

# VAMPUNKS

A ROLEPLAYING GAME BY  
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# VAMPUNKS

A roleplaying game by Alexander Eden.

Illustrations by Jonathan Eden.

It is the near future. The sky is almost entirely blotted out by persistent clouds of smog. The populace is kept docile with entertainment, technology, and the internet. The economic divide between the rich and the poor grows wider by the day, and those in poverty become more desperate to survive, even if it means giving up part of themselves to do it.

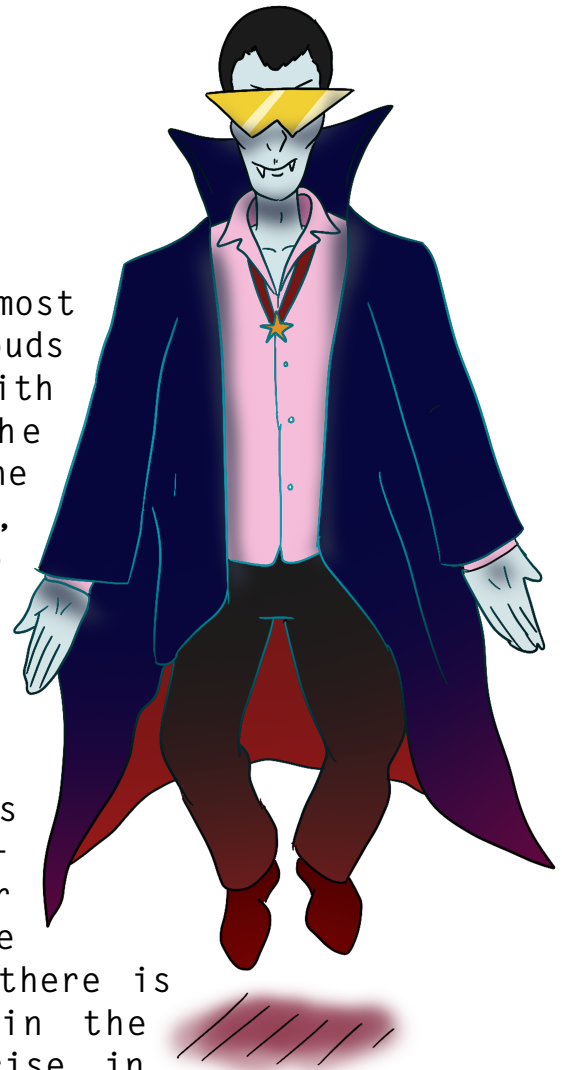
This is the perfect age for **VAMPIRES.**

Yes, vampires. The bloodsucking creatures of the night have survived to the tech-age and are a greater threat than ever before. From the irradiated slums to the highest peaks of the corporate world, there is more than likely a vampire hiding in the shadows, coming up with schemes to rise in power and gain the most valuable resource of them all...

**BLOOD!**

But not all hope is lost. Backed by the world's major governments, the once scattered vampire hunters have come together to share their knowledge and stop the vampires in their tracks. You and your allies are part of the latest generation of vampire hunters, the VAMPUNKS, and it is your duty to go on covert missions to not only foil the plans of vampires and their minions, but keep their evil from further spreading in this ever connected world.

Good luck, VAMPUNKS. You'll need it.



## SET UP

To play **VAMPUNKS**, you will need...

- One game master and 1-4 players.
- Three six-sided dice.
- One character sheet per player.
- Pencils and erasers as needed.

## CHARACTER CREATION

To begin the game, every player must create their own VAMPUNK. At the beginning, every VAMPUNK starts with 5 TRAIT POINTS to distribute among 3 basic TRAITS. These traits are...

- *GRIT: The trait of the hardened punk. All things related to physical strength, dexterity, intimidation, and general coolness.*
- *TECH: The trait of the modern machine-junkie. All things related to sci-fi weapons, hacking, repair, and general book-smarts.*
- *FAITH: The trait of the pious vampire hunter. All things related to vampire-hunting tools, bravery, compassion, and general religious/mythology knowledge.*

Each of these traits starts at 0 and can go up to a maximum of 3 during character creation. For example, you can create a character with the traits...

- *GRIT: 3*
- *TECH: 2*
- *FAITH: 0*

Or...

