aura of Protection** (ability) - Vampires won't attack you unless you attack them. One vampire of your choice favors you.

**Rouge Blush** (item) - +2 to Charisma checks with anyone who could be attracted to you.

Level 2

**Trick Sword** (weapon, two cost) - Swift+1 sword that deals 4 damage and appears to break on failed attacks, then the next attack deals 1 more damage.

**Dash of Charm** (ability) - +2 to Diplomacy checks with all Vampire factions.

Level 3

**Don't Blink** (ability, three cost) - if a status effect is inflicted on you, you make an immediate melee attack if you are in range of anyone.

**Honored Guest** (active, three cost) - a Vampire from this house will attempt to romance you.

## People of Erdovania:

### Level 1

**Holy Water** (item, one cost) - have a local priest give you 2d6, 3 damage holy water. This deals 7 damage to evil-aligned mythics, such as Vampires and Demons.

**Free Basic Weapon** (item) - get a free basic weapon

### Level 2

**Dead God's Word** (ability, two cost) - once per rest, perform an Charisma check of 6 to stun a mythical or dispel the effects of fear on all allies.

**Fear the Light** (active) - mythic creatures will no longer attack you during the day.

### Level 3

**Hero of the Lost** (one-time, 3 cost) - locals of whatever town you are in will give you their strongest equipment as long as you can convince them you are going to take on the Vampires.

**Final Testament** (item) - once per rest, perform a Charisma roll off. If successful the enemy is stunned.

## Lycanthropes:

### Level 1

**Friend of Outcasts** (active, one cost) - Lycanthropes in human form recognize you. They will not attack you in their werewolf form unless you attack them.

**Free Basic Weapon** (item) - get a free basic weapon

### Level 2

**Lunar Rush** (ability, two cost) - Learn from the beast; once per rest you can either perform a bonus attack or extra movement with 50% additional distance.

**Locket** (item) - whoever wears this item cannot be attacked by Lycanthropes.

### Level 3

**The Ritual** (one-time, 3 cost) - Switch from whatever you are now, to a Lycanthrope. Also gain +1 Brawn permanently.

## Salutia:

### Level 1

**Hailed Defender** (active, 1 cost) - if you are on good terms with Salutians and

not with any Vampires, you have access to any basic weapons and armor you may need.

**Neck Ointment** (item, 1 cost) - rub on your neck to be immune from Vampire's sucking your blood. Bite attacks to the head deal no damage.

#### Level 2

**Protect from Harm** (active, 2 cost) - while in battle side by side with Salutations. You are protected from all Sanguine magic.

**Engineering** (one-time, 2 cost) - upgrade a melee weapon or armor by +2 to hit or +1 to Armor Score.

**Free Grand Sciences Skill** (skill) - gain a free skill from the Grand Sciences tree.

#### Level 3

**Divinity** (ability, 3 cost) - you may ask benevolent mythic beings to aid you. You will either enter a trance where you are protected from harm and can not move until the end of combat, *OR* a battle-ready state that adds +2 to your attack rolls until the end of combat.

**Stop Clock** (item, 3 cost) - when you use this item, you get 2 free actions. It resets after some amount of days.

### Vinmen:

#### Level 1

**Clean Flame** (ability, one cost) - throw an improvised firebomb at a target. It catches on fire even if normally it would be immune.

**Bola** (weapon, one cost) - throw this at a target, it uses Brawn+1. Instead of dealing damage, the target is stunned.

**Fire Water** (item) - as a free action, consume this to remove Fear.

#### Level 2

**Vampire Cleaver** (weapon, 2 cost) - Brawn+1, 5 damage weapon that can reroll 1 attack die when striking at a Vampire.

**Brothers at Sea** (active, 2 cost) - Vinmen Warriors recognize your courage, and will let you travel with their caravans or sea voyages for free.

**Free Mythical Hunting Skill** (skill) - gain a free skill from the Mythical Hunting tree.

#### Level 3

**Final Crash** (ability, 3 cost) - once per rest an attack that normally would hit

one target, rolls against *EVERY* target in 3x the weapon's range instead. You can not attack on your next turn.

**Protection from Darkness** (ability, 3 cost) - your Evasion Score is +2 when you are attacked by a mythical.

## Equipment:

### Starting Equipment

**Needle of Sanguinia** - 3 damage melee weapon (Swift). After hitting with this weapon, your next sanguine spell does not reduce your health

**Spider's Whip** - 3 damage melee weapon (Brawn) with 10 meters range. Indoors or when otherwise appropriate, use one of your actions to swing from the ceiling and swing to a position within 1.5x your movement speed.

**Night Cloak** - +1 Evasion Score armor. First time you take damage from an enemy or blood spell in combat, you turn invisible until the end of your next turn.

**Iron Whip** - 4 damage melee weapon (Brawn weapon) with 10 meter range. Targeted attacks to a Vampire's head deals 2 additional damage.

**Barbarian Armor** - +1 AS. Requires 3 Brawn. Your melee attacks deal an additional 1 damage, but you must make a melee attack whenever possible if you were hit last turn.

**Infiltration Tools** - Conduit. 5 lockpicks and a disguise that boosts your Charisma checks by 1 dice when worn and under that alias

**Imp Tome** - Summon 5 imp tokens once per rest. Imps deal 2 damage (2d6 -1). They always attack the nearest foe.

**Spell-stone Amulet** - Conduit. Once per rest, launch a 7 damage beam attack (3d6+1).

### Premium Equipment

**Vampire Killer** - 5 damage melee weapon (Brawn+2) with 10 meter range. Targeted attacks to a Vampire's head deal an additional 3 damage.

**Giant's Bow** - 6 damage ranged weapon with 50 meters range (Swift). Must have 4 brawn to wield.

**Cape of Eternal Night** - whenever you take damage, on a target within 25 meters you may teleport to them or give them roll -2 on their next attack roll.

**Spear of the Dead God** - 5 damage melee weapon (brawn+1 or swift+1). If you fall into the danger state while wielding this, once per rest, immediately get back up and restore 5 HP.

**Devil's Hide** - +2 AS. Requires 3 Brawn and 3 Charisma to wear. While in combat once per turn, get +2 to a stat check.

**Spring-action Crossbow** - 5 damage weapon with range of 15 meters (3d6). Has no reload time.

### Optional Lore Ideas:

The timeline goes something like there was a monotheistic god with a heaven and an underworld similar to Abrahamic religions. At some point, that god disappeared (either abandoned heaven or died) and the world was plunged into war with a dualistic pantheon of gods. Mehdiyel rules heaven and Avukat ruling hell (both resembling Abrahamic angels and demons) with many more light, gray, and dark side gods in between.

Vampires were beings cursed and forced to live exiled from the rest of humanity by "The Dead God". When he disappeared, the Vampires rose to prominence and took over much of the world. The three families of Vampires are all descendants of those who were originally cursed.

Erdovanians are a people who were worshippers of The Dead God, and so when he disappeared they were one of the first targets of the Vampiric families. Their kingdom was quickly overrun.

Salutians are a kingdom of scientists and magicians whose royal family has a history of trying to gain control of angels and other mythical beings.

Vinmen are a warrior people whose rulers are adventurers who live an almost nomadic life on the seas.