



VUMPIRE!

A game about being a vampire umpire at the world series and stealing blood

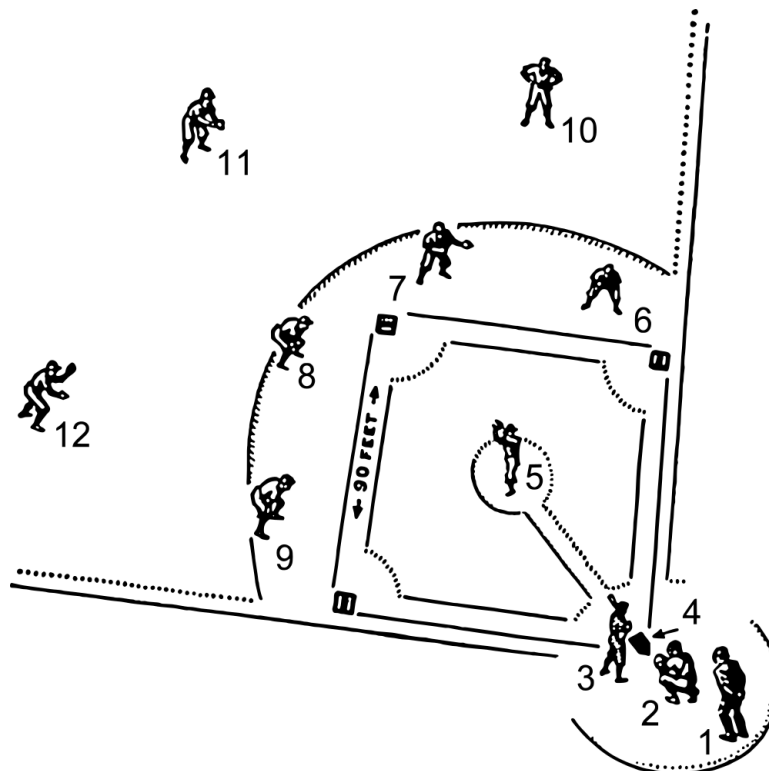
Writing, Editing, Layout, Design, and Publishing by dozens

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Influences: 1) Vampires. 2) Those little Dice Baseball games on etsy. 3) Ironsworn and its community of hacks, especially Winsome.

Necessary Equipment: Six-sided dice (d6s), ten-sided dice (d10), and some small tokens. There are some d12 tables, so a twelve-sided dice will come in handy too.

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INTRO

You are an ageless, ancient vampire who has managed to get a job umpiring the world series where you are planning a BLOOD HEIST. These elite athletes have such oxygen rich blood. You salivate just thinking about it.

You have 9 innings. Keep the crowd on your side. Avoid suspicion. Get the blood. Don't get caught.

ABOUT

This is a role playing game and baseball simulator. In this game you will:

- play an entire 9 inning game of baseball!
- use random tables to create hometowns and team names!
- create a VAMPIRE with STATS and a TITLE
- surreptitiously harvest BLOOD!
- have ADVENTURES and random encounters!

MAKE A VAMPIRE

there are two steps to making a vampire:

- 1 give them a name and a title
- 2 assign stats

VAMPIRE NAME AND TITLE

Make up a name and a title or epithet

For example:

- 1 Lord Trevor, Defiler of Dreams
- 2 Drusila the Magnanimous
- 3 Countess Lilith, Consort of Wolves
- 4 Horace the Exceptionally Punctual
- 5 Melchior the Radiant
- 6 Bella the Merciless
- 7 Standard Ed the Insatiable

NOTE: gain +1 in a situation in which you can use some skill inferred by your title

THE ABCS OF VAMPIRES

Assign +3, +2, and +1 to the following stats in any order you please.

- **ANCIENT:** You have accumulated a lot of mental prowess over the eons. Smarts, wits, history, cleverness.
- **BLOODLUST:** Your physical prowess. Dashing, leaping, lunging, biting, fighting.
- **CHARM:** Your ability to relate and manipulate. Charm, pizzazz, charisma, persuasion.

BLOOD LUCK FAVOR

One more thing: you have resources that will go up and down as you play. You can spend them to alter the

outcomes of roles. And sometimes they will alter your outcome. More on that later.

- **BLOOD:** You have a large, orange, 10 gallon sports drink cooler. You wanna fill this sucker full of blood. Start at 0. Max 10
- **LUCK:** The fickle hand of fate. It may favor you, it may spurn you. Start at 2. Max 10
- **FAVOR:** The support of the crowd. Start at 5. Max 5.