- *GRIT: 1*
- *TECH: 2*
- *FAITH: 2*

Or...

- *GRIT: 1*
- *TECH: 1*
- *FAITH: 3*

Or anything in between. For best results, try it so no one VAMPUNK has the exact same traits as another.



There is one more secret trait, but we'll talk about that later...

Once all players have set the traits that they want, they should name their VAMPUNKS, and come up with a brief backstory for their individual VAMPUNK. For example...

- *NAME: Fred Bonesteak*
- *GRIT: 3*
- *TECH: 0*
- *FAITH: 2*
- *BACKSTORY: After his parents were killed by a cyborg vampire with laser eyes, Fred Bonesteak vowed two things to himself. He would slay all the vampires, and he would never use a computer ever again.*

Once all players have distributed their trait points, they should go around in a circle and share their character's name and backstory.

Now the Game Master has a role to play in this as well. Instead of making a VAMPUNK, they will be making THE PUNK WRANGLER, a veteran vampire hunter and current manager and mission giver of the VAMPUNK team. THE PUNK WRANGLER only needs...

- A name
- A rank in the vampunk order (make it up)
- A backstory.

For example...

- *NAME: Amanda Garlic.*
- *RANK: Inquisitor of Vampiric Tomfoolery.*
- *BACKSTORY: As the first vampunk to ever defeat a vampire by posting hateful comments about them on social media, Amanda Garlic rose through the ranks and was given a new goal to lead other vampunks to defeat vampires in similarly unorthodox (or ridiculous) ways.*

THE PUNK WRANGLER is introduced after the VAMPUNKS, and it is then up to THE PUNK WRANGLER to give the VAMPUNKS their mission briefing and start the game.



## HOW TO PLAY

The goal of the game is for the VAMPUNKS to complete whatever mission is given to them by THE PUNK WRANGLER. This mission can be anything THE PUNK WRANGLER comes up with, from infiltrating the headquarters of a massive tech corporation and slaying their vampiric CEO before sunset, to ensuring that a vampire-backed protest does not replace all the garlic in the city with a blood-based substitute.

After the mission briefing, the game will usually begin with THE PUNK WRANGLER setting the scene, such as...

- *“The vampunks find themselves outside of the most popular dance club in the city. Like always, it’s bustling with androids, gangsters, and corporate-types all trying to get inside and party. The only difference you all notice is that there’s a new bouncer at the door. He’s very pale and he’s asking each person in line for their blood type.”*

Or...

- *“The vampunks find themselves riding a hover bus high above the city. As everyone knows, the Sky-Tram Company has been under fire for the recent disappearances of passengers that you are now investigating...and it seems this flying bus should have made its next stop ages ago.”*

The VAMPUNKS must use their wits and skills in order to navigate the situations presented to them and eventually complete the mission as best they can. Each VAMPUNK who wants to do something describes what they want to do, and THE PUNK WRANGLER describes the results of their actions.

If the thing that a VAMPUNK wants to do is something THE PUNK WRANGLER considers a challenge, or something the VAMPUNK does soon leads into a challenge the VAMPUNK must overcome, THE PUNK WRANGLER may ask for a SKILL CHECK.

Now, what does a skill check entail?



# SKILL CHECKS

SKILL CHECKS occurs whenever THE PUNK WRANGLER believes that a VAMPUNK must overcome something in order to get what they want or get out of danger. THE PUNK WRANGLER must determine if the challenge is connected to GRIT, TECH, or FAITH, and then ask for the VAMPUNK to roll three six-sided dice related to that trait. For example...

- *“A terrifying vampire with massive wings flies down in front of you and shrieks so loud that your cybernetic implants begin to fizzle out. I need you to roll a FAITH CHECK in order to not panic.”*

Or...

- *“You demand that the bartender tell you where the woman with blood dripping from her mouth went, but he simply scowls at you. Roll a GRIT CHECK to stand your ground and intimidate him.”*

The player will roll the three dice at once, and add up the numbers. Then they will subtract their related trait number (GRIT, TECH, or FAITH) from the total number of the dice. This new number will determine the outcome of the SKILL CHECK.

