

Vampire Moves

Basic Moves

Physical

Fuck 'em up - When you try to hurt or kill someone, roll with **physical**. If you attack with your fangs, you do 2 harm and can choose to gain 1 blood per harm inflicted.

- ☞ On a 10+, you inflict harm as established and choose 1:
 - add 1 harm.
 - you give them an injury Condition.
 - you quell the Beast.
- ☞ On a 7-9, you inflict harm as established, but the Storyteller chooses 1:
 - they harm you in return.
 - your victim is noisy.
 - there's collateral damage.
 - they gain an Edge on you.
 - the Beast stirs.
 - [Another complication.]

Do something athletic - When you perform some feat of strength, agility, or toughness with serious consequences for failure, roll with **physical**.

- ☞ On a 10+, you succeed and choose 1:
 - carry +1 forward to your next move.
 - you quell the Beast.
- ☞ On a 7-9, you succeed, but choose 1:
 - you break something of consequence.
 - you make a lot of noise.
 - you take 1 harm.
 - carry -1 forward to your next move.
 - the Beast stirs.

Run for it - When you try to escape from danger, roll with **physical**.

- ☞ On a 10+, you're safe and choose 1:
 - you're in a good position to act.
 - you quell the Beast.
- ☞ On a 7-9, you're safe, but choose 1:
 - you cause a big scene.
 - you lose something along the way.
 - someone present gets an Edge on you.
 - the Beast stirs.

Social

Manipulate someone - When you provide a bribe, threat, motive, or whatever to manipulate, convince, intimidate, or seduce someone, roll with **social**.

On success, NPCs will do what you want. PCs receive 1 XP for going along with it.

- ☞ On a 10+, they do it and you get an Edge on them.
- ☞ On a 7-9, they do it, but the Storyteller chooses 1:
 - they comply maliciously.
 - you owe them.
 - they remember and resent you for it.
 - they get an Edge on you.
 - [Another complication.]

Stand your ground - When you stand your ground in the face of intimidation, hardship, pain, pressure, fear, or overwhelming despair, roll with **social**.

- ☞ On a 10+, you stand firm and choose 1:
 - carry +1 forward to your next move.
 - you quell the Beast.
- ☞ On a 7-9, you stand firm, but the Beast stirs.

Show your teeth - When you attempt to shut someone down, out-aggro them, or overwhelm them, roll with **social**.

- ☞ On a 10+, they have to *stand their ground* (PCs) or freeze up (NPCs). Additionally, choose 1:
 - give them a mental Condition.
 - they lose an Edge on you.
 - you gain an Edge on them.
- ☞ On a 7-9, choose 1:
 - they have to *stand their ground* (PCs) or freeze up (NPCs).
 - give them a mental Condition.

Mental

Do something shady - Whether stealing a painting, sneaking into a facility, or slipping your blood into a drink, when you do something shady, roll with **mental**.

- ☞ On a 10+, you succeed and choose 1:
 - you carry +1 forward to your next move.
 - you quell the Beast.
- ☞ On a 7-9, you do it, but the Storyteller chooses 1:
 - you leave some trace behind.
 - your success is temporary.
 - you carry -1 forward to your next move.
 - [Another complication.]

Navigate a system - Whether hacking a database, reading market trends, or investigating a crime scene, when you study and manipulate a pattern of details, roll with **mental**.

- ☞ On a 10+, you achieve your goal and choose 2.
- ☞ On a 7-9, you achieve your goal and choose 1:
 - you do it quickly.
 - you do it quietly.
 - you carry +1 forward.
 - you quell the Beast.

Read their eyes - Whether by observation or interrogation, when you try to figure out what makes someone tick, roll with **mental**.

- ☞ On a 10+, gain an Edge and ask 2.
- ☞ On a 7-9, ask 2.
 - Are they acting shady?
 - What's their immediate goal?
 - Do they believe or trust you?
 - What commands their attention?
 - What might please or anger them?
 - Are they hiding strong feelings?
 - How do they feel about you?
 - [Another similar question.]

