

VAMPIRIC MYSTERIES

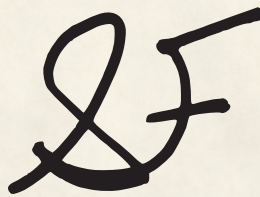
An unofficial horror supplement for the Genesys Roleplaying Game



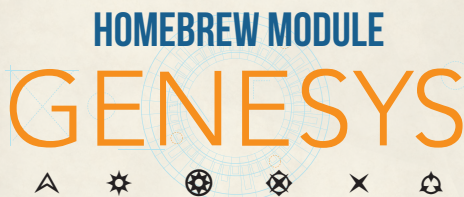
GENESYS

VAMPIRIC MYSTERIES

BY



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The Genesys Roleplaying Game is a collaborative, narrative game published by Fantasy Flight Games.

For information about the Genesys Roleplaying Game, free downloads, answers to rules questions, and more, visit www.FantasyFlightGames.com



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DISCLAIMER

Vampiric Mysteries v1.0 is a homebrew module for the Genesys Roleplaying Game. It is intended for use with a purchased copy of (and isn't very useful without) the Genesys Core Rulebook. This work is not intended for sale. Its author is not affiliated with Fantasy Flight Games.

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Rules for Vampires

These rules are as agnostic as possible concerning vampirism's origins: whether it is a natural disease or an otherworldly curse. The author encourages other gamemasters to extend these rules to fit their own settings.

The Vampire Career

A player may choose Vampire as a career for his character during character creation and treat the following as career skills: **Athletics, Brawl, Charm, Coercion, Coordination, Perception, Stealth, and Vigilance.** Before spending experience during character creation, a Vampire may choose four of its career skills and gain one rank in each of them. A vampire may not have a vampiric age (*years spent as a vampire*) of more than 49 years at the end of character creation.

Creating New Vampires

The narrative process of siring new vampires may vary widely from setting to setting and is left abstract in these rules. If a new vampire is sired during a game, that character adds Vampire as a *specialization*. The newly transformed vampire may choose three of the Vampire career skills to treat as its own career skills. No free ranks are awarded in the chosen skills.

Vampiric Abilities

Every vampire has access to the abilities in this section. These abilities do not occupy slots on the talent pyramid. Each item listed as a *Starting Ability* is possessed by all vampires. In addition, a vampire earns ability points based on XP earned during play. Award 1 ability point for every 50 experience awarded after becoming a vampire (and not including character creation).

Ultraviolet Thermogenesis

Starting Ability.

When entering direct sunlight or other ultraviolet light, a Vampire must make a **Hard (◆◆◆) Resilience check**, suffering wounds equal to ✕ (*ignoring soak*) and strain equal to ☹. On ☹, the Vampire immediately combusts, suffering 3 wounds per minute (*ignoring soak*), or per turn in structured encounters, so long as it remains on fire (*which cannot be put out so long as the vampire remains in direct contact with the ultraviolet light*). If a vampire has fed within the last day, it adds ■ to the Resilience check, or ■■ instead if it has fed within the last hour.

Ultraviolet Resistance

10 Ability Points.

When entering sunlight or other ultraviolet light, a vampire with ultraviolet resistance need only make an **Average (◆◆) Resilience check**, though the consequences remain as described in Ultraviolet Thermogenesis.

Strength, Speed, & Senses

Starting Ability. Ranked.

A vampire's Brawn and Agility are Super-Characteristics (*p.251 of the Genesys Core Rulebook*). A vampire also removes up to ■■ imposed by the darkness.

A vampire may purchase up to 3 additional ranks of this ability, each time adding ■ to Perception and Vigilance checks made in darkness. Each rank costs ability points equal to the total number of ■ that would be added by the ability after the rank is purchased.

Sanguine Hunger

Starting Ability.

A vampire adds 10 points to its strain threshold, but can only recover strain by either hibernating, feeding on a living creature, or using talents and spending ▲ in combat (*though it must spend ▲▲ for each point of strain so recovered*). A vampire may purchase talents which reduce strain, but it may not use them outside of combat.

For every 5 points of current strain (*rounding down*), a vampire must upgrade the difficulty of all its Cool, Discipline, and Resilience checks once.



