

NAME 

LOOK

Names: Samuel, Brewer, Easton, Lavin, Anketin, Maughin, Ganon, Wesley, Ahern, Hayton, Moylan, Payn, lyburn, Glennan, Lester, Adlam, Calle, Shanley, Lenore, Dutchess, Alva, Lorena, Molly, Alice, Lucy, Adella, Cassie

Eyes With Red Orbs for pupils or Eyes Leaking Arcane Light  
Shoulder Length White Hair, Auburn Curls or Strait Black Hair  
Ruined Wizard Robes, Fine And Rich Livery or Heavy Cloak  
Subtle Fangs, Chipped And Broken Fangs or Massive Fangs

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

YOUR MAX HP IS 7 + CONSTITUTION

## ALIGNMENT

☐ **LAWFUL**

Feast on or punish the guilty.

☐ **EVIL**

Feast on or torment the innocent.

## LINEAGE

☐ **VARACOLACI**

Count your level as one higher when preparing spells with Strength From The Blood.

☐ **UPYR**

Your fangs have the 2 Piercing tag.

☐ **NEUNTÖTER**

Whenever you deal damage with your fangs you can choose any poison from the rulebook and have it applied to the victim of your bite.

☐ **AUFHOCKER**

You get a +1 to all Alternate Form rolls.

☐ **DHAMPIRE**

Ignore Nature Of The Beast.

## NATURE OF THE BEAST

You are unaffected by all the constraints of a living creature, with no need to sleep or eat rations to heal damage. Healing magics of the living harm you instead of heal you. You cannot make Last Breath rolls and are simple destroyed when you reach 0 HP. Whenever you perform a move while exposed to sunlight you take 2d10 damage that ignores armor.

Current Sustenance:

## BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ is more prey than predator.

I'm impressed by the magical prowess \_\_\_\_\_ has.

\_\_\_\_\_ doesn't seem to approve of my 'condition.'

\_\_\_\_\_ is more of a predator than I am.

## STARTING MOVES

**NOCTURNAL PREDATOR**

You are an immortal vampire who preys on the living with your vampiric powers and blood magic. Countless lifetimes have allowed you to master these abilities. At any one time you can have Sustenance up to your Constitution. At each sunrise you must spend 1 Sustenance or the GM gains 1 Thirst. Whenever the GM would gain Thirst you can immediately spend 2 Sustenance for each 1 Thirst the GM would gain to instead have the GM gain none. The GM gains 1 Thirst whenever one of these occur:

- At the end of any day you cast a spell.
- At the end of any day you took damage.
- Whenever you are exposed to sunlight.
- Whenever you use Alternative Form.

**STRENGTH FROM THE BLOOD**

When you spend an uninterrupted time of an hour or so in quiet contemplation and spend 1 Sustenance you:

- Lose any spells you already have prepared.
- Prepare new spells of your choice whose total levels don't exceed your own level+1.
- Prepare all of your Bleeds, which never count against your limit.

**BLOOD MAGIC (INT)**

When you would use stolen blood to fuel the terrible effects of your foul magic, spend 1 Sustenance and roll +INT. \*On a 10+, you spend 1 Sustenance and cast one of the spells you have prepared without complication or too much mess on your part. \*On a 7-9, the spell is cast with one of the following flaws:

- The spell stirs a hunger inside of you: the GM gains 2 Thirst.
- You invest too much blood into the spell: you must spend 2 additional Sustenance to cast the spell.

**ALTERNATE FORM (CON)**

When you will yourself to take the shape of a creature of the night, roll +CON. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a miss, hold 1 in addition to whatever the GM says. Your body and any items on it twists into the bestial shape of a bat or wolf. You use your normal stats, but some moves may be harder to use. The GM will also tell you one or more moves associated with your new form. Spend 1 hold to make that move. Once you're out of hold, you return to your natural form. At any time you may spend all your hold and revert to your natural form. You cannot cast spells while you are in your new form.

**UNDENIABLE CRAVINGS**

The GM can spend Thirst in the following amounts to use one of the following effects:

- 3 Thirst: You lash out and attack others for the prospect of getting blood to drink.
- 2 Thirst: Letting the thirst get the better of you, you act irrationally.
- 1 Thirst: The lack of nourishment wracks you, giving you a -1 forward to your next roll.

