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ISS

VUMPIRE!



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VUMPIRE!

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

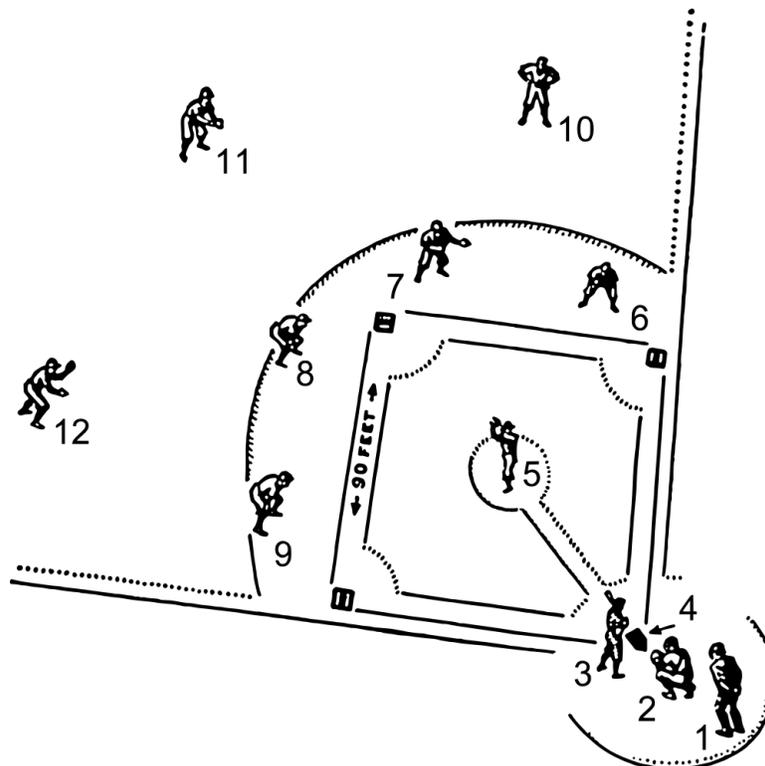
Writing, Editing, Layout, Design, and Publishing by dozens

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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		TEAMNAME
d12	FIRST	LAST	
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



GAMELOOP

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

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>.

20	foul	handed	break	dip	blank	helsing
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



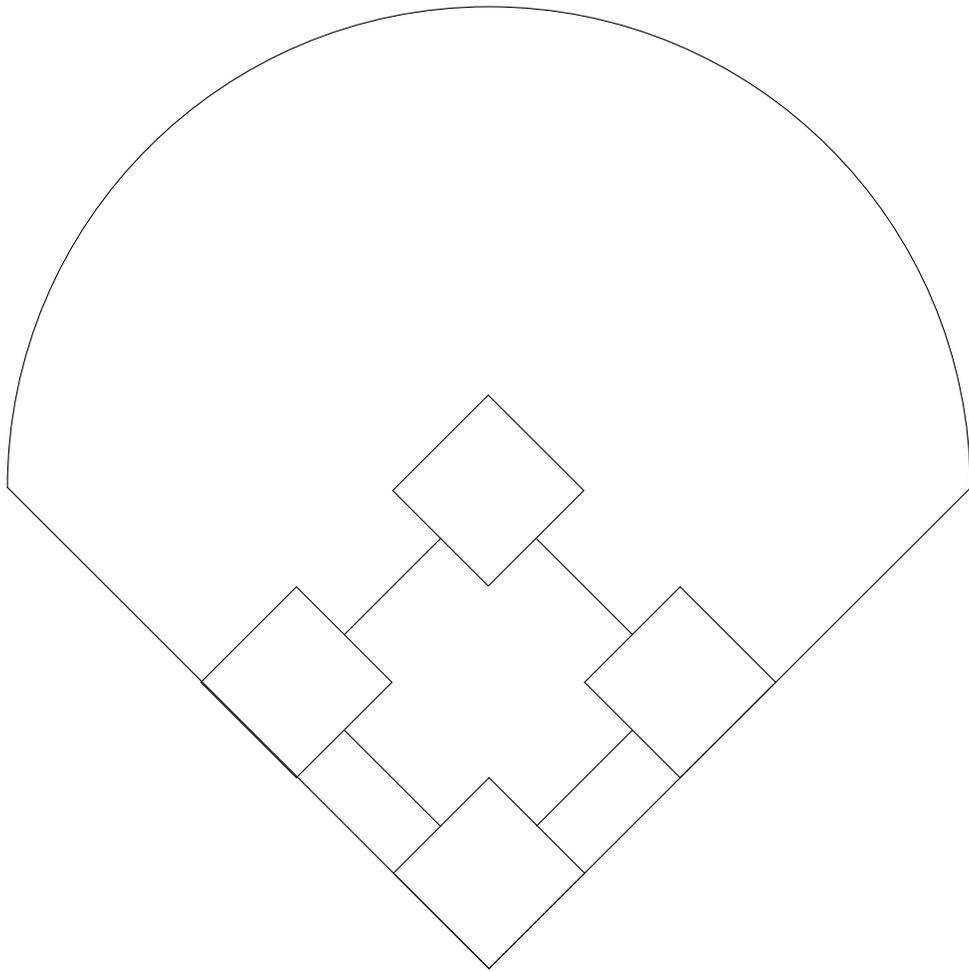


Figure: Baseball Diamond

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					