



# Vampires Unmasked!



**A Guide to Vampires in Earth Unmasked**  
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*“You don’t volunteer for Slugfests with Vampires.  
It Shortens your life expectancy.”*  
— Anita Blake, a.k.a. The Executioner

### **Origins Of The Legend:**

The Vampires of Earth Unmasked are not the creatures seen in the movies, tv and popular horror fiction of your world. They do not cringe from garlic or holy symbols, they do not transform into animals, and they are not undead.

These creatures of the night are victims as well as predators. They are the Hunters and the Hunted. They suffer from a disease that begins in the blood and spreads through the entire cell structure of their bodies, down to and including the DNA. Worse, it’s a disease that modern science does not recognize, and no cure will be coming any time soon. And it’s a disease that spreads thru blood contact and to one’s offspring.

The disease has its origins in the plagues of Europe, or so it appears, although there are tales of vampires before the plague they are nothing like the vampires from the plague period onward, and thus are probably tales of demons or other Fortean forces that have nothing to do with Vampirism as it is now known. These may still exist, and may be called Vampires, but for classification these second kind of vampires are called ‘Undead’ Vampires, while the common vampires defined here are Fortean Vampires. Both are Unhuman, but they are not the same. Undead should be extremely rare and are NOT viable for Player Characters in this setting.

The disease was the result of a failed attempt by alchemists and some magical practitioners to find a way to stop the plague, to give resistance to the horror that was wiping out a third of the population of Europe like wildfire. It’s a classic case of the cure perhaps being as bad as the disease, maybe worse, depending upon your viewpoint.

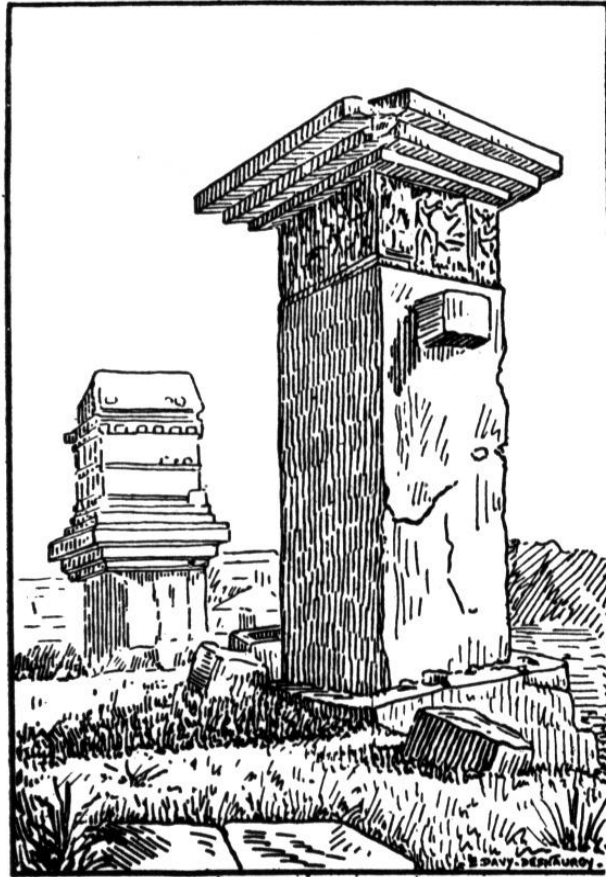
Vampires were all, as far as anyone can tell, once human beings. Once they get the disease (thru the blood, or being born to a mother who had it) it runs rapidly thru the system like a plague. Three days after initial infection most who get infected will be dead, their body ravaged as if they had aged decades over those 72 hours. Those who survive will live with the disease for the rest of their lives, which may still be very short or may last centuries. They are not Undead, they are alive in most of the usual ways. They have been transformed into Fortean creatures that must prey upon the living mortal realm creatures to survive and maintain themselves.

### **The Hunger**

The digestive system of the Vampire is severely affected by the disease. They can no longer digest most solid foods, but such will pass out of their body undigested if they consume such. Instead they center on liquid diets, and develop a craving for Blood and other bodily fluids to sustain themselves.