## THE VAMPIRIC MAGUS

LEVEL XP

## GEAR

Your load is 7+STR. You start with fangs (hand, gain 2 Sustenance when you deal damage to a living creature and you heal 1 damage, 0 weight)

Choose your defenses:

- ☐ Ancestral halfplate (2 armor, worn, clumsy, 2 weight)
- ☐ Magus robes (1 armor, worn, 1 weight)

Choose your weapon:

- ☐ Ancestral rapier (close, precise, 1 weight)
- ☐ Blood Ritual dagger (hand, -1 damage, you gain Sustenance equal to the damage you deal, 1 weight)

Choose two:

- ☐ Vial of preserved blood (gain 1 Sustenance, 5 uses, 1 weight)
- ☐ Flowing cape and matching frock coat (worn, 1 weight)
- ☐ Ancestral ring (0 weight)
- ☐ Icon of the beast (worn, treat all rolls of 6 for Alternate Form as a 7-9, 1 weight)
- ☐ Talismans of tyrannical will (worn, use +CHA instead of +INT for Casting Blood Magic, 1 weight)
- ☐ Sin-stained monocle (worn, +1 to all Casting Blood Magic rolls to cast Death Piercing Stare or Hypnotic Gaze spells.)
- ☐ 30 coins (1 weight)
- ☐ 5 throwing knives (1 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ WHAT EVIL THE NIGHT CONCEALS

Whenever you would hide in the shadows and remain still, no one notices you.

### ☐ ACQUIRE SERVANT

You can add your CHA to all Recruit rolls you make.

### ☐ INDULGENCE

Whenever you gain Sustenance, heal 1 damage.

### ☐ DIRE THIRST

Whenever you would gain Sustenance, gain 1 extra Sustenance.

### ☐ HEIGHTENED SENSES

You get a +1 to all of your Discern Realities rolls.

### ☐ MASTER OF FORMS

You always gain an extra Hold no matter what you roll for Alternate Form.

### ☐ A LOVER'S KISS

Your fangs grant you 4 Sustenance whenever you deal damage to a living creature instead of 2.

### ☐ WASTE NOT

You may drink the remaining blood of a slain living creature to get 2 Sustenance.

### ☐ CALCULATING PREDATOR

You can use +INT instead of +WIS for Discern Realities.

### ☐ DRIVEN BY HUNGER

Any time you would make a roll you can let the GM gain 2 Thirst to get a +1 forward to your next roll.

### ☐ STUDIED IN SPELLS

Choose two Wizard spells. You can cast and prepare those spells as if they were Blood Magic spells.

### ☐ DARK FAITH

Choose two Cleric spells. You can cast and prepare those spell as if they were Blood Magic spells.

### ☐ DARK SORCERIES

You count your level as two higher for when you prepare spells with Blood Magic.

### ☐ OUT FOR AN EVENING STROLL

Whenever you would spend the night in a populated area, gain 2 Sustenance.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ EVENING FOG

You can use Alternate Form to turn yourself into a cloud of mist. While in this form you cannot physically interact with anything, but you can pass through any obstacle that isn't air-tight.

### ☐ THIRST FOR CRIMSON

You can let the GM gain 4 Thirst to get a +3 forward to your next Hack And Slash or damage roll.

### ☐ CHILD OF NIGHT

You get a +2 ongoing to all damage rolls when you are in an animal form brought on by Alternate Form.

### ☐ GLUTTONOUS INDULGENCE

*Replaces: Dire Thirst*

Whenever you would gain Sustenance, gain 2 extra Sustenance.

### ☐ REBUKE THE BURNING LIGHT

Whenever holy magic or sunlight would harm you, you can spend 4 Sustenance to ignore its effects.

### ☐ GORGING BITE

*Replaces: A Lover's Kiss*

Your fangs grant you 6 Sustenance whenever you deal damage to a living creature instead of 4.

### ☐ DEATH'S PALATE

*Replaces: Waste Not*

You may drink the remaining blood of a slain living creature to get 4 Sustenance.

### ☐ EMPOWERING SORCERIES

You no longer need to spend 1 Sustenance to use the Blood Magic Starting Move.

### ☐ ENTICING SMALL TALK

You can use +CHA for Carouse.

### ☐ AMBITIOUS LONGING

Whenever you would gain Thirst, get a +1 forward to your next damage roll made with your fangs.

### ☐ BEASTLY PRESENCE

You can turn into any kind of animal with Alternate Form.

### ☐ SHARED NATURE

You can learn any Advanced Move from a playbook that has the Unliving Starting Move. Treat your level as one lower for choosing the move.

