

SAD VAMPIRE BOYFRIEND

A ROLEPLAYING GAME by Grant Howitt, 2019

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The world is burning, cruel, dark and strange - but you are in love. YOU are a VAMPIRE or a MORTAL; pick which when play begins, and choose three drives. Tell us about yourself: what you want right now, what you want in a year's time, what you look like, which actor would play you in the movie, what people think of you, and what you'd never let them know.

You can use a GM in this game if you'd like. You don't have to, but I like games with GMs in them to keep things moving. If the text references the GM but you don't have one, come to a consensus as a group instead and move on.

Roll or pick two threats from the following table. When a player earns or spends angst, at the GM's discretion, a threat makes its presence felt.

- 1: Zealous hunters from the Catholic church
- 2: Draconic elders enforcing archaic laws
- 3: Bloodpox ravaging the underground scene
- 4: Anarch vampires trying to overthrow the city's regent
- 5: Protests and insurrections in the streets
- 6: Fascists rise to power in government

Before play starts, ask every other player: how do I feel about you? Roll twice; first is the public face, second is the private. On a match, double the emotion. Make a note of it.

- 1: I'm scared of you
- 2: I'm scared of what you might make me do
- 3: I trust you too much
- 4: I'm head over heels in love with you
- 5: I want to keep you safe from harm
- 6: I don't think you make good decisions
- 7: I believe we're meant to be together
- 8: I want you to succeed and do well
- 9: I need your guidance to be a better person
- 10: I'm going to take advantage of you

Everything is powered by ANGST. Start with D6 angst. Gain D3 angst when you indulge a flaw. Spend angst to activate moves; if you spend the cost +2, it's safe; otherwise it comes with a cost, misfortune, bargain or downside that the GM describes and you must agree to in order to get what you want. This cost can definitely be death, permanent loss, or exile if you all agree it's interesting and you're near the end of the story.

If you hit 0 Angst, you're disillusioned and dispassionate, or broken and tired. You play no further part in the scene - but you can regain Angst as normal once it's over.

VAMPIRE FLAWS (pick three):

- ☐ Brood for at least an hour
- ☐ Hunt for blood
- ☐ Practice some archaic art
- ☐ Commune with the elders
- ☐ Watch over the remnants of your old life
- ☐ Make a promise to someone

VAMPIRE MOVES (and cost)

- Watch, unseen, from the shadows (1)
- Scare someone (1)
- Destroy something (2)
- Overpower a mortal (2)
- Implant a suggestion in a mortal's mind (3)
- Drive off another vampire (4)
- Die on your own terms (6)

MORTAL FLAWS (pick 3):

- ☐ Trespass on forbidden ground
- ☐ Antagonise those in authority
- ☐ Get yourself in danger
- ☐ Let your hair down and misbehave
- ☐ Storm off during a disagreement
- ☐ Make a promise to someone

MORTAL MOVES (and cost)

- Get someone to meet with you (1)
- Uncover a secret or a lie (1)
- Evade detection (2)
- Escape unharmed (3)
- Get a vampire to do something (3)
- Kill a vampire (6)
- Die on your own terms (6)

VAMPIRES: when you come to a realisation about yourself and the world you live in, gain a Mortal drive and replace one of your moves with a mortal move. MORTALS: when you dabble in darkness, or when you kill a vampire, gain a Vampire drive and replace one of your moves with a vampire move.