MAKE SOME BASEBALL TEAMS

Make two teams to play in the championship match by combining a Hometown with a Team Name. Choose or roll a few times on the *Hometowns and Team Names* table below. Or make up your own! I can't actually tell you what to do here. It's your game.

| | HOMETOWN | | |
|-----|----------|----------|----------------|
| d12 | FIRST | LAST | TEAMNAME |
| 1 | Dobbs | town | Murderhornets |
| 2 | Sticks | ville | Horrorerrors |
| 3 | Mud | hole | Glass Cannons |
| 4 | Snake | bite | Platelets |
| 5 | Valley | crossing | Hemogoblins |
| 6 | Sorrow | sworn | Oopsie-Daisies |
| 7 | Blood | well | Arbiters |
| 8 | South | moor | Martians |
| 9 | Muck | vale | Sports Horses |
| 10 | Blue | harbor | Camelleopards |
| 11 | Bear | crossing | Nightmares |
| 12 | Ghost | crest | Mollusks |

Table: Hometowns and Team Names



CAMELOOP

To play the game:

- 1 **PLAY BALL!** Resolve one play of the game.
- 2 **GET BLOOD!** Do a vampire move.

Repeat.

Once you have played 9 innings, that's it! The game is over! See how much blood you have harvested.

PLAY BALL!

Flip a coin¹ to determine who is the HOME TEAM and who is the VISITOR. VISITOR pitches first.

Then:

- 1 Pitch: Roll d6 for the pitch.

| d6 | RESULT |
|-------|--------|
| 1 - 2 | Strike |
| 3 - 4 | Ball |
| 5 - 6 | Hit |

Table: Pitch

- 2 Hit: Roll 2d6 for the hit. Read them left to right, smallest number and then largest number.

If you roll doubles, immediately make a Vampire Move (see: **GET BLOOD!**), and then resolve the play.

| 2d6 | RESULT | 2d6 | RESULT |
|-----|-------------|-----|------------|
| 11 | Home Run | 33 | Triple |
| 12 | Double | 34 | Walk |
| 13 | Fly Out | 35 | Ground Out |
| 14 | Walk | 36 | Fly Out |
| 15 | Pop Out | 44 | Single |
| 16 | Single | 45 | Pop Out |
| 22 | Double Play | 46 | Strike Out |
| 23 | Ground Out | 55 | Double |
| 24 | Strike Out | 56 | Fly Out |
| 25 | Single | 66 | Home Run |
| 26 | Strike Out | | |

Table: Hits

What the results mean:

Double:

You hit the ball and advance 2 bases.

Fly Out:

The ball is caught in the air at the end of the field. Yer out!

Ground Out:

The ball is scooped up and thrown to the baseman before the player can get there. You are out.

Home Run:

You hit the ball out of the park!

Pop Out:

An easy lob. The ball is caught and the player is eliminated: 1 out.

Single:

You hit the ball and run base.

Strike Out:

3 batting errors and the batter is eliminated: 1 out.

Triple:

You smash the ball and run 3 bases.

Additional baseball rules:

- Players on bases don't advance until/unless they are displaced by another player. (There is no stealing bases.)
- 4 balls and you walk, 3 strikes and you're out, 3 outs = switch team at bat.

GET BLOOD!

(Need help getting started? See **ENCOUNTERS** below.)

Get your d6. This is your Vampire Dice.

Get two d10. These are your Challenge Dice.

To do a vampire move, choose an **APPROACH** (Ancient, Bloodlust, or Charming) to get a +3, +2, or +1 bonus. Determine if you can apply your **TITLE** for a +1 bonus.

Roll your Vampire Dice and add your bonuses to get your Total.

Roll your two Challenge Dice.

Each time your Total is greater than a Challenge Dice, that is a **HIT**. Each time your Total is equal to or less than a Challenge Dice, that is a **MISS**.

| HITS | OUTCOME |
|------|---|
| 2 | Strong Success! You accomplish the task. |
| 1 | Mixed Success! You get what you want, but at a cost. Or with a complication |
| 0 | Setback! You do not accomplish the task! |

Table: Vampire Move Outcomes

Additionally:

- For each **HIT**, add 1 to either **BLOOD**, **LUCK**, or **FAVOR**.
- For each **MISS**, subtract 1 from either **BLOOD**, **LUCK**, or **FAVOR**.
- **LUCK**: any time your **LUCK** is greater than one (or both) Challenge Dice, you can reset your **LUCK** to 0 to negate one (or both) Challenge Dice
- **FAVOR**: if your **FAVOR** reaches zero, the crowd turns on you and **BOOS** you out of the stadium. You have lost this **BLOOD HEIST** opportunity, and the game is over.
- **DOUBLES**: if both Challenge Dice roll the same number, something totally unexpected happens!

¹ Or assign evens to one team and odds to the other, and roll d6.

PROGRESSION

When it feels appropriate in the story, or at the end of each session, give your vampire a new TITLE based on their accomplishments.

