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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.

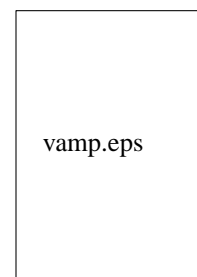
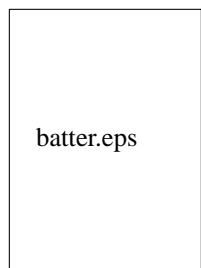
- **BLOOD:** You have a large, orange, 10 gallon sports drink cooler. You wanna fill this sucker full of blood. Start at 0. Max 10
- **LUCK:** The fickle hand of fate. It may favor you, it may spurn you. Start at 2. Max 10
- **FAVOR:** The support of the crowd. Start at 5. Max 5.

## 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			
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



# 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 coin<sup>1</sup> 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*

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!

<sup>1</sup> 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.

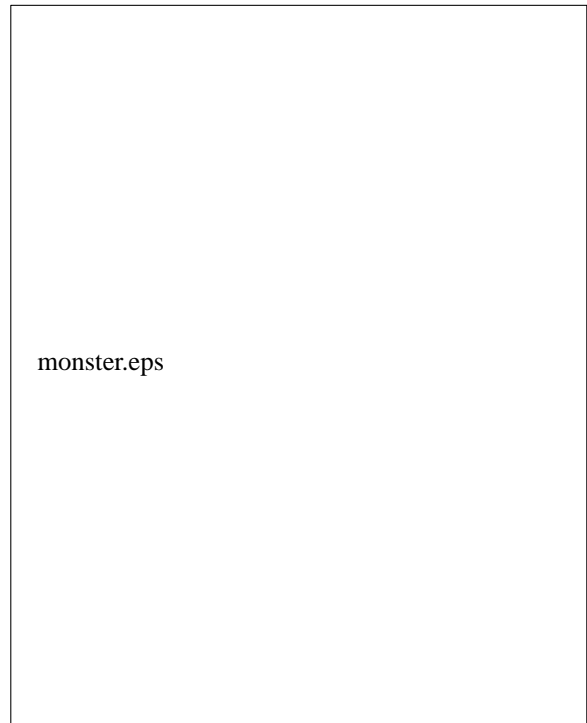
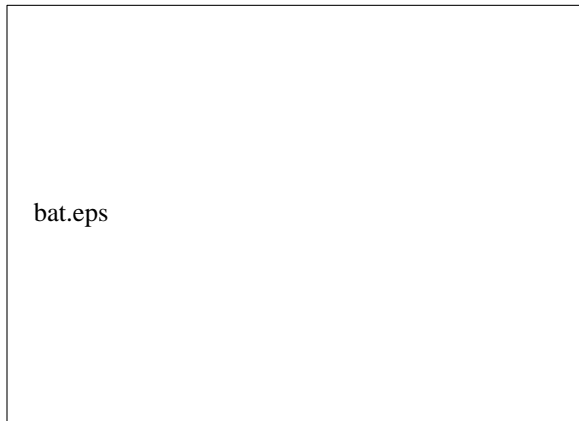
Remember that any and all skills inferred from a vampire title give you +1 to your vampire roll.

## ENCOUNTERS

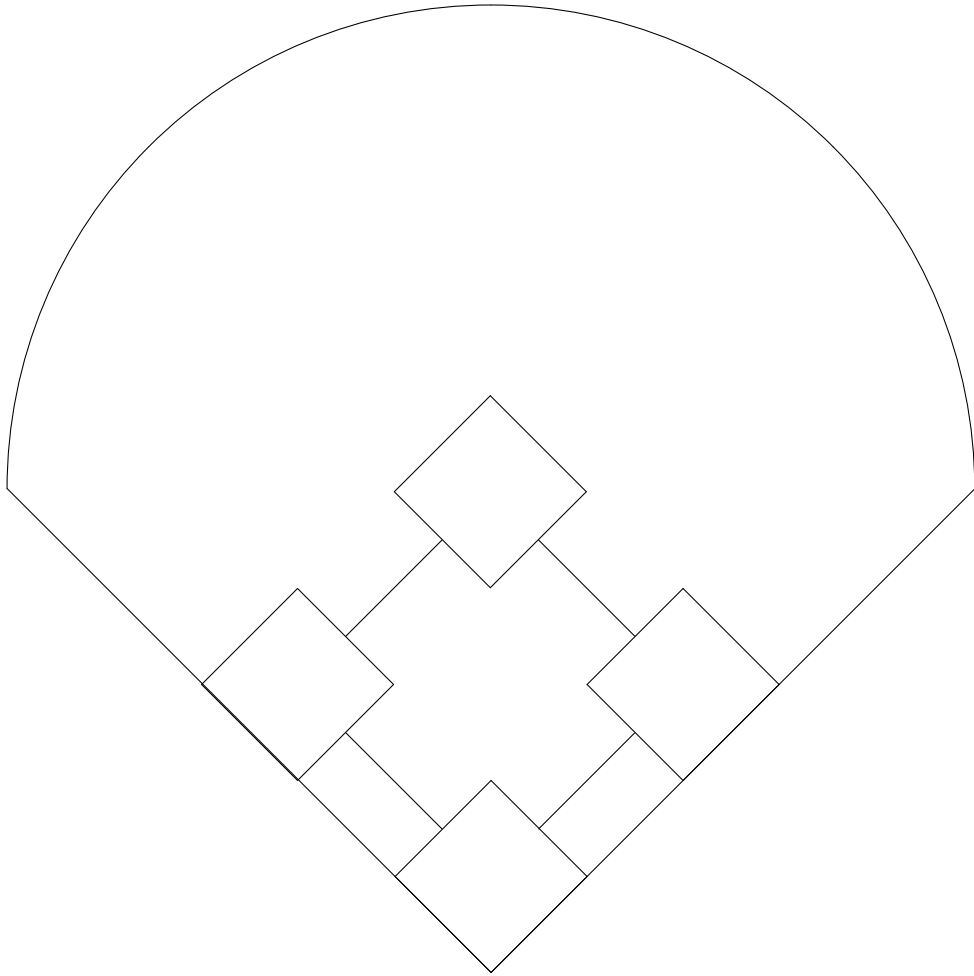
Roll on the table, or use it to spark your imagination and come up with your own encounters. Recommended: roll 4 times to assemble a random combination of WHO, WHERE, WHAT, and BUT.

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*







*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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