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Meta Moves

Respect our limits – This game is for everyone at the table. If somebody needs to *state a limit*, immediately cut away or fade to black from whatever is upsetting them. Talk as a table about how to continue the story while respecting the limit.

State a limit – This is a game to have fun. If some theme, activity, or imagery of the story is ruining your fun, speak up. You don't have to explain why, you only have to indicate what.

Think cinematically – This game works better when we think like we're directing a tv series more than writing a novel. Focus on what we can perceive with our (supernatural) senses here in the moment.

Invent fiction – This game shines when you speak up to add whatever details to the scenario that you think are cool. The Storyteller has final veto, but the golden rule is: don't contradict anything already established. **Use this to set up your moves or just make the game cooler.**

Ex. *The Prince is wearing my favorite designer. I've always got my boot knife. Maybe the old house's roof collapsed in one corner. It's a huge gun, just a fucking giant revolver with shells like Vienna sausages. My Mist Form is deep red.*

Be curious, not cautious – This game is more fun when we play to find out what happens than when we play to keep our characters happy. Stories about people who never take risks, never get hurt, who never fail leave fewer memories than stories about a hot fucking mess.

Don't sweat the meta – In this game, it's okay for you to know things that you don't know, and to act on that knowledge when it would make the story cooler.

Dispute fiction – Sometimes the Storyteller will say something they think is cool, but that just ruins the story for you. You're trying to *be curious, not cautious* but whatever the Storyteller said just seems to cheapen the whole damn thing for you. Speak up and negotiate an alternative.

Gain (or suffer) a Condition – When the Storyteller or a move says you gain or suffer a Condition, write it down. A Condition can be anything relevant and appropriate to the story, and is not constrained to a predetermined list.

So long as a Condition is written down, no aspect of the story can violate its truth.

Give a Condition – When a move says you give someone a Condition, you can choose anything that makes sense as a consequence of your action. The Storyteller has final veto.

Exploit a Condition – When you declare a move, you can describe how you're capitalizing on a Condition you've got; or if you're moving against someone else, you can describe how you're exploiting a Condition they've got. Gain +1 to your roll for either (but not both).

Remove a Condition – You can erase a Condition when it makes sense in the story (ask the Storyteller); or when a move says you can. If a move says a Condition is permanent, only the Storyteller can tell you to erase it.

Gain an Edge – When the Storyteller or a move says you gain an Edge on someone, write down their name. This represents some instinctive insight into their nature, motivations, or character that you'll exploit later. You can have multiple Edges on the same person.

Spend an Edge – At any time, erase an Edge on someone and choose 1:

- Add +1 to your roll against them.
- Subtract -1 from their roll against you.
- Force an NPC to falter or hesitate.
- Force an NPC to act at Disadvantage.
- Add 1 extra harm to an attack.
- Ask 1 question from *read their eyes*.

We made it! – If you're still (un)alive, you earn 2 XP at the end of the session.

Tag an attribute – At the beginning of a play session, you can ask another player or the Storyteller to tag one of your attributes (physical, social, or mental). You cannot ask the same person that you asked last session.

Use a tagged attribute – When you roll a basic move using a tagged attribute, you gain 1 XP and erase the tag.

Botch a roll – If you want, you may choose to convert a failed roll to a botch. You receive 1 XP, but the Storyteller is obligated to choose a Very Bad™ outcome for your action.

Level up – When you fill your 6th XP mark, you may immediately choose a *character advance*. You cannot receive any more XP until you choose a character advance.

Character advance – When you get a character advance, you can choose 1 from below.

Representing latent power of the Blood, you can choose from these for any character advance:

- Add 1 to **physical**, **social**, or **mental**.
- Get a new move from one of your Clan Disciplines.
- Add or remove a Condition.

If you got this advance from *level up* and **it makes sense in story**, you may instead choose from:

- Get a new move from any Discipline by studying with someone who knows more than you.
- Get a new Background.
- Raise your Path rating by *seeking enlightenment*.
- Establish Pull with a faction. Your Pull starts at 0.
- Add 1 to Pull with an established faction.
- Get a new special move negotiated with the Storyteller. The new move cannot replicate an existing move. You can only choose this at the beginning or end of a play session when you have time to discuss it.