# VAMPIRIC MAGUS BLEEDS

## □ ENTHIRST

BLEED

ONGOING

You subject a weapon you are holding to the eternal thirst that only a vampire could ever know. For as long as the weapon is enchanted, gain 1 Sustenance when you deal damage with this weapon to a living creature.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

## □ DEATH PIERCING STARE

BLEED

You unveil your eyes from the trappings of the mortal world and can briefly glimpse any spirits of the dead that are lingering nearby or tell if any corporeal undead are in the vicinity.

## □ ALIZARIN LASH

BLEED

You flick your wrist as a razor sharp lash woven from blood slices your foes. You deal your damage +1 to any foe within the Reach range. You can spend 1 extra Sustenance when you cast this spell. If you do, get an additional +1 to the damage roll.

## □ NIGHT'S LIGHT

BLEED

ONGOING

You create a moon colored orb that floats at your side, providing an eerie pale radiance to illuminate the area. This orb will remain with you until you dismiss it or until you rest. Mortals are fascinated by this enchanting light that follows you and you get a +1 ongoing to all +CHA rolls you make with them.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

# FIRST LEVEL SPELLS

## □ COMMAND LESSER BEASTS

LEVEL 1

ONGOING

Your blood magic gives you dominion over a lesser beast that you can see. You gain 2 Hold. Spend this Hold to make the target take one of these actions:

- Savagely attack a target of your choice
- Retrieve an item for you
- Alarm you when others approach

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. You can spend 1 extra Sustenance when you cast this spell. If you do, Hold 3 instead.

## □ HYPNOTIC GAZE

LEVEL 1

ONGOING

Your eyes send forceful commands into people who would meet your gaze. You gain 1 Hold. Spend this Hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. You can spend 1 extra Sustenance when you cast this spell. If you do, you Hold 2 instead.

While this spell is ongoing you get a -2 to all Blood Magic rolls.

## □ SHIELD FROM SUNLIGHT

LEVEL 1

ONGOING

Your undead sorceries coat you in a thin wispy veil to protect you from sunlight. Whenever you would be damaged for making a move while exposed to sunlight you take half the damage rounded up.

## □ REBUKING BLOW

LEVEL 1

ONGOING

When you cast this spell you must spend 2 Sustenance and the next source of hostile magic that targets you instead targets another person of the GM's choice in the Near range. You can instead spend 4 Sustenance to have it affect another person of your choice in the Near range.

## □ ART OF BLOOD

LEVEL 1

Using freshly borrowed blood you conjure up a figure of sculpted blood that resembles a person or object. This figure lasts long enough for others to get an eyeful of the description you are conveying.

## □ IMPERIOUS WILL

LEVEL 1

ONGOING

You get a +2 ongoing to all Defy Danger rolls made through mental fortitude. You can spend 2 extra Sustenance when you cast this spell. If you do, get a +4 ongoing instead.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

## □ MEND THE UNLIVING

LEVEL 1

The lifeblood robbed from the living is reworked into a spell that mends dead flesh back together again. You or an ally you can touch that has the Unliving Starting Move heals 2d4 damage. You can spend 2 extra Sustenance when you cast this spell. If you do, heal 2d6 damage instead.

## □ REQUIEM OF THE LIVING

LEVEL 1

ONGOING

You cloak yourself in the image of the living, convincing any who see you that you are truly a human. Nothing short of unnatural effects can reveal what your true nature is.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

## □ BITE OF THE LIEGE

LEVEL 1

ONGOING

You get a +2 ongoing to all damage rolls when using your fangs. If you spend 2 extra Sustenance when you cast this spell, get a +4 ongoing instead.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

## □ TELEPATHIC EXCHANGE

LEVEL 1 ONGOING

When you cast this spell you can have it effect a number of people for each 2 Sustenance you spend. Each person you effect is physically linked through you and can have a mental conversation as long as the spell is ongoing.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

# VAMPIRIC MAGUS SPELLS

## THIRD LEVEL SPELLS

### ☐ AMARANTH DART

LEVEL 3

You project a dart fueled by stolen blood that tears its target to bloody ribbons upon impact. You deal your damage +2 to any foe within the Far range. You can spend up to 2 extra Sustenance when you cast this spell. If you do, each Sustenance spent grants an additional +1 to the damage roll.

