

Vampire: The Requiem

A Fate core conversion by Chris L.

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Character creation

Character creation should follow the same methods as outlined in the fate core rulebook, with the following additions:

- Starting refresh is nine.
- The Disciplines have been modeled after the reap the whirlwind free rpg day supplement and from Blood and Smoke.
- Trouble has been replaced with Dark Secret.
- A new skill has been added: Provoking the Predator.
- The phase trio has been reduced to a phase duo, dropping the last step of the trio. If it is desired to keep the trio, increase the number of character aspects to six.
- Clan and covenant are extras and cost one refresh each. During character creation, a clan must be chosen; however, choosing a covenant is optional.
- Stunts have been decreased to one. However, to replace the two lost stunts, four extra refresh have been added, explicitly to purchase Vampiric disciplines. Three refresh must be allocated to clan disciplines. Additional disciplines may be bought with refresh.
- One new game element has been added, Vitae
- Because Vampires are dead and are more resilient to damage, they receive an extra box of stress.

New trouble

Dark Secret: It is said that a little bit of knowledge is a dangerous thing. For the Vampire who acquires another of it's kind's dark secret, they may wield it to to their own nefarious ends.

Mechanically speaking, the Vampire who acquires an-others dark secret, may use it to compel them for various things. Eventually there is a breaking point, and the compelled vampire will lash back at it's tormentor; much liked a cornered animal.

It is up to the GM to decide what is the limit and amount of compels the player may use.

Archetype: Vampire

Character Aspects: Humanity (aspect container), Dark secret (replaces trouble).

Vampire Specific Aspects: Sun and fire makes me crispy, blood junkie

Extras: Clan and Covenant

New Skill: The Vampire gains the skill "Provoking the Predator" at Fair (+2)

New game element:

Vitae: Used to power disciplines and Vampire abilities. This is also a numeric container for the amount of blood the Vampire is able to hold. The starting vitae is 6 and may be raised with refresh. Starting characters may only raise their vitae to a max of 8. Vitae is tracked much like a stress track and may be increased by using refresh. The track is read from right (max) to left (min). When the last vitae block is checked off, the Vampire is considered to be at zero vitae.

Cost: Aspect slots, Refresh

Game Design Concepts

Blood Junkie (Feeding)

A Vampire must steal life in-order to maintain their own. To do this they must feed on warm blood. When a vampire gives mortals the kiss, for each blood point taken, the human receives one stress. Once all stress boxes are filled, then consequences follow until the human is taken out. The same mechanics apply if the Vampire feeds off of animals.

A Vampire cannot take more vitae than their limit; though they may continue to drink until either the victim is drained dry, without any additional mechanical benefit. When the Kindred is engaged during a feeding, and after the second blood point is taken, a will overcome roll is required. A successful result allows the kindred to maintain control and keep her inner beast in check. However, if the roll fails, her will falters, allowing the beast to exert control; see **riding the beast** for more information. Once the beast is triggered, the Vampire gains the situational aspect blood lust and begins to drain more vitae from her victim, even if her vitae capacity is full.

The hunt can be fulfilled either by narration or by a challenge, based on the needs of game.

Riding the Beast

Majority of the time, a Vampire's inner beast lays dormant, patiently waiting for the right time to be unleashed. When a Vampire loses control, the beast takes over and acts on her most baser desires or animalistic tendencies. Typically, a Vampire will fall into this state from taking too much damage, losing control while feeding, or triggered by some other stressful event.

Mechanically, when a Vampire enters this bestial state, the controlling character should pick out how her Vampire will act out for one scene. The behavior should be based on the current situation and have approval by the GM. Riding the beast can be either a situational aspect, part of a consequence, or some other fiat that is agreed to by the group and GM.

Waking

When a Vampire first awakens from sleep during the day, remove one Vitae. This allows for animation of your vampiric corpse. If the Vampire is unable to pay the cost, they fall into **torpor**.