Vampire Moves

Special Moves

Drink blood - When you drink blood from a willing, immobilized, or unconscious victim, roll with **Path**. If your victim is resisting, you'll need to *fuck 'em up* instead or *do something athletic* to restrain them first.

You automatically get 1 blood and they're *drained* for a week.

- ☞ On a 10+, choose 3.
- ☞ On a 7-9, choose 2.
- ☞ On a miss, choose 1.

- You gain 1 extra blood.
- You gain 1 more extra blood.
- You quell the Beast.
- When the Kiss wears off, they don't realize what you did to them.
- They **definitely** die. You must choose this if you want to diablerize a vampire.
- They definitely **don't** die. You can't choose this if they're *drained*.

Blood buff - Spend 1 blood to carry +1 forward ongoing to physical moves for the rest of the scene.

Commit diablerie - When you drink the last point of a vampire's blood, you commit diablerie and they suffer Final Death. You've committed willful murder, which might mean *we're all sinners*.

If the victim's generation is lower than yours:

- You take on their generation permanently.
- You receive a free *character advance* for each point of difference (for this purpose, you may count your victim's Clan Disciplines as your own).
- Your aura is marked for a year.

Take harm - When you're weakened or injured, you take harm. The Banes and some moves cause aggravated harm, which is harder to shrug off. Everything else does normal harm.

- 1 harm: many small injuries or a serious injury—mauled by house cats or a broken limb.
- 2 harm: a life-threatening wound—like that caused by most personal weapons.
- 3 harm: an injury that should immediately kill a mortal—like a grenade or a truck's impact.

When you take harm, a move or the Storyteller may also give you a Condition to represent a specific injury.

Recover from harm - By resting a moment, you can spend 1 or more blood to heal an equal amount of normal harm.

By sleeping through the day, you can:

- Spend 1 or more blood to heal an equal amount of aggravated harm.
- Spend 2 blood to heal all normal harm.

Unless stated otherwise, you can remove injury Conditions proportionally to harm healed. Use the table under *take harm* as a guide.

Torpor - When you enter torpor, you lie in a deathlike slumber until someone pours 1 blood into your mouth. You awaken with 0 blood and full Stir marks, but you need not immediately roll for frenzy.

Really die - When you suffer your last harm, you suffer Final Death... unless you choose 1:

- You enter *uncontrolled frenzy*. You can't choose this if you're already frenzied or *staked*.
- You enter *torpor*. You can't choose this if you're already in torpor or *staked*.
- You're out of commission for the scene. You return later with a permanent and severe Condition of the Storyteller's choice. This Condition cannot be removed by any other move. **You must choose this if you have already played this move during this story or if all your harm is aggravated harm.**

If you choose to escape Final Death, erase all normal harm and 1 aggravated harm.

Sunlight (Bane) - You take 1 aggravated harm for each minute of exposure to indirect or diffused sunlight. You take 1 aggravated harm for every 10 seconds of exposure to direct sunlight. Artificial UV or whatever doesn't count, but magical sunlight does.

Fire (Bane) - When burned by sparks, cinders, coals, pyrotechnics, open flame, or the like, you take aggravated harm relative to how much of your body is engulfed.

- 1 aggravated harm: a limb, or part of the torso
- 2 aggravated harm: the head, multiple limbs, or all of the torso
- 3 aggravated harm: most or all of the body

Vampires are not themselves flammable, but if you remain in the fire, you repeatedly *take harm* every few moments.

Explosions - Unless otherwise established, most makeshift or accidental home and commercial explosions should be treated as *fire*; but purpose-made or military explosives seriously *fuck 'em up* without much flame.

Dismembered - If you're decapitated, you *really die*. Otherwise you can reattach dismembered bits of your body by positioning them in proximity to the stump and *recovering from harm*. This won't work if the body part is missing or destroyed; you'll have to get weird.