- *0: PERFECT SUCCESS: Only possible after rolling incredibly low numbers with a max Trait, not only does the vampunk succeed, but they may describe what exactly happens (within reason) as a result of that success.*
- *1-6: Great success! The vampunk has accomplished what they wanted with flying colors.*
- *7-9: Partial success. The vampunk has completed their goal, but something unexpected (and usually not desired) also happens as a result.*
- *10-17: Failure: The vampunk has totally failed their desired goal, and something bad will probably happen as a result.*
- *18: **BLOODY FAILURE:** Only possible after rolling all 6s, this is the worst possible outcome that can result from a roll. Trait numbers cannot lower a naturally occurring 18. If vampires are around, the vampunk’s probably getting bit. If no vampires are around, something really painful is probably about to happen.*

In a perfect mission, the VAMPUNKS will continuously succeed in overcoming any challenges they face, with only the occasional minor interference resulting from partial successes. Even if there is the occasional roadblock, good VAMPUNKS aren't ones to give up so easily. So how can they totally fail? Well...

## **DAMAGE AND (UN)DEATH**

If the VAMPUNKS continuously fail, are facing an immediate violent threat, or simply have too many complications caused by partial successes, THE PUNK WRANGLER may decide that the VAMPUNKS have entered a life or death situation. Maybe the gang has made too much noise and now the room is flooded with guards, or someone has failed a critical TECH CHECK and now a dangerous robot covered in guns is going on a rampage.

Whatever the case may be, the VAMPUNKS continue to handle situations as they normally do by saying what they want to do and completing SKILL CHECKS as needed. As a general rule, if the VAMPUNKS choose to fight head on, each VAMPUNK uses their highest trait as their attack stat. How many skill checks it takes to defeat or escape the threat depends on THE PUNK WRANGLER's discretion and how effective they believe the VAMPUNK's strategy is.

However, if the VAMPUNKS fail rolls while in danger (or even get partial successes while in ESPECIALLY DANGEROUS scenarios) they will take **DAMAGE.**

Each VAMPUNK starts the game with 5 HEALTH. **DAMAGE** will lower that health, which can't normally be healed during the mission. If a VAMPUNK's health reaches 0, they are **DEAD.**

Typically, the amount of damage something does should be as follows...

- *1 Damage: Humans with normal weaponry, weak monsters and other servants of the vampires.*

- *2 Damage: Heavily armored robots, fledgling vampires, elite soldiers.*
- *3 Damage: Powerful vampires, immense evil entities.*

If the VAMPUNKS are fighting against mortal enemies or non-vampires and their health reaches zero, they are **DEAD** for good.

However, if the VAMPUNKS are fighting against vampires or vampiric entities and **DAMAGE** from said enemies would kill a VAMPUNK, that VAMPUNK may choose to instead **EMBRACE VAMPIRISM**.



## **EMBRACING VAMPIRISM**

Though the VAMPUNKS are sworn to battle against all vampires that threaten humanity, sometimes a VAMPUNK may decide that in order to overcome a life or death scenario and continue their mission, they must **EMBRACE VAMPIRISM**. Put simply, when taking **DAMAGE** from a vampiric enemy that would bring their HEALTH to 0, they can instead stay at 1 HEALTH and turn all the **DAMAGE** points that would lower their health below 1 into a new trait: VAMP.

- *VAMP: The trait of the vampire. All things related to evil powers, heightened sense, bloodsucking, and all things vampiric.*
- *Players with VAMP can also DRINK BLOOD to regain health, at the cost of increasing VAMP per health point regained when draining an unwilling subject. No extra VAMP is gained if the player drinks from another willing player's character, at the cost of that character's health points.*

Like the other traits, VAMP can be called upon by THE PUNK WRANGLER in order to solve challenges that the other traits could not, so it can be beneficial for some (or all) of the VAMPUNKS to gain VAMP. However, there are costs for

**EMBRACING VAMPIRISM...**

- For every point of VAMP you gain, you must also REMOVE an equal amount of points from one or more of your other traits. A trait cannot go below 0.
- If VAMP goes above 3 for any reason, the VAMPUNK becomes a FULL VAMPIRE, goes insane, and is out of the game.

Do not despair, VAMPUNKS, for while **EMBRACING VAMPIRISM** will drain your human abilities and eventually drive you mad...you'll at least get some cool powers!