Hunger

Sometimes a Vampire is forced to starve herself, either due to lack of feeding opportunities, forcing his dead body to exceed its limits, or because of actions beyond her control. In any event that causes the Vampire to reach zero vitae, she begins to suffer stress. For each scene that the Vampire's vitae is at zero, they receive one stress. Once the kindred has exhausted their stress track, they immediately fall into **torpor**. From a mechanical viewpoint, torpor is considered a Severe consequence.

Humanity

Because Vampires have a dark predatory nature, she walks a fine line with keeping the beast within at bay. Awaking each night, struggling not to devolving into an absolute monster. Because of this struggle, the humanity aspect can - and should - change based on her actions and on GM compels; but still makes sense within the narrative. The humanity table attempts to give some guidelines for the players and GM to consider when making changes. Of course, the player may attempt to resist the beast with fate points.

Starting characters begins with a balanced humanity; and may raise or lower their humanity by two in order to gain extra refresh for each up or down step.

Humanity	
Ascetic	A rare trait among Vampires. Spends most of her requiem among humans and their affairs. Only feeds from willing humans.
Humane	Vampires who have this aspect are still very attached to the mortal world or who are new to danse macabre. She is able to move among the herd with little to no difficulty, remembers what her mortal life was like before the embrace. Will only feed on non-willing humans if in dire need.
Balanced	The Vampire is learning to accept her undead condition. She still has the ability to move among the herd without issue, but knows that she is not one of them. She is becoming more selfish and will deceive without hesitation to further her agenda. She also has little trouble feeding off unwilling humans.
Weathered	These Vampires have become more detached from mortal society. She is more concerned for survival and requiem than for the masquerade and sees humans as mere fragile beings.
Callous	The Vampire has developed a jaded and cynical perspectives that are common traits for those who have lived for a very, very long time. More out for herself and willing to use and abuse whomever to achieve her goals. She sees human mere tools to be used and discarded. Due to this loss of a humanity, the Vampire looks more pallid and requires two vitae for the blush of life. Non-Vampires instinctively avoid this individual.
Monstrous	The Vampire has completely detached herself from the mortal world. The masquerade little more than a tool to keep the herd in line. Few would consider her human at all. Kills without hesitation, even over petty reasons. Sees humans only as a resource. Requires three vitae for the blush of life, along with added complications dealing with any humans.
Animalistic	The inner predator has taken over the Vampire's personality. Nothing matters but the blood and the hunt. She chooses to embrace her inhuman nature and is reflected in her appearance (players and GMs should work this out), and will not use the blush of life.
Lost	The beast has completely taken over and the Vampire has devolved and can no longer interact with society. If found by Kindred, the beast will be put down.

Torpor

Framed as a situational aspect - and a very serious one - rendering the Vampire inert and unable to make actions, move, use fate points, or do much of anything really. For all purposes the Vampire is in a state of deep hibernation. This aspect can get triggered in the several ways: The vitae track is at zero, part of a severe consequence, or a success with style stake through the heart. A Vampire may be brought out of torpor by being completely fed (full vitae), or having the stake removed.

Provoking the Predator (New skill)

As predators, Vampires are intrinsically rival predators. This predatory nature allows Vampires to know their own inherently through sight, smell, and touch. This skill allows Kindred to use the beast within them to directly manipulate other Vampires.

Mechanically, this skill works similar to provoke from the Fate core rule set. All four actions within this skill may work against other Vampires. However, only Attack and Create an Advantage may be used against non-Vampires.

Overcome: The Vampire uses her beastly nature in a challenging manner to provoke the target into either a fight or flight response - desired response must be chosen before rolling the dice. The target opposes with Will. Additionally, the Vampire may use Overcome to find hidden vampires. This Overcome action would be considered active opposition and is contested with stealth.

Create an Advantage: Seduction is an effective tool and can work equally as well against Vampires as it does against humans. By using the beast within the Vampire may seduce her target in order to create an advantage. They oppose with Will.

Attack: The Vampire lashes out with her beast in order to dominate and subdue her target, inflicting mental stress. She must use Will to oppose.

Defend: The predator can only be used to illicit a response. Only a Vampire's Will may be used to respond to such attacks.