Generally a Vampire must intake at least a pint of blood each 24 hour period (it does not have to be human blood). In game terms they will lose 1 point of Health for each 24 hour period that they miss a “meal” in. If Health hits 0 they die from their disease. They can take in extra blood, beyond their need, and create a blood pool which gives them phantom Health points. They will not go into Hunger Frenzy while working off such phantom points, but once their real health is at risk the rules change.

Vampires may also go into Hunger Frenzy, a condition when they lose control and strike out at the nearest source of blood. This can occur if they fail to feed (a roll is made vs SPIRIT to avoid frenzy each hour after they have gone 24 hours without food), if they are severely injured (a Vampire who takes a Crippling Torso wound must roll to keep themselves from going into Frenzy) or in some cases from being around a large amount of bloodshed. A Vampire in Frenzy is like a



rabid animal, and will have no memory of what they do while in Frenzy. The Frenzy ends after they have fed significantly, been killed or have managed to regain their senses (a SPIRIT roll is given every hour after entering Frenzy to regain their senses).

Despite stories to the contrary, Living Vampires do not have enlarged incisors or fangs to draw blood with, most must use a bladed weapon of some sort to create a wound on their victims.

It is the Frenzied Vampire that is most feared by humanity, for such are generally killers.

### **Vampire As A Starting Character**

To play a Vampire as a starting character can be an extreme challenge for a player, since the vampire is often faced with ethical questions, guilt, strange desires, and a very complex life in general.

The Cost for a Starting Character Vampire, with the Universal Positive and Negative Traits associated with such is 15 positive trait points (After the normal 15 points of Unhuman trait cost).

## The Benefits

The Universal Benefits of the effects of Vampirism are, in game terms, the following Positive traits which are part of being a Vampire. :

Ageless [1]  
Cat Eyes [3] Takes no Perception minus in normal Darkness (but can't see in absolute dark)  
Disease Immunity to All Other Diseases [5]  
Does Not Sleep or Dream [3]  
Enhanced Pheromones [1] {+20% Allure/Intimidate within 30' of humans & furries}  
Hard Boiled [5] {Max. Toughness 25}  
Hard To Kill [0] {+20 Mortality; Automatic With being Unhuman for a Vampire}  
Poison Resistant [3] +5 Health/Toughness to resist poison effects & damage.  
Resistant To Cold, Frost & Hypothermia [1] {+5 Toughness/Health vs such}  
Rapid Healing [10] Heal Rate is Hourly, Doesn't Apply to Health!  
Unearthly Senses [3] {Perception Up to 25}  
Unearthly Speed [5] {Coordination Up to 25}  
Unearthly Strength [3] {Body Up to 25}

## The Drawbacks

The Universal Drawbacks, are in game terms the following Negative traits:

Allergy To Silver [3]  
Attributes Do Not Improve After Initial Transformation [2]  
Blood Thirst [7]  
Doesn't Digest Solid Foods [0]  
Reduced Daylight Perception [3]  
Subject to "The Hunger" Effects [5] {And Health only Healed with Blood Drinking}  
Sunburns Easily [5]  
Visible To Fortean Site [0]

Allergy To Silver: Silver causes harm to the skin of the Vampire, doing 1d10 points of damage with contact (Blisters like a burn) once to an area. Additionally Silver weapons do an extra 1d10 damage, but do not cauterize the wound from the affect. .

Reduced Daylight Perception: The Living Vampire is at ½ their normal Perception in daylight.

Sunburns Easily: The Living Vampire takes damage from the radiation produced by the sun much worse than normal humans. A minute's exposure of their skin will do 1 Mortality damage to the exposed body area, and can eventually inflict the equivalent of third degree burns. Heavy clothing, reflective cloth, heavy layers of sun block and other protective materials will help slow the effects of the sun, but in general Vampires will avoid too much daytime travel or exposure.

## Optional Vampire Traits:

These traits are optional for a vampire character and may be developed during actual game play, or may be possessed for additional trait costs at the start. Vampires cannot have Unhuman traits that are in the Earth Unmasked setting book that are not included here.