Rabidity

Starting Ability.

While a vampire's current strain is greater than half its threshold, its Presence increases once and its Willpower decreases once (*to a minimum of 1*). When its current strain exceeds the threshold entirely, it must immediately make a **Hard (◆◆◆) Discipline check**. The vampire may continue to act and suffer strain above its threshold, but must either hibernate or feed soon, suffering consequences described on the table below.

RESULT	TIME UNTIL RABIDITY & OTHER EFFECTS
☀	Vampire has hours equal to ☀ until it must feed or hibernate. On ☀, hours become days.
✕	Vampire has minutes equal to ▲ until it must feed or hibernate. On ☀, minutes become hours. If no ▲ were generated, the vampire must immediately hibernate or become rabid.
👁	Vampire suffers additional strain.
⊗	Vampire immediately becomes rabid. On ☀ or ▲▲▲, it may recognize and retreat from those it cares for or knows well. The vampire might still fall into hibernation according to its other check results.

A rabid vampire is obsessed beyond all reason with feeding and cannot recognize anyone. Its hunger has reached the point of madness and it will feed on any nearby creature, often until the creature dies. Rabidity persists through hibernation, ending only when a vampire's current strain is reduced to half of its threshold. A hibernating rabid vampire awakens to feed as soon as its current strain falls below its strain threshold.

Though a player character vampire is still controlled by the player when rabid, it must feed on a nearby living target or must seek out a target to feed upon if none are nearby. Speech is primitive, enraged, and desperate. A rabid vampire may make a **Hard (◆◆◆) Discipline check** to retreat from those it knows or cares about, but must otherwise try to feed, even upon friends and allies.

Hibernation

Starting Ability.

Vampires may hibernate to heal strain, wounds, and critical injuries. A vampire hibernates in cycles, falling into a deep sleep, and may only wake from hibernation at the end of a cycle. It cannot awaken at all if its strain or wounds exceed their thresholds. An involuntarily awoken vampire immediately becomes rabid if its current strain is greater than half its strain threshold.

A cycle of hibernation takes seven days, though its length may vary slightly. Once per cycle, a vampire may make a **Resilience check** to heal strain, wounds, and critical injuries. To heal a critical injury while hibernating, a vampire may spend a number of ☀ equal to a critical

injury's severity rating to heal that injury (once per cycle). The difficulty of that Resilience check and the ways to spend its results are described on the tables below.

STATE OF HEALTH	DIFFICULTY
Current strain ≤ half of threshold.	Easy (◆)
Current strain > half of threshold.	Average (◆◆)
Current strain exceeds threshold.	Hard (◆◆◆)

RESULT	EFFECTS DURING HIBERNATION
☀	Heal 1 strain (<i>stacking</i>).
☀☀	Heal 1 wound (<i>stacking</i>).
▲▲	This cycle takes 1 day less (<i>stacking</i>).
👁👁	This cycle takes 1 day more (<i>stacking</i>).
☀	Heal 1 wound per ☀ and 1 strain per ☀/▲; automatically heal the currently least severe critical injury. Each additional ☀☀ may heal the next least severe critical injury.
⊗	May not heal at all unless ☀ is also rolled. This cycle only lengthens: 1 day per ✕/👁👁.

Fangs & Feeding

Starting Ability. Ranked.

A vampire has fangs which it may use to feed on another creature by making an attack, recovering strain equal to damage dealt after reducing by the target's soak. If the target does not resist the attack, do not reduce damage dealt by the target's soak.

These fangs are treated like a weapon with the profile [*Brawl; Engaged; Damage +2; Critical 4; Pierce 2*] and are also retractile, but a vampire may not retract its fangs while rabid. Retracting or extending fangs, when possible, may be performed as an incidental. A rabid vampire's fangs also have the Vicious 3 quality.

At the end of each day, if it has not fed or hibernated during the last twenty four hours and has not already suffered strain, a vampire suffers 1 strain. Vampires cannot draw sustenance from feeding on other vampires: they must feed on living targets.

To deal damage as strain instead of wounds, a vampire must use Discipline to make the feeding attack; on ⊗, the vampire immediately inflicts a critical injury and must deal damage as wounds.