Clans (Extras, cost one refresh)

Davea

Aspect: Emotionally dependent on your prey

Disciplines: Celerity, Majesty, Vigor

+2 during seduction or manipulation situations with mortals

Gangrel

Aspect: Close to the beast within

Disciplines: Animalism, Protean, Resilience

+2 to physical based situations while riding the beast

Mekhet

Aspect: Vampire weaknesses are strong within your blood.

Disciplines: Auspex, Celerity, Obfuscate

+2 to stealth based situations

Nosferatu

Aspect: The monsters of all Vampires

Disciplines: Nightmare, Obfuscate, Vigor

+2 to instigating fear based situations

Ventrue

Aspect: All within the world is your pawn

Disciplines: Animalism, Dominate, Resilience

+2 to manipulation and negotiation situations

Covenants (Extras, cost one refresh)

The Carthian Movement

Aspect: Viva la revolution

A stress track is added to represent the power of the covenant within the city.

The Circle of Crone

Aspect: Monsters of the pagans

Special: Access to Crúac blood magic (cost refresh).

A stress track is added to represent the power of the covenant within the city.

The Invictus

Aspect: Masters of Vampires

A stress track is added to represent the power of the covenant within the city.

The Lancea Sanctum

Aspect: Zealots of Longinus

Special: Access to Theban Sorcery (cost refresh).

A stress track is added to represent the power of the covenant within the city.

The Ordo Dracul

Aspect: For the damned, true knowledge is power.

Special: Access to Dragon Coils (cost refresh).

A stress track is added to represent the power of the covenant within the city.

Vampire Portfolio Abilities

Blush of life

Cost: 1 vitae

The kindred appears to be fully alive for one scene. Heart beats, skin feels warm to the touch and doesn't have a pale pallor.

Surge of the vitae

Cost: 1 vitae

The kindred may use vitae to receive a boost on any physical action (Overcome, Attack, or Defend).

Healing gift of the blood

Cost: 1 vitae per stress or consequence value

Once per scene, the kindred may call on the healing properties of their blood. By spending a number of vitae, equal to the stress box value, removing the check from the Vampires physical stress track. The player must start with the lowest-value stress box first, and then may move on the higher values within the track. Additionally, the Vampire may spend vitae to remove consequences. The vitae spent, must equal to the value of the consequence, and must start with the lowest-value first, before moving on to the higher valued consequences.

Disciplines

a portfolio of powers available to Vampires.

Design Notes: Disciplines are, essentially, very defined stunts and may require the use of vitae to power. Also, I have only included three tier levels of disciplines. This was purposefully designed to prevent power creep. However, if you would like to add more, please feel empowered to do so.

Animalism

Feral Whispers

Permissions: Must have Vampire archetype

Cost: 1 Refresh

Once per scene, the Vampire may use Empathy, Rapport, or Will to communicate or give a simple command to an animal by using human speech or by speaking in the target's animal speech. If a character succeeds with style, you may control the animal for a scene. Use of this discipline would be considered passive opposition.

Raise the Familiar

Permissions: Must have Feral Whispers

Cost: 2 Refresh

By giving a recently deceased animal one vitae, she is able to bring that creature back to life for one scene. For two vitae, the creature may remain for a scenario. Treat the familiar as an unnamed NPC. If the kindred wants to continue the creatures unlife, she may continue to give the creature one vitae per game session - after the initial two. At this time the creature then becomes a named NPC.

Feral Infection

Permissions: Must have Raise the Familiar

Cost: 3 Refresh

By spending two vitae and for one scene, the Vampire may use Provoking the Predator to create an situation aspect within a zone. The situational aspect would put all beast and men into a state of beastly frenzy (see riding the beast). The GM and players should work out how the situational aspect would be worded, along with the specific affects the frenzy would induce.

If she succeeds with style, she may increase add one additional effect to the discipline, such as increasing the zone radius, targeting a specific individual or creature, or increasing the intensity of the frenzy effect.

Auspex

Beast Hackles

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

For one vitae, a Vampire may use Provoking the Predator to find out if another individual is plotting against her, or to pierce an obfuscated veil. This would be considered active opposition, and the target may defend with Will.