### ☐ CREATE UNDEAD

LEVEL 3

ONGOING

You create an undead monster utilizing the corpse of at least one dead creature nearby. It appears and aids you as best it can. Treat it as your character but with access to only the basic moves. It has a +1 modifier for all stats, 1 HP for every corpse you use to make it and uses your damage dice. The undead you craft also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat
- It does 1d10 damage
- You put a piece of yourself into the creation to strengthen it: +1 HP for each level you have but you take that much damage that ignores armor
- It has some useful alteration that can be used to your advantage
- It's sentient

The undead remains at your side until you dismiss it and it turns into a puddle of ruined filth

While this spell is ongoing you get a -1 to all Blood Magic rolls.

### ☐ CONJURE SWARM

LEVEL 3

ONGOING

You conjure a cloud of lesser flying creatures, bats, locusts or what have you. Their intensity blankets you and they attack any who are foolish enough to stand next to you. This thick swarm blocks out any clear shot to you and all damage rolls made against you with the Thrown, Near or Far tag get a -3 to their damage. Every time you do a move, you deal damage equal to your level to everyone within the Reach tag of you.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

### ☐ SHYFT SKIN

LEVEL 3

ONGOING

You loosen your skin and sinew to ready it for a more efficient transformation. You get +3 ongoing to all Alternative Form rolls and, no matter what you roll for Alternative Form, you will gain 2 extra Hold. Whenever this spell ends you lose 2 Hold from that move.

While the spell is ongoing you cannot use Blood Magic.

### ☐ MANTLE OF HATRED

LEVEL 3

You weave a red tunnel vision around the eyes of others and focus their hatred on one helpless fool. When you cast this spell, choose anyone you can see. Everyone else who can see your victim will break down into a screaming fury and attack them. Anyone who deals damage to the victim of this spell is released from the murderous haze.

### ☐ DREAM PREDATOR

LEVEL 3

Your magic sours the dreams of a sleeping person and turns them into a horrible nightmare whose details are up to your choosing.

### ☐ FONT OF BLOOD

LEVEL 3

ONGOING

Your magic urges the blood of others to come rushing from their wounds when you call to it. Whenever you would gain Sustenance, you gain double the amount instead.

While this spell is ongoing you get a -3 to all Blood Magic rolls.

### ☐ WIDOW'S WALK

LEVEL 3

ONGOING

This spell allows you to climb across walls and ceilings with the eerie grace of a large spider. You can freely crawl up and down surfaces that you normally wouldn't be able to where there is no grip or where gravity is concerned.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

### ☐ NIGHTMARE STEED

LEVEL 3

ONGOING

You call forth a massive steed made of a churning darkness with glowing red eyes. The beast will allow only you to ride it and has a Load of 4. The beast is tireless and will ride as long as you command it to. At any time you can dismiss the nightmare and end the spell.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

### ☐ BUFFET OF LIFEBLOOD

LEVEL 3

ONGOING

When you cast this spell you can spend any amount of Sustenance. You and all of your companions in the Near distance heal 2 points of damage for each point of Sustenance spent.

## SEVENTH LEVEL SPELLS

### ☐ UNLEASH THE CRYPTS

LEVEL 7

This magic awakens endless amounts of undead, but at the peril that they will follow no orders. You can cast this spell on a cemetery, graveyard or other mass burial site to have every creature buried there come to life as a shambling horde of zombies and skeletons. This mindless hoard will slaughter every living thing unfortunate enough to get caught by them. Once raised, this host can only be undone by powerful magic or destroyed by force.

### ☐ CREATE GREATER UNDEAD

LEVEL 7

ONGOING

As per the spell Create Undead, but choose 1d6 of these options instead:

- It has +2 to all stats instead of +1
- It does 1d10 + your level for damage
- It gains 2 HP for every level you have
- It has some useful alteration that can be used to your advantage
- It becomes sentient
- It has 3 Armor

### ☐ CREATE SPAWN

LEVEL 7

Your magic flows through your fangs and infects the next living victim that you bite. In a day's time they will become a lesser vampire and will serve you faithfully. They gain Nature Of The Beast and fangs (hand, 0 weight). You can have a number of spawn under your control up to your level at any one time. Servants only ever leave your control when they are destroyed.

### ☐ HERALD OF NIGHT

LEVEL 7

ONGOING

As long as this spell is ongoing you cannot gain more Thirst than your level. You get a +1 ongoing to all rolls, a further +2 ongoing to all damage and it is permanently night. The sun will never rise and the moon will fill the sky; however, as long as this spell is ongoing, all foes will attack you as they try to put an end to the unnatural night you have created.

While this spell is ongoing you get a -1 to all Blood Magic rolls.

## VAMPIRIC MAGUS SPELLS