Remember that any and all skills inferred from a vampire title give you +1 to your vampire roll.

ENCOUNTERS

Roll on the table, or use it to spark your imagination and come up with your own encounters. Recommended: roll 4 times to assemble a random combination of WHO, WHERE, WHAT, and BUT.

| D6 | WHO | WHERE | WHAT | BUT |
|----|---------------|------------------|----------------------------|-------------------------------|
| 1 | batboy | dugout | sabotaging equipment | is afraid of getting hit |
| 2 | superfan | stands | causing a commotion | has tickets to the wrong game |
| 3 | announcer | broadcast booth | waiting for The Signal | has the hiccups |
| 4 | shortstop | diamond | secret werewolf | has \$\$\$ bet on the game |
| 5 | team manager | box | throwing a hell of a party | totally naked |
| 6 | hotdog vendor | concession stand | covered in garlic | vampire hunter |

Table: Encounters

SPARKS

A spark table is a list of words intended to spark your imagination. This particular table comprises unique words from some classic public domain texts (Chadwick, 1922; Stoker, 1897).

To use it, you can roll on the table, or just glance at it and pick a couple of words that jump out at you, or you can use our patented Finger Jab technology: close your eyes and jab your finger at the table a couple times, finally allowing it rest on the paper. Open your eyes and see what random word you have selected.

| | BASEBALL | | | VAMPIRE | | |
|----|----------|------------|----------|-----------|------------|------------|
| # | VERB | ADJECTIVE | NOUN | VERB | ADJECTIVE | NOUN |
| 1 | pitch | superb | pitcher | motion | lunatic | diary |
| 2 | bet | ninth | bat | upset | sane | coffin |
| 3 | score | eighth | batting | hypnotise | hypnotic | fog |
| 4 | grin | giant | hit | shudder | sleepy | sunrise |
| 5 | bat | sixth | baseball | implore | foul | harbour |
| 6 | rattle | phenomenal | inning | howl | selfish | churchyard |
| 7 | cop | seventh | pitching | interest | endless | spider |
| 8 | center | anonymous | batter | post | patient | clue |
| 9 | eject | speedy | strike | lap | uneasy | madman |
| 10 | affirm | uneasy | homer | harm | voluptuous | telegram |
| 11 | tighten | marvelous | umpire | moan | tight | stake |
| 12 | slate | crazy | reggie | quiver | accurate | crucifix |
| 13 | time | sore | meantime | seal | far | howling |
| 14 | dope | speedwell | streak | bleed | courteous | sofa |
| 15 | fan | worried | chum | pity | cunning | bat |
| 16 | hurl | concerned | bleacher | flap | resolute | coming |
| 17 | whiz | surprising | hitter | choke | ghastly | rat |
| 18 | hustle | dripping | rascal | agonise | stertorous | garlic |
| 19 | cripple | momsey | grounder | buzz | unclean | scar |
| 20 | foul | handed | break | dip | blank | helsing |

Chadwick, Lester, *Baseball Joe, Home Run King; or, The Greatest Pitcher and Batter on Record* (1922). <https://www.gutenberg.org/ebooks/43940>.

Stoker, Bram, *Dracula* (1897). <https://www.gutenberg.org/ebooks/345>.

| # | BASEBALL | | | VAMPIRE | | |
|----|------------|-------------|--------------|-----------|------------|------------|
| | VERB | ADJECTIVE | NOUN | VERB | ADJECTIVE | NOUN |
| 21 | brace | rival | pennant | signal | available | trance |
| 22 | scramble | burly | championship | clutch | sized | breathing |
| 23 | pole | minor | fan | groan | dusty | vampire |
| 24 | figure | promising | fielder | waken | diabolical | entry |
| 25 | smash | startled | bug | merge | brute | phonograph |
| 26 | kid | formidable | glove | shiver | startled | pier |
| 27 | chuckle | athletic | grandstand | soothe | rusty | solicitor |
| 28 | muse | exciting | batsman | trickle | strait | envelope |
| 29 | block | foul | crack | stamp | hush | lid |
| 30 | root | runaway | slugger | lick | suspicious | journal |
| 31 | swinge | cowardly | bagger | champ | hysterical | bolt |
| 32 | coach | masculine | winning | blot | jagged | asylum |
| 33 | mow | hearty | champion | wring | massive | horrid |
| 34 | slap | ardent | sporting | baffle | bushy | shorthand |
| 35 | soar | bestly | idol | fret | hearty | grey |
| 36 | fellow | auspicious | pinch | flit | startling | purchase |
| 37 | jog | unearned | hitting | weaken | doubtless | pallor |
| 38 | straighten | triple | throw | sob | bloody | typewriter |
| 39 | beam | elated | clubhouse | typewrite | clung | brandy |
| 40 | speed | major | bellboy | creak | sensitive | courtyard |
| 41 | concede | terrific | catcher | brighten | manifest | dead |
| 42 | clench | frantic | stop | refresh | dizzy | shudder |
| 43 | schedule | even | latter | crack | subtle | intent |
| 44 | tap | dandy | dugout | gleam | despairing | doom |
| 45 | chalk | successive | pitch | startle | unselfish | dearest |
| 46 | growl | baseball | curve | chat | concerned | pillow |
| 47 | flush | discomfited | single | top | needless | coastguard |
| 48 | fumble | sheepish | bandit | mislead | restless | wrist |
| 49 | redeem | roundabout | hay | soften | waistcoat | lair |
| 50 | field | sleeper | move | chill | troubled | whip |