Uncanny Perception

Permissions: Must have Beast Hackles

Cost: 2 Refresh

During one scene and for one vitae, a Vampire may ask a question about the target and use Empathy or Will to find one hidden aspect of the target based on the question asked. This would be considered passive opposition. If the Vampire succeeds with style, they may find two aspects.

Lay Open the Mind

Permissions: Must have Uncanny Perception

Cost: 3 Refresh

By spending 1 vitae, the Vampire may use Deceive or Empathy to pierce into the mind of her target, aligning her mind with the target's, allowing her find deeply hidden secrets, repressed memories, or injecting subtle simulated memories.

From a mechanics perspective, the Vampire creates an advantage on her target, with the aspect framed specifically in memory discovery or memory manipulation; choosing one. If the Vampire succeeds with style, she may do both.

Celerity

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

Once per scene a Vampire may spend one vitae to enable them to go first during a conflict, or add a boost to defend within a conflict. In addition, she may also cross over two zones instead of just one.

Dominate

Mesmerize

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

Once per scene the Vampire may use Deceive, Empathy, or Rapport to create an advantage against the target. If successful, a situational aspect "mesmerize" is applied to the target for one scene. The Vampire may invoke this aspect for free during the duration of the scene and no roll is required. While under the mesmerize aspect, the Vampire may give the target direct commands, up to four words. If the actions succeeds with style, the mesmerize aspect last for the duration of the session. This would be considered active opposition (will) to defend.

Iron Edict

Permissions: Must have Mesmerize discipline

Cost: 2 Refresh

Same as Mesmerize. However, the commands may be more detailed and complex. Using this ability cost 1 vitae.

The Lying Mind

Permissions: Must have Iron Edict

Cost: 3 Refresh

When the Vampire has applied the “mesmerize” aspect to her intended target, and by spending 2 vitae (1 vitae to activate the power and 1 vitae fed to her target), she may alter the targets memories to her every whim, or give the target trigger command aspect.

The final outcome of the altered memories and or trigger command should be worked out between the GM and player.

Majesty

Awe

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

For one scene a Vampire may use Deceive, Empathy, or Rapport to create an situational advantage within a zone. If successful, the Vampire may place a situational aspect within the zone she currently inhabits. If she succeeds with style, place two. The aspect should be framed as a socially favorable situation for the Vampire. This action would be considered passive opposition. It is suggested for the GM to adjust the rating ladder based on the number of individuals within the zone.

For example: A Vampire walks into a crowded nightclub covered in blood from a recent messy feeding, She rolls rapport and succeeds, this is followed up with placing the situational aspect “blood, what blood?”. She may now walk among the club patrons without causing awkward social situations, or inducing panic within the herd.

Confident

Permissions: Must have Awe

Cost: 2 Refresh

The Vampire may attempt to charm a specific individual in order to gain information or favors. For one scene, the Vampire may choose an individual, within the zone, and may use Deceive or Will to create an advantage, or use overcome to discover hidden aspects. If she succeeds with style, the time is increased to one scenario instead of one scene. This would be considered active opposition and is defended with Will.

Idol

Permissions: Must have Confident

Cost: 3 Refresh

By spending 2 vitae and for one scene, the Vampire has the complete admiration of all individuals within a zone. All affected will actively engage the Vampire and offer anything they can in order to gain the predators favor. Normal mortals cannot make any rolls to defend against this power. However, supernatural individuals may use Will to make a passive Good (+3) Overcome action to resist.

The GM and player should work out the overall effect within the zone.

Nightmare

Dread Presence

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

The Vampire may spend one vitae and use Deceive or Provoke to create a brief illusions of fear that can only affect two senses and last for one scene. If she succeeds with style, the illusions can affect four senses. This would be considered active opposition and may be used to create an advantage. While this power is activated, the Vampire exudes an aura of fear within the occupied zone. Humans and most creatures will automatically make an active effort to stay away from the Vampire.

Any person entering the zone that is not the focus of the power must make a will passive opposition overcome roll at a fair (+2). A Vampire using this power and with a potency above one shifts the ladder by 2 for each level above one for the overcome roll.