## VAMPIRIC POWERS

For every point a VAMPUNK gains in the VAMP trait, they will also roll the three six-sided dice and add up the numbers. Using that combined number, the VAMPUNK will then look to the VAMPIRIC POWERS table and see which power they have now gained. This power can be used in any situation, though THE PUNK WRANGLER may ask for a VAMP CHECK to see how effective it is.



Result	Power
3	You can sacrifice your HEALTH points to heal others.
4	You can raise someone from the dead as a mindless thrall for the rest of the mission.
5	You can summon a swarm of attack flies out of nowhere.
6	You can briefly transform into mist and move through any opening.
7	You can use VAMPIRE VISION to see supernatural things mortals can't.
8	You can transform into a bat.
9	You can climb walls like a spider.
10	You can sense the presence of nearby threats.
11	You can leap across rooms and into the air with ease.
12	You can put a hypnotic suggestion into someone's mind.
13	You can briefly control nearby animals.
14	You can remove/reattach limbs and control them when not attached to your body.
15	You can communicate with the recently deceased.
16	You can summon a swarm of attack bats out of nowhere.
17	You can briefly mind control people.
18	You can attempt to pull the blood right out of someone's body.

## ENDING THE GAME

A session comes to an end either after the mission has been completed and the VAMPUNKS have made it to safety, the mission has failed and the VAMPUNKS had to retreat, or all the VAMPUNKS are dead. THE PUNK WRANGLER, as their in-game persona, will describe the immediate results of the VAMPUNKS' actions in the form of a report to their superiors, and the adventure comes to a close.

**VAMPUNKS** is designed with one mission per session in mind, and the game can be played for self-contained one-shot games in mind. However, should the VAMPUNKS have survived and desire more adventures in the future, they may keep their characters for future games, increase their HEALTH by 1, have their HEALTH fully restored, and have an UPGRADE.

## UPGRADES

After completing a mission, each VAMPUNK will gain 1 UPGRADE POINT (UP). They may spend this UP on an upgrade that will improve their abilities, or save their UP to buy bigger upgrades later. All upgrades can only be purchased once unless stated otherwise.

Cost	Upgrade	Effects
1 UP	Robotic Limb	Lob off a useless arm or leg and replace it with the power of steel. +1 TO GRIT. CAN PUSH TOTAL GRIT TO 4.
1 UP	Neural Implant	Stick a computer chip in your brain and increase that cognitive power. +1 TO TECH. CAN PUSH TOTAL TECH TO 4.
1 UP	Psychic Scripture Reader	Subconscious religious texts and motivational quotes sent right into your mind. +1 TO FAITH. CAN PUSH TOTAL FAITH TO 4.
1 UP	Armored Skin	It's kind of like a tattoo...because it's permanent. +1 MAX HEALTH.
1 UP	Pain Dulling Jam	Getting hurt? This delicious jam should help with that. -1 DAMAGE TO ONE ATTACK AGAINST YOU ONCE PER MISSION.
1 UP	Restorative Jelly	Sort of like the jam except it comes from juice instead of pulp. HEAL +1 HEALTH ONCE PER MISSION.
1 UP	Oily Blood	If the vampires are gonna bite, you might as well taste bad. -1 VAMP GAIN. WARNING: CONVERTED DAMAGE (NOT DIRECT VAMP GAIN) ALWAYS RESULTS IN AT LEAST 1 VAMP.
1 UP	Blood Transfuser	Take out bad blood, replace it with good blood. -1 CURRENT VAMP LEVEL. REGAIN 1 POINT TO ANY TRAIT. LOSE ONE VAMPIRIC POWER OF CHOICE. <u>CAN BE PURCHASED MULTIPLE TIMES.</u>

Cost	Upgrade	Effects
2 UP	Probability Calculator	Lets you make better choices...sometimes. RE-ROLL 1 DIE IN A SKILL CHECK. 3 USES. RESTORES AFTER MISSION.
2 UP	My Little Vampy	A still-beating vampire heart repurposed as a tool. ROLL ON THE VAMPIRIC POWERS TABLE TO USE A RANDOM ABILITY. 2 USES. RESTORES AFTER MISSION.
2 UP	Trait Converter	Temporarily rewrite your physical and mental makeup. USE ONE TRAIT OF YOUR CHOICE FOR A SKILL CHECK NOT RELATED TO THAT TRAIT. 3 USES. RESTORES AFTER MISSION.
3 UP	Probability Devastator	A calculator so complex it is rumored to change the future. RE-ROLL ALL 3 DICE PER SKILL CHECK. 3 USES. RESTORES AFTER MISSION.
3 UP	Backup	It's not you, but it's close enough. UPON DEATH OR BECOMING FULL VAMPIRE, YOU ARE REPLACED WITH A CLONE. CLONE HAS MAX HEALTH AND EQUAL VAMP (IF VAMPUNK TURNED FULL VAMPIRE, CLONE HAS 3 VAMP). <u>CAN BE PURCHASED MULTIPLE TIMES.</u>