When feeding on a sleeping creature, a vampire must use Stealth to make the feeding attack. The attack difficulty is based on the creature's Vigilance pool; the creature awakens on ⊗, or if 👁 generated exceed the vampire's ranks in Stealth.

A vampire may purchase up to 2 additional ranks for its fangs. Each rank costs 2 ability points, and may either increase base Damage by 1, decrease Critical rating by 1, or add a rank to the Pierce quality.

Near Immortality

Starting Ability.

Vampires do not die of old age. If a vampire is killed normally, it merely enters hibernation. Vampires only die permanently if decapitated, incinerated, or pierced through the heart with a wooden stake.

As vampires age, they become more powerful and acquire greater control over their feeding and hunger, but must hibernate for longer periods. For every fifty years of its vampiric age (*not counting its mortal life*), a vampire adds 5 to its strain threshold and increases its normal hibernation cycle by 7 days. For every hundred years of its vampiric age, the amount of current strain required to upgrade the difficulty of a vampire's Cool, Discipline, and Resilience checks increases by 5.

Vampiric Talents

These talents may only be purchased and used by vampires. Where talents don't fit the setting, the author encourages gamemasters to remove or substitute those talents.

Tier 1

Retractable Claws

Tier 1. Active (Action/Maneuver). **Ranked.**

In addition to fangs, your character has retractile claws [*Brawl; Engaged; Damage +1; Critical 6; Vicious 1*]. You may retract or extend your claws at any time as a maneuver.

Each additional time you purchase this talent for your character, do one of the following three things: increase base Damage by 1, decrease Critical rating by 1, or add a rank to the Vicious quality.

Unnatural Toughness

Tier 1. Passive.

Increase your character's wound threshold by three.

Vice Grip

Tier 1. Active (Incidental).

After making a Brawl attack, your character may spend **A** to immobilize the target of the attack (*until the end of the target's next turn*). You may increase the duration of Immobilized by 1 round per additional **AA**. On **⚔**, you may also stagger the target, increasing the duration of both effects by 1 round per additional **AA**.

Tier 2

Anticoagulant Venom

Tier 3. Active (Incidental).

After making a successful attack with your fangs, your character may spend **AA** to grant your next fanged attack on the same target another rank of Pierce. Your character may do so multiple times, increasing the ranks of Pierce for your next attack.

Charging Tackle

Tier 2. Active (Maneuver).

Your character may suffer 1 strain to close from Medium to Engaged range with a target as a maneuver. Your next attack this turn has the Knockdown quality.

Cloaked in Shadow

Tier 2. Passive.

When your character stands still in darkness, checks made to notice your character are **Daunting** (**◆◆◆◆**), with the difficulty upgraded by ranks in Stealth.



Tier 3

Blood Mist

Tier 3. Passive.

When your character suffers wounds above your wound threshold, you immediately transform into a faint mist. While in mist form, you cannot take damage unless exposed to ultraviolet light or a weapon with the Burn or Blast quality. You also cannot take actions and must spend your maneuvers searching for a place to return to solid form and immediately hibernate. For each range band you travel while in mist form, suffer 1 strain.

Others searching for you will notice, at most, faint red clouds hanging in the air after making a **Daunting** (◆◆◆◆) Perception check.

Chiropteramorph

Tier 3. Ranked. Active (Action).

Your character may transform into a bat-like monstrosity, a chiropteramorph, as an action. While in chiropteran form, you assume the features described below. Where a feature is unspecified (including characteristics), use your character's own stats. Changing into a chiropteramorph costs strain equal to three times the creature's silhouette.

With each additional rank of this talent, your character may transform into a new chiropteran form. Some chiropteramorphs share the following abilities, but abilities listed for each rank are unique to that form.

Fearsome. As a maneuver, this creature may force all Engaged targets to make a **Hard** (◆◆◆) fear check.

Terrifying. Upon first sight of this creature, other characters must make a **Hard** (◆◆◆) fear check.

Chiropteran Form, Rank 1

Silhouette 0. Terrifying.

Flier. This creature can fly, treating the open air as normal terrain, but cannot hover (stand still at speed 0).