Staked - Any wooden object larger than a pencil piercing your heart will give you the Condition *staked* until it is removed. While *staked* you are completely paralyzed—down to your eyeballs—and you cannot use any vampiric powers or sorcery (unless stated otherwise).

To stake someone else, *fuck 'em up* and give them the Condition *staked*. If you can't or don't give them the Condition, your stake misses their heart but still does 2 harm.

Vampire Moves

The Beast stirs - When the Storyteller or a move says that the Beast stirs, mark 1 Stir. Your maximum number of Stir marks is equal to your current blood pool, or 3, whichever is smaller. It's harder to ignore the Beast when you're hungry.

When you fill your last Stir mark, or any time *the Beast stirs* while you are already at full Stir, you enter *uncontrolled frenzy*—unless you *resist frenzy* or *ride the wave*.

Quell the Beast - When the Storyteller or a move says that you quell the Beast, you can erase one Stir mark.

Uncontrolled frenzy - When you enter uncontrolled frenzy, you lash out at the source of your rage with unconstrained primal fury. If you've destroyed them, can't reach them, or the source of your rage is inanimate, you turn your rage on the nearest creature. Your frenzy ends when there is nothing (un)living in sight.

Risk and resist rötschreck - You risk rötschreck when:

- a move or the Storyteller says so.
- you *take harm* from the Banes.

When rötschreck looms, you can resist and suppress it by rolling with **Path**.

- ☞ On a 10+, you don't succumb to rötschreck and you quell the Beast.
- ☞ On a 7-9, you don't succumb to rötschreck.
- ☞ On a miss, you enter rötschreck.

Rötschreck - When you succumb to the Red Fear, you flee from the object of your terror with mindless abandon. You'll destroy property, violate taboo, or risk personal injury to escape. You will clear your path with whatever violence is necessary, without regard to friend or foe. Rötschreck ends only when you escape your trigger.

We're all sinners - When you do one of the actions found at or below your Path rating on the hierarchy of sins, roll with **Path**.

- ☞ On a 10+, you feel real remorse, contrition, or guilt for your actions. Show it.
- ☞ On a 7-9, the Beast stirs. You feel shame or embarrassment.
- ☞ On a miss, you lose a point of Path and gain the Condition *seeking*. You feel lost or empty inside.
- ☞ On a botch, you lose a point of Path. You enjoy your transgression.

Seeking enlightenment - You can spend an earned character advance to gain the Condition *seeking*.

If you're currently *seeking* ○:

- You are consciously looking for perspective and meaning in your path. Act like it.
- You can spend an earned character advance to increase your Path rating.
- You treat your Path rating as 1 higher only for *we're all sinners*.
- If you have to roll for *we're all sinners*, no matter the result, erase *seeking*. Your soul is too tumultuous to advance at this time.

Call in a favor - When you call in favors with a faction, roll with your **Pull** for that faction.

- ☞ On a 10+ you get the favor. Choose 1.
- ☞ On a 7-9, you get the favor. Choose 2.
 - there are complications.
 - they demand something in return.
 - your Pull is reduced by 1.

Make preparations - When you spend time training, practicing, studying, or preparing to do something specific, define what you're preparing for and gain up to 2 Prep for that plan or scenario.

You gain 1 Prep for every 2 nights spent preparing. When your preparation pays off, you can spend 1 Prep to get +1 to any related roll. You can only spend 1 Prep per roll.

Slumber and arise - When the sun rises, you must sleep. If you don't wish to arise the next evening, you can spend 1 blood to remain asleep for up to a week. You must spend 1 blood to arise, and you do so naturally at sunset. If you're out of blood and cannot arise, you enter *torpor*.

Check for moves that trigger and Conditions that might be removed.

Awaken during the day - When you need to awaken during the day, or remain awake after the sun rises, roll with **Path**.

- ☞ On a 10+, you can stay awake for an hour or two.
- ☞ On a 7-9, you can stay awake for ten or twenty minutes.
- ☞ On a miss, only rötschreck can wake you today.