Aged Vampire [5]  
Ballistic Skin [5]  
Breathe of Lotus Flower Essence [5]  
Cast No Reflections [3]  
Concealed Damage [3]  
Death Trance [3]  
Detect Spoken Lies [3]  
Enhanced Hauling [1] *+1 lb per Body*  
Enhanced Leaping & Jumping [3]  
Entrancing Eyes [5]  
Eyes of Terror [7]  
Frightens Animals [-3]  
Hard To Kill [3] *+20 Additional Mortality, can be taken multiple times*  
Illusionary Speed [5]  
Immune to Intoxicants [1] *Includes Alcohol*  
Immune to Psychedelic Drugs [2]  
Induce Sleep [10]  
Mental Chains [7]  
Mental Mists [5]  
Mental Telephone [3]  
Mental Wind [1]  
Mind's Eye View [5]  
Phobia Of Holy Ground & Religious Symbols [-5]  
Smell Emotions [2]  
Track By Scent [5]  
Unearthly Beauty [3] {Symmetry up to 25}

Aged Vampire : This is used to create a Vampire of hundreds of years of experience. It can be purchased a multitude of times, but each time represents that the Vampire was originally born an additional 100 years before. It gives one +1 to the CV of any one Skill Category of the Character. It also requires an additional +1 to the FAME of the Character (up to a maximum of 10). The risks involved with being an old vampire is that there will be those who will know of you, and know of your powers and abilities and how to thwart or avoid them, and the limits of your ability. Old Vampires often have lots of old debts and enemies that they might have totally forgotten exist, which the GM can exploit, or may have drawn the attention of vampire hunters or an angry religious cult.

Breathe of Lotus Flower Essence : A Vampire with this ability can, using a three points of their power exclusively for then next full minute, exhale a breathe of flowery air that affects those persons within a Perception \*5 foot area around them (except for other Unhumans!). This lowers the SPIRIT of those in the area by half their normal value for the next hour against attempts of use of Allure by anyone, and makes them sexually excited in general. It also temporarily lowers Logic and Discipline by 2 ranks and increases Passion by 4 ranks while in the effect.

Cast No Reflections : A vampire with this ability can use it to conceal their presence. It is a limited form of mental invisibility, erasing their reflection from mirrors and other reflective surfaces in the minds of those who are in the general Perception \*7 foot area of the Vampire while active. It requires 1 Point of POWER to be devoted to maintaining it while active, but can be ended at will. It does not help with cameras, machines etc.

Concealed Damage : A vampire with this ability will never actually show any injuries or damage it receives, and its wounds will not bleed. Bullets will appear to damage clothes but no damage will show beyond torn cloth. Cuts will apparently heal after being inflicted almost instantly. Only severed limbs will show as actual damage on the Vampire, unless it is killed, when all the damage becomes visible. This ability is always active and does not use any POWER.

Death Trance : This allows the vampire to enter into a death-like state for up to 2 hours per POWER point they possess. While in this trance they will appear to be dead by all medical science (and most magical means to detect life). They have no awareness while in this trance. Time spent in a Death Trance does not count against their Blood Lust needs, and they do not lose Health while in such a trance if they have not eaten. Injury inflicted to their body while in the trance will awaken them. A death trance cannot be entered until an equal amount of time of consciousness has passed since the last time they have used this ability.

Detect Spoken Lies: This allows the vampire to detect lies spoken in their general perception \*5 feet range, from humans, by picking up on body language, heartbeat, respiration, and other physical tell-tales. It does not work over an electronic device (like radio or tv). It can perceive thru a “Poker Face”, but will not work on someone who believes what they are saying is true (including compulsive liars, hypnotically implanted memories, delusional people and many forms of insanity). While active this requires 1 point of POWER to be devoted to its use exclusively.

Entrancing Eyes: This ability works only on humans, furies, and some advanced animals. By making eye to eye contact within Perception \*3 feet, the vampire uses a force of personal will to entrance a subject. This is done as a SPIRIT vs SPIRIT contested roll. If successful the target will remain motionless and unacting as if in a hypnotic trance. If the vampire has the Hypnotism skill they can use this to give commands, etc. If the vampire breaks eye contact, each round the subject gets a SPIRIT roll to escape the effect. If the subject is wounded or knocked unconscious they will break free of the entrancement. Hypnotism skill can make the entrancement work longer scale, after eye contact has broken, dependent on the commands given by the vampire.