Beyond this, there's nothing major the vampunks need to know. They should have all the tools necessary to fight the vampiric threats ahead. With that in mind...

**VAMPUNKS, STOP READING.**

— — —

**PUNK WRANGLERS, READ ON.**

# PUNK WRANGLER TIPS

- The role of The Punk Wrangler isn't just to tell the story, but to act as a guide for the vampunks should they ever get too lost or overwhelmed. Allow the vampunks to call The Punk Wrangler for intel and advice should they need it. This will not only keep newer players from getting confused, but give you a greater connection with your team of vampunks.
- NOTE: You don't need to always allow Punk Wrangler calls. If you do not wish to provide too many hints you can make phone reception too poor, the situation too dangerous for a phone call, or just not answer the phone.
- Try to keep a loose turn order for your vampunks' actions. Some players may be eager to take command, and others may be more passive, but everyone should participate equally.
- Should you see fit, you may inform a player that due to the ease or difficulty of a situation, the skill check they are about to perform will have an additional +1 through 3 or -1 through 3 to whatever their normal result would be. Save this for unique situations to better reflect either the cleverness of the vampunks or their foolishness.
- Players may ask to use their standard skills (GRIT, TECH, or FAITH) to attempt to heal their allies. DO NOT ALLOW THIS. Health is a limited resource, and the ways to regain it mid-mission should be limited to key upgrades, VAMP abilities, and very rare situations.
- The Punk Wrangler character is a guiding figure for the vampunks, but they are also a member of the greater vampire hunting order, and as such The Punk Wrangler has a superior that they answer to. Unless asked by the vampunks, The Punk Wrangler should only mention their superior in their post-mission report describing the results of the vampunks' actions, and even then details should be kept vague. This is to create mystery and paranoia regarding the superiors and the Punk Wrangler, creating new potential story hooks to use at a later date.
- When opportunities arise, try to make the use of VAMP based powers sound extremely alluring. This will tempt the

vampunks to risk getting VAMP points for more power, creating more drama.

- If a vampunk dies or goes full vampire, they are out of the game, but that doesn't mean their player can't still participate. Allow them to create a new VAMPUNK for next time and invite them to sit by your side to assist while you torment the rest of the vampunks. They could battle the players as their own vampiric character or simply whisper suggestions to make the situation more intense.

## FINAL WORD AND THINGS TO CONSIDER

The world of **VAMPUNKS** is purposely vague in order for you to personalize the setting alongside your vampunks. Outside of the basic elements of the premise (it's the near future, vampires are a problem to deal with, vampunks need to stop them), you are encouraged to make up any lore you wish, and even allow the vampunks to insert world-building elements on an individual level. However, should you desire more guidance, consider these potential world details and plot hooks to pick and choose as you wish.

- *Despite how connected society is in the future, the truth about vampires is still unknown to the major populace. This is due to a combined effort from the vampires who want safety from human mobs while they plot their dark schemes, and vampire hunters who do not wish to see mass panic arise. Not only do the vampunks need to hunt vampires, but they need to ensure that the general populace does not learn about vampires.*
- *The vampires are intentionally trying to make the world more suitable for vampires to live in openly, which makes the world worse for humanity. They will try to block out the sun with smog, or force humanity to live underground after a nuclear war, or spread false information about how to fight vampires through the internet. Whatever the case may be, the vampunks need to stop an already bad world from getting worse.*
- *Religious artifacts or prayers seems to do harm to vampires, but the exact religion these objects are connected to doesn't seem to matter. What is more*

*important is that the person using these objects, or perhaps the people who have used them in the past, truly believe that they work against the vampires. What strange vampire hunting weapons might exist as a result of this?*