Chiropteran Form, Rank 2

Silhouette 1. Terrifying. Fearsome.

Glider. This creature may suffer 1 strain to become a Flyer for the remainder of its turn.

Chiropteran Form, Rank 3

Silhouette 2. Terrifying. Fearsome.

Gruesome Natural Weapons. Your fangs and claws increase their damage and Pierce ratings by 1 and decrease their critical ratings by 1.

Natural Armor. Increase your character's soak by 2.

Sanguine Healing

Tier 3. Active (Action). Ranked.

Your vampire may suffer 1 strain to feed a half pint (or 0.25 liters) of blood to a willing living creature. The creature heals 1 wound per rank of Sanguine Healing.

However, the healed creature must make a Discipline check with a difficulty equal to the your ranks in Sanguine Healing, upgraded once each time this talent is consecutively used. On ✕, the character may become addicted to the vampire's blood (see "Obsession" on page 244 of the *Genesys Core Rulebook*) for the remainder of the encounter. On ☒, the addiction may be more permanent.



Tier 4

Blood Mist (Superior)

Tier 4. Active (Action).

As an action, your character may activate the effects of the Blood Mist talent (if purchased) at will. You need not spend your maneuvers searching for a place to hibernate and may return to your normal form as a maneuver. Upon returning to your normal form, suffer strain equal to minutes or structured rounds spent as a blood mist.

Narcotic Pheromones

Tier 4. Active (Incidental).

Your character may spend a Story Point as an incidental when making a Charm check to add a ☘ result, without the normally concomitant ☼ result. You may only do so if your current strain is more than half your strain threshold. The added ☘ result cannot trigger a Super-Characteristic.

Vice Grip (Superior)

Tier 4. Active (Incidental).

When using its Vice Grip, your character may increase the duration of Immobilized and (if relevant) Staggered by spending ▲ rather than ▲▲.

Tier 5

Cloud of Bats

Tier 5. Active (Action).

Once per encounter, your character may spend a Story Point as an action to summon a bat swarm, described below. The bat swarm persists until released by your character or until it is killed. For each minute or structured round the swarm persists, your character suffers 1 strain.

The bat swarm does not have its own slot in initiative, but you may spend a maneuver to direct it performing either its own maneuver or action. Both you and the bat swarm may take separate actions during your turn, but you still may not take more than two maneuvers.

Bat Swarm

(Rival)

Silhouette 2.

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2	20	—	0	0	

Skills: Brawl 2, Coordination 2.

Swarm. Halve the damage dealt to the swarm before applying soak, unless the weapon has the Blast or Burn quality (whether or not the quality is activated).

Harry. As a maneuver, the bat swarm may force an engaged target to make a **Hard** (◆◆◆) **fear check**. The target suffers strain equal to ☹. On ✕, the target must retreat to short range away from the swarm, consuming that target's next available maneuver. Your character may choose the direction of the retreat unless the target rolls a ☹ and spends it retreating in another direction.

Tiny Claws & Teeth. Natural weapon with the profile [Brawl; Engaged; Damage +2; Critical 5; Pierce 3].

Hallucinogenic Venom

Tier 5. Active (Incidental).

After making a successful attack with your fangs, your character may spend ▲▲ to impair the target's senses. The target upgrades all ◆ to ◆◆ when making Perception and Vigilance checks for the rest of the encounter, experiencing auditory hallucinations on ☹ and visual hallucinations on ✕.

At the GM's discretion or on a ☹, these hallucinations may require the target to make a fear check. If appropriate for the setting, the vampire may describe the precise nature of the hallucinations.

Paralytic Venom

Tier 5. Active (Incidental).

After making a successful attack with your fangs, your character may spend ☹ and any number of ▲ to completely paralyze the target. It is immobilized and staggered, totally unable to move, for a number of hours equal to ▲ spent alongside the ☹ activating this talent.

Once per hour after being paralyzed, the target may make a **Hard** (◆◆◆) **Resilience check** to shake off the effects of the venom, adding ☐ for each hour it has already spent paralyzed.

If you have another ☹ to spend, hours become days both for the purposes of ▲ spent activating the talent and for intervals at which the target is allowed to make a Resilience check and shake off the venom's effects.