Eyes of Terror : This ability allows the vampire to gather all the darkness, anger, hatred, fear, pain, guilt, frustration together and project them from their eyes into the eyes of another sentient being and affect their Spirit. They must be within Perception \*5 feet of their target, and the target must actually make eye contact with them. The target makes a Perception roll when the vampire uses this ability, and if they succeed then contact is successful. Then a roll is made by the target vs Fear on their SPIRIT as the vampire makes a roll vs their POWER. If the vampire overwhelms the target then they will act as per a roll on the Fear & Loathing table. The Vampire can use this ability once per target in an hour, whether successful or not. Nothing is visible to others in the area on the part of the vampire, and so it may look like the target has fainted, had a heart attack, or had a nervous breakdown. After surviving a successful Eyes of Terror usage, the target will *always* treat the vampire as if it had a +10% to its Intimidation because of the attack.

Illusionary Speed: This mental ability works within a PERC\*3 foot range of the Vampire, and can be activated at the start of a combat or other situation without using an action, but not in situations where the Vampire has been surprised. Its gives a -5 to Initiative to all humans and furies (but not other unhumans) in the area of effect. This does NOT compound if multiple vampires are in the same general area! While in use the Vampire must devote 1 point of POWER to this effect, and cannot use it for anything else while it is working.

Induce Sleep : This mental ability allows the vampire to cause a target being to drop off to sleep. It requires a SPIRIT vs SPIRIT roll and the Vampire must temporarily, during the rolling round, devote 1 point of power to the effect. A +5 is added to the Vampire's Roll if the target is standing (its hard to fall asleep on one's feet), A +5 is added to the Vampire's Roll if the target is a Light Sleeper, +10 is added to the Vampire's die roll if the Target is in an agitated emotional state (Angry, Paranoid, Upset, etc), a +25 is added to the Vampire's Roll if the target is in a combat situation, and a +5 is added to the Vampire's Roll if the target suffers from Nightmares. All of these are compounded dice modifiers. A -5 is applied to the Vampire's Roll if the Target is already tired or sleepy, and -5 is applied if the target is a Deep Sleeper.

Mental Chains : This ability requires the Vampire to devote 1 points of POWER to its usage while needed, points that cannot be used for anything else while in use or for rolls against the power attribute. The Vampire Must successfully strike, touch or grasp a limb with their hand, but does so without doing damage, on a target while using this ability. The target gets a roll vs SPIRIT, and if they fail they will perceive the limb to be bound in a chain that will prevent them from using it while chained. If the Vampire wants to chain multiple limbs, each limb will require an additional point of POWER to be in use, and multiple targets can be affected by this ability at the same time. A Chained character besides being unable to use the limb, cannot move from the general space they are in. The chains are only visible to the affected character, and cannot be seen or touched by others, but will hold against any amount of BODY applied to break them, and are unbreakable by any mundane means. If the Vampire is knocked unconscious, moves more than a mile from the affected character, releases the power for other things, or if the character chained becomes unconscious (stunned is not enough) then the chain will vanish and the power returns to the Vampire's use.

Mental Mists : This mental ability works within a PERC\*5 foot range of the Vampire, with the Vampire devoting 1 point of Power to maintain it while doing so (and cannot use that point for any rolls or actions without dropping the Mists). The area around the Vampire will appear to be filled with a dense fog to all who are within the area except the vampire, affecting their Perception (-4 Ranks and also to aiming weapons), making them uneasy and at a -2 to SPIRIT for all rolls while within the mists.

Mental Telephone: This allows the vampire to communicate mentally with another sentient at a distance. It can be used to communicate with anyone they can perceive with their senses (Perception \*10 feet maximum), or with anyone that they have set up a mental rapport with, at a range of up to POWER\*10 miles. It can be blocked by the subject with a SPIRIT roll if they do not wish to receive. Only one conversation can be held at a time, and one point of the Vampire's POWER is in use exclusively for this ability while it is in use..