Table: Sparks



SCORECARD

Place your tokens on these tables to keep track of the game. The squares are large enough to accommodate a 16mm six-sided die.

| INNING | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|
| Home | | | | | | | | | |
| Visitor | | | | | | | | | |

| Strike | 1 | 2 | 3 | |
|--------|---|---|---|---|
| Ball | 1 | 2 | 3 | 4 |
| Out | 1 | 2 | 3 | |

| SCORE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---------|---|---|---|---|---|---|---|---|---|----|
| Home | | | | | | | | | | |
| Visitor | | | | | | | | | | |

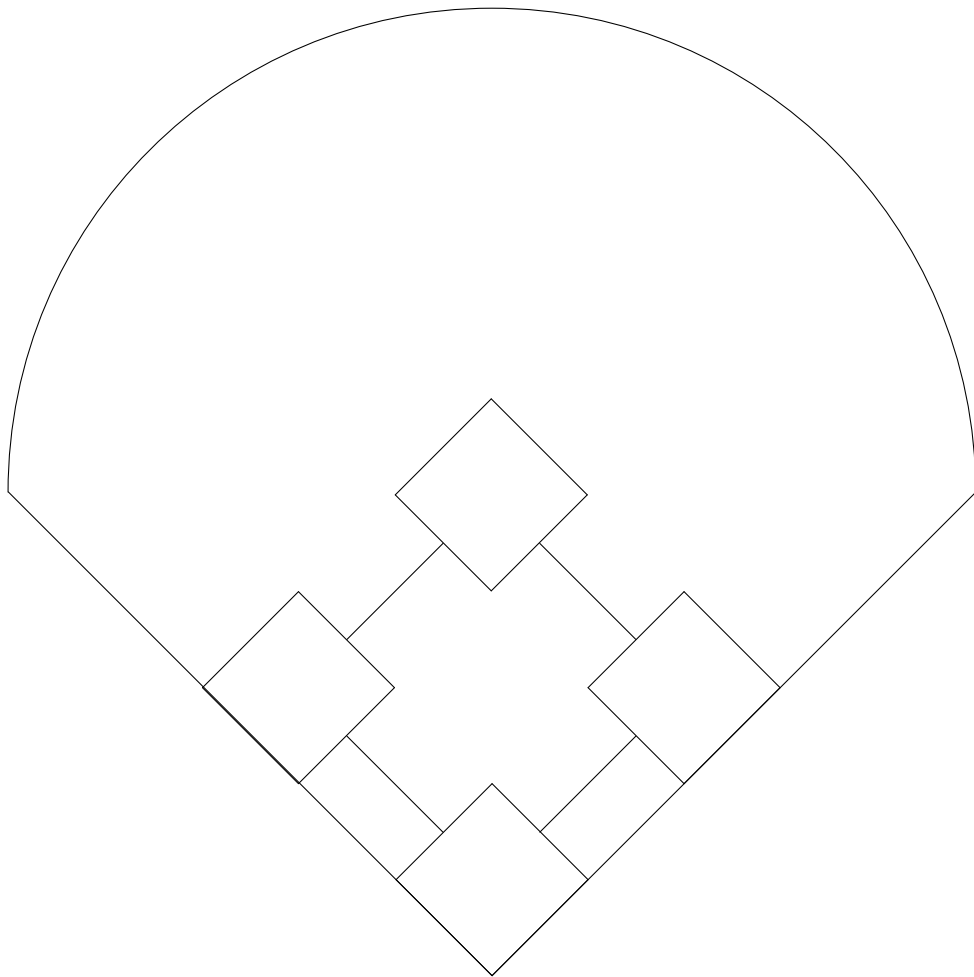


Figure: Baseball Diamond

CHARACTER SHEET

NAME: _____
TITLE(S): _____
PRONOUNS: _____

| | | | | | | | | | | |
|-------|---|---|---|---|---|---|---|---|---|----|
| BLOOD | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| FATE | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| FAVOR | 1 | 2 | 3 | 4 | 5 | | | | | |

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