- What is going on in vampire society? Are all the vampires unified with one ideal goal? Are they fighting among themselves for power? Would a vampire work with the vampunks to take down a rival?*
- Your vampunks aren't the only vampunks out there. Do they have a good relationship with their fellow hunters? Are there rivalries? What happens when two vampunk groups are given the same (or even opposing) missions?*
- Just who is really commanding the vampunks? Sure, they say the world governments are working together to fund these missions, but the vampunks never seem to meet anyone outside of The Punk Wrangler. Could there be something else going on here? What is The Punk Wrangler hiding from the vampunks?*

The world of **VAMPUNKS** is yours to mold and shift as you please. Get creative and make a sci-fi gothic dystopian future everyone can enjoy. The following pages contain potential enemies you can use and stories you can tell, but think of them simply as suggestions and starting points.

With all that out of the way, I wish you good luck on your vampire hunting adventures...



# ENEMY CATALOG

As combat in **VAMPUNKS** is based on the situational choices of the players, The Punk Wrangler's judgement, and the luck of the dice, The Punk Wrangler is encouraged to get creative about how to present and handle life or death scenarios, and not rely too heavily on the idea of a strict system for combat.

However, to help get your first few missions started, here are a handful of enemy concepts you can use to challenge the vampunks along with ways to handle a direct fight should your players enter one.

- - -

## **COMMON PUNK - HUMAN - 1 DAMAGE DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

*Whether paid off by the vampires to do their bidding, looking to steal your sweet gear or just trying to start a fight, these thugs are a minor obstacle for most vampunks.*

Result	Outcome
Great Success	The punk goes down instantly, no match for the vampunk. DEFEATED.
Partial Success	The punk is defeated, but not before sticking the vampunk with a switchblade. -1 HEALTH. DEFEATED.
Failure	The punk is tougher than they look. They get up from the vampunk's attack and swing their switchblade. -1 HEALTH.
Bloody Failure	The punk laughs at the vampunk's puny attempts to put up a fight and sticks a switchblade right into one of the vampunk's cybernetic implants. -1 HEALTH. -1 TO HIGHEST TRAIT FOR DURATION OF MISSION.

**SECURITY GUARD - HUMAN - 1 DAMAGE  
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

*These guards might just be doing their jobs, but so are the vampunks. If they're working to protect a vampire, knowingly or otherwise, they need to go down.*

Result	Outcome
Great Success	The security guard is quickly overwhelmed and goes down. DEFEATED.
Partial Success	The security guard is able to make a panicked call for backup before going down. SECURITY ALERTED. DEFEATED.
Failure	The security guard smugly deflects the vampunk's attack and swings a baton in retaliation. -1 HEALTH.
Bloody Failure	The vampunk is knocked over by the security guard, who calls in a "code red" into their communicator. A dark presence fills the room. -1 HEALTH. VAMPIRIC ENEMY SUMMONED.

**THRALL - HUMAN - 1 TO 2 DAMAGE  
DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

*Brainwashed humans totally devoted to their vampire master. Where there's thralls, vampires are sure to follow.*

Result	Outcome
Great Success	The thrall thrashes about, desperate not to fail their master. However, they cannot defeat the vampunk. DEFEATED.
Partial Success	The thrall is incapacitated, but their devotion will compel them to get up and continue fighting. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The thrall attacks with animalistic fury, clawing at the vampunk. -1 HEALTH.
Bloody Failure	In honor of their vampire master, the thrall bites into the vampunk's neck and tears off flesh! The exposed blood is bad news. -2 HEALTH. VAMPIRIC ENEMY SUMMONED.

**SERVICE BOT - MACHINE - 1 DAMAGE  
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

*Basic robots usually used as door greeters, sign spinners, and laborers. They may not be meant for combat, but they're still made of metal and will put up a fight if ordered to.*

Result	Outcome
Great Success	The service bot falls apart like a house of cards. DEFEATED.
Partial Success	The machine breaks, but not before letting out an burst of electricity at the vampunk's cybernetics. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. DEFEATED.
Failure	The service bot packs a punch! It injures the vampunk. -1 HEALTH.
Bloody Failure	Not only does the machine injure the vampunk, but it releases a pinpointed burst of electricity into the vampunk's most useful implants. -1 HEALTH. -1 TO HIGHEST TRAIT FOR DURATION OF MISSION.