Mental Wind : This allows the Vampire to use 1 point of their POWER exclusively to send forth a light wind with a movement of their hand that will gust out at about 10 MPH in the direction indicated. This can part curtains, blow out lit candles, knock papers to the floor, brush open unlocked French Windows, etc. The uses of this effect are primarily for dramatics, and wind is usually chilly compared to the area its blowing in. It can be for a single round, or can be maintained longer if desired.

Mind's Eye View : This ability requires the vampire to make eye to eye contact with a human or furry and maintain such for 6 seconds or more. The vampire makes a roll vs their INSIGHT\*4 and the target defends using SPIRIT \*4. If successful the vampire learns the identity of the person, and a number of personal pieces of information that are snatched from the mind of the target (place of residence, close relatives/friends, age, occupation, etc.).

Phobia Of Holy Ground & Religious Symbols : This large complex phobia may occur in vampires created at start or who are transformed in game and don't know any better (it should NOT be gained over time, its something one starts with and must one day overcome). Vampires with this Phobia have difficulty with entering Churches, Temples, Synagogues, Shrines, and Chapels. They must make a roll vs Fear (Spirit) to come close to someone who is holding a religious symbol or who is obviously wearing one (ANY religious symbol, not just a cross, but a Star of David, a Celtic Cross, A Yin/Yang Amulet, etc.) Since this is a large and compound phobia its worth more negative trait points than normal phobias.

Smell Emotions: This is the ability within Perception \*3 Feet, to smell basic emotions from a specific human or a Furry, such as Fear, Lust, etc. It requires a Perception roll to use successfully.

Track By Scent: With this trait the vampire can track someone by their unique scent, just like a hunting hound does, or tell if someone has passed thru an area recently, worn a specific piece of clothing etc. It requires a Perception roll to use.

Unearthly Beauty: This is exactly the same as in the Earth Unmasked book, but if taken as part of the original transformation in-game or bought with Destiny points later, a d10 of Symmetry points are gained, just like those received in other attributes (limited to a max of 25) but these do affect the Cosmic Trigger of the Character.

### **Becoming A Vampire During Game Play:**

It is possible to become a victim of a vampire, to be infected with their blood (only the blood carries the disease, thru injection, consumption or getting it into an open wound). It is not something most characters should do willingly, and is a fate that Vampires should subject someone to rarely, as the probability of survival is low.

Other Unhuman species are generally immune to the disease and cannot get infected.

Within 1d10 hours of infection the character will have a high fever, and will fall unconscious. Over the next 3 days their body will be ravished by the disease and no amount of current medical science will help in any way.

On the 3<sup>rd</sup> day the player gets to make a roll for their character vs their Health \* 1 as a percentage (that's right, \*1, so the maximum someone could have is a 25% chance of survival). A Furry gets an extra +2 Ranks added to their Health to survive. Failure means death, and a very aged ravaged corpse. A Charmed Life gives an extra roll against Health to survive if they fail the first one. Having Nine Lives does NOT help against Vampirism (and vanishes if they become a vampire)!

All the standard Drawbacks and Advantages are applied to the character (They get these as 0 value modifications to the character, as is the Unhuman status gained on the character, since they've paid by the great risk of dying for these.)

A d10 is rolled once for each of the Attributes of Strength, Coordination, Perception and Toughness and that value or a 1 is added to them, by players choice, (but NOT to more than 25). The effects of this on the character's Cosmic Trigger are applied, unlike the trait costs for the basic Unhuman & Vampire.

The development of Optional Vampire Traits will occur over time, they are not simply instantly there for the character, unless the player takes optional negative traits to balance them or are willing to apply them against their Cosmic Trigger. These cannot include the Aged Vampire trait, which is unavailable for a vampire created in game.

Additional Vampire traits can be bought by a player on their character by spending Destiny Points, at a rate of 1 Trait point for 3 Destiny Points. This can also be done for Attributes (up to their range maximums) without modifying their cosmic trigger, at 1 Attribute point per 3 Destiny Points. Traits bought this way have a 0 trait value in regards to how they affect the character's Cosmic Trigger.