

Lore:

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

The Vampiric Houses who rule Erdovania from a distance. Teasing and torturing mortals when they wish, but otherwise content to stay in their castles.

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

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 drink the blood of a large creature, killing it.*

Draculin line - weakness: exposure to sunlight for over a minute kills them. Base movement speed is 40 meters and they cannot fail Brawn checks.

Infernin line - weakness: stake through the heart kills them and contact with a wooden cross renders them immobile. +2 to attack rolls. Can conjure fire wherever they can see.

Delilan line - weakness: mirrors kill them if they are forced to look in them. Charisma checks against humans roll 2 additional dice. They cannot be stunned.

Lycanthrope - Brawn+3 bite attack. During full moons, they transform and gain +2 Brawn but wounds with silver deal +2 damage.

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

Recommendation: I would recommend having a (mostly) human party for games where you would want a lot of tension.

Fear Mechanic

Fear is something that characters experience when they are in the vicinity of something 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.

2-4: Player is stunned.

5-9: Player must make another fear check next turn.

10-12: Player is no longer afraid.

Fear is a great way to put players on edge. 😈

Skills:

Sanguine:

- Thralls - if you are not a Vampire, your charisma score is +2 higher when interacting with Vampires. If you are a vampire, humans you bite can not attack you for 2 turns.
 - Mirage - if you are a vampire, take 4 damage and become immune to attacks for the next two rounds. If you are a human, take 2 damage and become immune from attacks until your next turn.
 - Bloodied - if you are human, gain +2 dodge score when you are wounded. If you are a vampire then once per combat your weakness cannot kill you for 2 rounds.
- Bloodspear - Action, take 2 damage, and make an attack with 2d6+5 dice that deals 2 additional damage.
 - Bloodspikes - Action, if you are missing 5 or more HP, once per combat you may make a ranged attack on two targets with 2d6+5 that deals 1 additional damage.
 - Vitalation - Passive, after a successful melee attack, roll a single d6 to heal that much divided by 2.
- Restoration - Action, take 1 damage and heal a party member for 3 HP.
 - Greater restoration - Action, take 3 damage, heal party member for 6 HP.
 - Bloodget - Passive, if you are not a vampire, you heal an additional 4 HP per rest, if you are a vampire you may heal 3 HP per rest from the blood of a small creature.

Mythical Hunting:

- Feral resistance - Passive, your armor score is +2 higher against unarmed attacks.
 - Nimble feet - Passive, your dodge score +2 against melee and unarmed attacks made by mythicals.

- Counterblade - Action, if a mythical being fails an attack roll against you, you may make a counter attack with -1 to this attack.
- Magic resistance - Passive/Action, any bonuses mythicals have to Charisma do not affect you. You get to reroll one Fear check per rest.
 - Magic weapon - Action, during rest you may craft a ranged weapon that is 2d6+4 if used against a mythical being. It may take the form of an axe, a metal cross, or holy water. It deals 3 additional damage against mythicals. It is a base 2d6 weapon otherwise. Breaks on use.
 - Sanguine Immunity - Passive, Sanguine skill attacks made against you deal 2 less damage.
- Fate Worse than Death - Passive you can not be killed by a mythical being if you have party members alive. Instead you are just unconscious.
 - Struggle - Passive, if you are below half HP, you may reroll an attack dice.
 - Near miss - Action, once per combat, you may dodge an attack from a mythical creature and gain an immediate bonus action.

Grand Sciences:

- Demonology - Action, if you can draw a rune on 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.
 - Salaman Wisdom - Action, spend any 2 faction points of the same type. That faction will be reduced to neutral towards you or worse. In exchange, you may ask a mythical being any question you wish to know.
 - Bookish - Passive, you recognize all disguised mythical creatures and also gain +2 Intellect.
- Chemistrian - Action, your knowledge of compounds is so great that you can make explosives that can destroy stone. They take one rest to craft.
 - Sleep Pot - Passive, craft a potion that puts anyone who drinks it to sleep, when/if they wake up from this 16 hour nap, they heal to full.
 - Illusory - Passive once per rest make a potion that makes an item of 150 pounds or less appear to be another item of 150 pounds or less.
- Steelwax - Passive, after a rest, you gain +1 to melee attacks in your next combat.
 - Firearm - Action, after passing an Intellect check of 12, you craft a rare handgun. You may spend 2 Salutian faction points to increase its rarity.
 - Steeled Armor - Passive, your armor score is increased by 3 the next combat after a rest.

Factions:

House Impalus:

Impalian Cloak (armor, one cost) - provides 0 AS and 3 DS, blocks out the sun entirely. Also easily identifies a person as someone in high standing/is a vampire.

Blood Oath (one-time, one cost) - 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.

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

Sanguine Phanatic (one-time, two cost) - learn a Sanguine Skill.

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

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

House Ebalin:

Flare (ability, one cost) - Deal 2 damage to a target that's on fire.

Ebalin Dagger (weapon, one cost) - $2d6 + \text{Brawn} + 1$, anything wounded with this is trackable by you via an infernal link for 24 hours.

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

Passage (active, two cost) - your party can travel through Ebalin territory without being immediately attacked.

Hellfire (ability, three cost) - anything within 25 meters of you is set on fire.

Infernal Creature (one-time, three cost) - summon a creature that deals 8 attack dice of melee damage and sets those it attacks on fire. It is immune to status effects. Standard body type and AS/DS of 4/4. It is hostile to everything but will target your enemies first.

House Cornelin:

Dash of Charm (ability, one cost) - one additional dice for Charisma checks with Vampires.

Aura of Protection (active, one cost) - Vampires won't attack you unless you attack them. One favors you.

Trick Sword (weapon, two cost) - Swift+1 sword that appears to break on failed attacks, then the next attack deals 1 wound score higher.

Don't Blink (ability, three cost) - if a status effect would have been inflicted or is on 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.

Lycanthropes:

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

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

The Ritual (one-time, 3 cost) - Switch from whatever you are now, to werewolf. Gain an additional +1 Brawn.

Salutia:

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.

Protect from Harm (active, 2 cost) - while in battle on the side of Salutians. You are protected from Sanguine magic via their defensive practices.

Engineering (one-time, 2 cost) - upgrade a melee weapon or armor

Divinity (ability, 3 cost) - you may ask beings above your humanity to aid you. You will either enter a trance where you are protected from harm or a battle ready state that adds +3 to attack rolls until the end of combat.

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

Vinmen:

Clean Flame (ability, one cost) - throw a 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 causing a wound, and it hits the target's legs; the target is stunned next turn.

Vampire Cleaver (weapon, 2 cost) - Brawn+2 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.

Final Crash (ability, 3 cost) - once per rest an attack that normally would hit one target, rolls against every target in the weapon's range instead. You can not attack on your next turn.

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

Weapons: