

# VAMPIRE

## Vampire Player Characters:

- Vampires gain +3 to their Strength.
- Vampires get all those nice Vampire traits, with the exception of [Enslaved](#) – a player character Vampire is assumed to have broken free of the control of its master. They instead gain [Adversary](#) (Major) instead.
- Being a Vampire costs 6 Character Points and 4 Story Points.

## All Vampires have the following Traits:

- [Adversary](#) (Major): Their former sire.
- [Hypnosis](#) (Major): +2 bonus to control another's actions and feelings.
- [Immortal](#) (Major): Vampires are eternal.
- [Indomitable](#): +4 bonus to any rolls to resist psychic control.
- [Psychic](#): +4 against mental attacks and may attempt to read minds.
- [Psychic Training](#): +2 bonus to Resolve rolls when trying to resist psychic attack or deception.
- [Telepathy](#): May create a mental link to read minds or converse telepathically.
- [Tough](#) (Minor): Reduce total damage by 2.
- [Dependency](#) (Major): Suffers a -4 penalty to all rolls if denied blood for a specific period.
- [Distinctive](#) (Minor): -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise the Vampire.
- [Enslaved](#) (if Vampire is an NPC) (Major): Must obey the will of the Vampire who made them, and suffers a -2 penalty to attempts to voice opinion. If the elder Vampire dies, so do its progeny.
- [Frenzy](#): The Vampire must roll to resist frenzy when hungry. Rolls Resolve + Strength against a Difficulty of 12. In a frenzy, the Vampire attacks anything nearby.
- [Obsession](#) (Minor): Hungry for the blood of the living.
- [Weakness](#) (Minor): -2 penalty to rolls when in the presence of holy objects and certain herbs.

[good](#), [special](#), [characters](#)

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