A Vampire's Accoutrements

Bloodline Tome

Rarity 7+. Encumbrance 1.

A book or scroll containing the history and secrets of a vampire clan, coven, or bloodline. It may also include spells or other magical knowledge collected and preserved by vampires over the centuries.

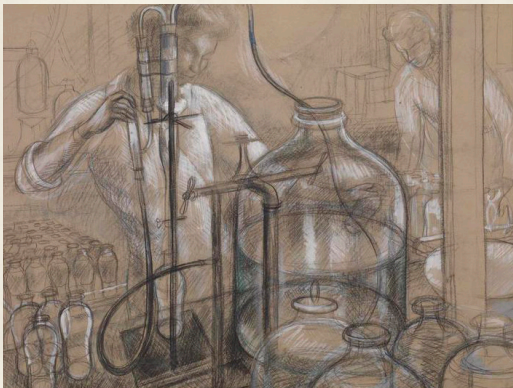
Possession of a bloodline tome grants **Knowledge (Vampires)** as a career skill, or an appropriate knowledge skill for the tome's particular clan, coven, or bloodline. In a magical setting, the tome may also include unique spells and rituals. A character who has studied a bloodline tome in detail may retain **Knowledge (Vampires)** as a career skill, even if she no longer possesses the tome.

Blood Pack

Rarity 4+. Encumbrance 0+.

Small, portable containers filled with blood. In a modern or future setting, they may be plastic packets of blood used in hospitals. In a fantasy setting, they may be vials, beakers, or other glass containers. Though vampires prefer to consume blood warm, blood packs must be stored at a cool temperature—in a refrigerator, root cellar, ice box, cavern, or cave—to prevent the blood from clotting and spoiling.

As a rule-of-thumb, a vampire recovers 1 point of strain per pint of blood in a blood pack (or 2 points of strain per liter). These approximations allow gamemasters to tailor blood pack sizes to suit a particular setting.




Coffin

Rarity 3. Encumbrance 8.

A sealed container in which to sleep during the day or enter hibernation cycles. Vampires sometimes fill their coffins with dirt or soil from their homeland. If a coffin contains soil from near the site where a vampire was made, that vampire's hibernation cycle length while resting in the coffin is halved.

Daytime Clothing

Rarity 2. Encumbrance 3. Armor.

Clothing appropriate to the setting which covers a vast majority of the wearer's skin, protecting her from the sun. A vampire wearing specially prepared clothing may add  to any Resilience check made due to sunlight or other ultraviolet light.

Holy Water


Rarity 4. Encumbrance 1+.

Water blessed by the priests or other representatives of a deity in a given setting. May be poured on a vampire to inflict strain or, if stored in a breakable container, thrown at a vampire within a short range. One pint or one quarter liter of holy water has the profile [*Damage +3; Critical 5; Burn 3*]. The skill used for the attack is either Ranged, Ranged (Light) or Brawl, depending on the setting.

Silvered Mirrors & Weapons

Rarity 3+. Encumbrance 1+.

A vampire's reflection does not appear in a mirror made from silver or silvered glass. In other settings with mirrors made from other materials, a vampire's reflection may or may not appear in mirrors that do not use silver.

Weapons made with silver (e.g. swords or arrowheads) gain the Burn quality when used against Vampires.  rolled attacking a vampire with such a weapon may cause the vampire to catch fire as it can in sunlight (page 1).

Wooden Stake

Rarity 1. Encumbrance 1+.

A sharpened piece of wood, capable of killing a vampire if used to pierce the heart. Wooden stakes can be improvised from broken table legs or other other pieces of wood (using the improvised weapon rules from page 109 of the *Genesys Core Rulebook*). Wooden stakes prepared in advance may have either of the following profiles. Used against a vampire, any wooden weapon gains Pierce 2.

Short Stake. Small, sharpened stake no larger than a dagger or shortsword. Takes about half an hour to craft. [*Brawl; Engaged; Damage +1; Critical 5*]

Sharpened Staff. Wood spear or quarterstaff sharpened at one or both ends. May be thrown at short range. [*Melee; Engaged; Damage +2; Critical 4; Accurate 1, Defensive 1*]