

Don't Quench Your Thirst

First off, before the questions, a statement- You are a vampire.

You consume human life to perpetuate your own life. You were once human, but are now more and less. You *thirst*. It is an addiction. When you don't drink, your skin itches, your teeth ache, you see things... crazy psychotic things. Your reflection mocks you. The ghosts of your dead parents look on in disgust. The sun feels like someone with golf shoes is stomping on your eyeballs. And it makes you powerful and dangerous and terrible. When you're jonesing for a fix, you're a nightmare on two legs.

Now, answer some questions about yourself, you despicable inhuman *thing*.

First, two piss-weak little questions.

What is your name?

What do you look like?

And now five kick your ass questions.

What kind of vampire are you?

Your basic vampire schtick. Pretty easy. Plays into DARKNESS though.

What were you before?

Before becoming a night predator... who were you?

What are you now?

After your change, who did you become?

Why do you continue?

Why don't you go jump in a blast furnace and end it all? What keeps you going in this horrible cycle of death and predation?

How will you end?

And what's your swan song? How does it finally end for you?

The Pools

There are four pools... you get the idea.

PAIN --- You know how this works. The GM brings it, and you deal with it. When it dominates, things go a little sour even if you win, and the GM gets a Coin of Fire. When he spends it to screw you over a little, you get a Coin of Blood.

HUMANITY --- You have three of these, and they represent everything you bring to the table from your mortal life. When HUMANITY dominates, you overcome your HUNGER and DARKNESS and do some real good.

HUNGER --- It feels like your body is trying to eat itself. Like coming off heroine combined with starving to death. But instead of making you weaker, it makes you stronger. If you have some Hunger dice, that's the minimum number of successes you can get on any kind of raw physical

action. If you increase hunger by 1, you get these as bonus successes. If it dominates, increase it by 1. When it tops 6, you FREAK OUT and wake up sometime later, covered in other people's blood, with bodies to bury and things to try and forget.

DARKNESS --- Always there, in your heart, the creeping grotesque horror of your very nature. You're *wrong*. The darkness in you is a tempting power. It wants to be used. Wants to drive you to greater atrocities. It gives you *power*. Based on the kind of vampire you are, you can do all sorts of supernatural things with your Darkness. Turn invisible. Walk through walls. Shift your shape. Dominate minds. Infect others with your blood, and control their bodies. Elongate your limbs and neck to grotesque lengths. When Darkness dominates, check off a Response and act accordingly. If you don't have any, then one of your Humanity dice becomes a permanent Darkenss die.

Responses --- you have three, and they're either DOMINATE (impose your will on the situation... physically, mentally, socially) or SEDUCE (sway the situation in your favor with deception and manipulation).

Sunburn --- Spend too long in the sun, and the GM will bring the Pain. Just for walking around. The dice do the rest.

Liquid Diet --- The only way to reduce Hunger is by freaking out and going on a feeding frenzy, or by using Coins of Blood. Spend the coin, and describe how you find a victim and feed. If you want to take a risk, the GM can give you some Pain to deal with, and you can get additional Hunger reductions. Of course, you could just as easily make things worse.

And... --- That's it. Dead simple little vampire thing. You get hungrier and hungrier, more and more powerful, until... well, until you get yourself into crazy bad trouble. You use your kewl powerz, and you risk not being you anymore.