Face of the Beast

Permissions: Must have Dread Presence

Cost: 2 Refresh

When the victim looks directly upon the Vampire's face, she may spend one vitae while using Deceive, or Provoke as an attack action, causing the victim to flee the zone in fear (mental stress). If she succeeds with style, the Vampire may discover one fear aspect about it's victim. The Vampire may also spend an additional vitae and one refresh to chain this power with Dread Presence.

Waking Nightmare

Permission: Must have Face of the Beast

Cost: 3 Refresh

The Vampire may spend 2 vitae and use Deceive, or Provoke to gain an advantage, allowing her to pierce the mind of her victim, causing hallucinations. This visions of dread are based on a mixture of the victims subconscious and mental impressions from the Vampire's own beastly conscious. Once the Vampire has her victim under this abilities aspect, the effects last for one scene, and the victim may use Will in active opposition to resist. (finish writing as a dramatic action)

If succeeds with style, the effects last for one scenario and a second dramatic action roll must be made.

Obfuscate

Face in the Crowd

Permissions: Must have the Vampire archetype

cost: 1 Refresh

Once per scene a Vampire is able to conceal her presence allowing others to look over her as if she is just another nameless face wandering the city. The ability gives a +2 to Stealth rolls in order to blend in. If succeeding with style the Vampire goes unnoticed even if photographed or videotaped. Additionally the Vampire may spend one vitae, so she can extend the concealment to her predatory aura and become invisible to the predatory senses of other Kindred.

Touch of Shadow

Permissions: Must have Face in the Crowd

Cost: 2 Refresh

Once per scene a Vampire may use Deceive in place of Stealth to conceal objects, much like the face in the crowd power. The overcome action is a fair (+2) roll, considered passive opposition and should shift on the ladder by 2 for object that are larger than 2ft. If succeeding with style, the effect last for an entire scenario.

Cloak of Night

Permissions: Must have Touch of Shadow

Cost: 3 Refresh

By Spending 1 vitae, and once per scene, a Vampire may completely fade from the view of all within a zone. While this ability is activated, the Vampire can move about without giving away her presence and without making a skill check.

By spending 1 additional vitae for each extra effect, to a maximum of 4, the Vampire may combine or extend the face in the crowd and touch of shadow disciplines with this ability.

Protean

Unmarked Grave

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

The Vampire may merge with various earthen elements for as long she desires and must match to the same mass as the vampire. She may not merge with a small potted plant for instance. To merge with a soil based element such as a grave site, no vitae expenditure is required. However, for such elements as water or other natural substance, concrete or metal, one, two, or four vitae cost is required. Double the vitae cost to enable the Vampire to extend this ability to others; in addition to being in physical contact with those individuals.

Once merged within the chosen elements the Vampire can still sense her surroundings and still be sensed by other Vampires. The daily vitae expenditure is still in effect though she may extract vitae through the elements. Additionally, the Vampire may take stress and consequences from damaging the area she is occupying.

Predatory Aspect

Permissions: Must have Unmarked Grave

Cost: 2 Refresh

By expending two vitae and for one scene, the vampire may take on three beastly aspects of her choosing. The GM and player should work out what these three aspects will be and what advantages they may give. For one vitae, the vampire can take on one aspect.

Cloak of the Beast

Permissions: Must have Predatory Aspect

Cost: 3 Refresh

With this ability the Vampire may take on the form of a predatory beast. To accomplish this, the Vampire must consume the blood of the intended beast she would change into, followed by expending two vitae. A Vampire may only choose beast forms that have predatory aspects and can be no smaller than a rat, or no larger than a bear.

Resilience

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

The Vampire may spend 1 vitae to absorb 2 stress, up to a maximum of 6, of stress damage received.

Vigor

Permissions: Must have the Vampire archetype

Cost: 1 Refresh

A Vampire may expend one vitae add a +2 to Fight, Athletics, or Physique (choose one) rolls for one scene.

The Tradition of Progeny

For Vampires who wish to create progeny, the parent must permanently expel one vitae point. However, the lost vitae may be retrieved during major milestones.

Other Properties of the Vitae

Vitae has many other dark gifts.

Blood Bondage - Becoming a Ghoul

Much like the inherent nature of a Vampire's addiction to mortal blood, the Kindred in turn can give their Vitae to mortals. This act has two effects. The first, by the mortal ingesting the Vampire's life essence, giving the taker several advantages. The second, is an addiction to the vitae. The more a mortal drinks of a Vampire's vitae, the more dependent they become. Additionally, when a mortal drinks from the same kindred, the vitae creates not only an addiction, but a mystical bond between the Vampire and the mortal.

Mechanically, when a Vampire gives a mortal her vitae, the mortal gains a situational aspect. However, at this time, the mortal is still not a ghoul and is not a slobbering vitae junkie. When the mortal consumes vitae from the same Vampire three consecutive times, they add "Vampire Ghoul" to their high concept. This addition to the high concept may be invoked in a variety of ways to gain advantages for physical abilities and interacting within kindred society, along with creating stunts. However, there are drawbacks to having these new-found abilities. The Vampire who created the ghoul may compel her with this aspect, and may also be compelled with the ghoul aspect due to the addiction to Vampire blood.

The effect of the Vampire's vitae is never permanent, and at a minimum, the Vampire must give her ghoul one vitae point per minor milestone. Failure to do so will cause her ghoul to lose the "Vampire ghoul" label and be replacing it with "Vitae junkie" in its place; causing some interesting complications for the neglectful Vampire.

The Vuldery

In addition to blood having specific effects on mortals, vitae also has binding effects on other Vampires. The vuldery ritual is used to bind a group of Vampires together, allowing them to unite in a pack-like mentality. The ritual involves each Vampire offering a small amount of their own vitae into a receptacle (one vitae).

Once all the Vampires have offered their vitae, one by one, each of the ritual participants partakes of the vitae within the receptacle. This binds each Vampire into a unified pack, with the effects lasting for one night. All members of the pack receive the situational aspect: "Blood is bond".

Diablerie

Considered the most vile and heinous act a Vampire may commit, or so that is what the elders say. The act of diablerie, consist of one Vampire taking another's inner essence into their own dark self; absorbing part of the victims vampiric powers.

In game terms, for a Vampire to act out diablerie, the below conditions should be met:

- The victim no longer has any stress boxes remaining.
- The victim is in torpor
- The victim is disabled in some fashion.
- Any other reason the GM finds suitable to initiate diablerie.

Once the conditions are met, the Vampire makes an active opposition roll (Will). If successful, the Vampire may choose to gain the first power within a discipline that her victim possessed. If she succeeds with style, she may choose two disciplines.

Cruic Blood Magic and Theban Miracles

If the player purchased the extras, The Circle of Crone or The Lancea Sanctum, the Vampire may purchase rituals with refresh during character creation or during milestones; the refresh cost should be worked out between the GM and player. From a game mechanics perspective, the ritual should be constructed like any other stunt would be. However, for each covenant, the rituals should have the following constraints:

Cruic Blood Magic

- A sacrifice must be performed before any of the ritual requirements can be met.
- In addition to the sacrifice, vitae expenditure is required, or a combination of refresh and vitae expenditure.
- The ritual is resolved using the Fate Core challenges, contest, or conflict mechanics.

Theban Sorcery

- The ritual requires a series of prayers for a period of time, based on the what the ritual is intended to accomplish.
- In addition to the prayer, vitae expenditure is required, or a combination of refresh and vitae expenditure.
- The ritual is resolved using the Fate Core challenges, content, or conflict mechanics.

Coils of the Dragon

If the player purchased the extra, The Ordul of Dracu, the Vampire may purchase coils with refresh during character creation or during milestones; the refresh cost should be worked out between the GM and player. The coils themselves, from a mechanics perspective, should be constructed like any other stunt, but must be framed within the following constraints:

- The Vampire acquired the ability by experimentation or self discovery.
- The ability requires a vitae expenditure, or a combination of refresh and vitae expenditure.