**AUTO TURRET - MACHINE - 1 TO 2 DAMAGE  
DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES.**

*Someone thought it was a good idea to put a gun on a rotating platform and give it AI. These things are the result, and shooting people alleviates their boredom.*

Result	Outcome
Great Success	The turret explodes before it can fire a single shot. DEFEATED.
Partial Success	The turret is damaged but is able to fire off a few shots in return. -1 HEALTH. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The turret's rapid fire is too intense and the vampunk takes some nasty damage. -2 HEALTH.
Bloody Failure	The turret's gunfire not only tears into the vampunk, but the machine lets out a loud whining noise that alerts nearby enemies. -2 HEALTH. SECURITY ALERTED. MORTAL ENEMIES SUMMONED.

**VAMPIRE BAT - VAMPIRE - 1 DAMAGE  
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

*These aren't the vampire bats you hear about on nature shows. These bloated, red eyed beasts thirst for human blood and serve greater vampires. Were these once normal bats that somehow contracted vampirism, or were they always like this?*

Result	Outcome
Great Success	The bat explodes into a pile of gore, easily slain. DEFEATED.
Partial Success	The bat is killed, but not before unleashing a horrible screech that messes with the vampunk's head. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. DEFEATED.
Failure	The bat is too quick to hit, and scratches at the vampunk's face. -1 HEALTH.
Bloody Failure	The bat dodges the vampunk's attacks and bites into the vampunk's neck! -1 HEALTH. +1 VAMP

**STARVED VAMPIRE - VAMPIRE - 1 TO 2 DAMAGE  
DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

*Ancient vampires so starved of blood that they have gone feral. They may be frail and shadows of their former power, but they will attack any human they can and drain them dry.*

Result	Outcome
Great Success	The vampire falls to the ground and turns to dust, no match for the vampunk. DEFEATED.
Partial Success	Even in this weak state, the vampire endures the vampunk's attacks, getting in a few claw swipes along the way. -1 HEALTH. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The vampire is able to hold the vampunk in place and briefly sink its teeth into them before being pushed off. -2 HEALTH.
Bloody Failure	The vampire grabs hold of the vampunk and bites right into their neck, drinking their blood and regaining some of its vitality. -2 HEALTH. +1 VAMP. ENEMY BECOMES STRONGER.

**GUARD BOT - ROBOT - 2 DAMAGE**

**DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

*Why hire normal security when the latest guard bots are so much more reliant? Heavily armored, heavily armed, and perfectly loyal. A good investment for wealthy vampires.*

Result	Outcome
Great Success	The vampunk's attack exposes critical wiring and components within the guard bot, but it still marches on. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampunk's attack lands, but only leaves a dent in the robot's armor. It'll take more firepower to take it down. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampunk is caught in the guard bot's line of fire and is blasted away. -2 HEALTH.
Bloody Failure	Not only is the vampunk caught in the guard bot's line of fire, but the vampunk's cybernetic enhancements are severely damaged in the process. -2 HEALTH. -2 TO HIGHEST TRAIT FOR DURATION OF MISSION.

**CYBORG MERCENARY - HUMAN - 2 DAMAGE**

**DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

*Augmentations are a normal part of life in this day and age, but these people take it to an extreme. Arguably more machine than human, they look for any excuse to test their latest toys, even if it means taking jobs from the vampires.*

Result	Outcome
Great Success	The vampunk is able to strike the cyborg in one of their few weak spots, causing their cybernetics to begin short circuiting. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampunk's is able to dent some of the cyborg's armor, but the attack triggers one of the cyborg's defense systems. A paralyzing blast is fired at the vampunk. VAMPUNK TEMPORARILY STUNNED. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampunk is pushed back by the cyborg's immense strength and is blasted by one of the cyborg's weapons. -2 HEALTH.
Bloody Failure	The vampunk's neck is grabbed by the cyborg, who proceeds to choke the vampunk with one hand and rip at their cybernetic implants with the other. -2 HEALTH. -2 TO HIGHEST TRAIT FOR DURATION OF MISSION.

**MADNESS MACHINE - ROBOT - 2 DAMAGE  
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

*Robots made out of whatever scrap metal, electronics, and weapons were lying around. They usually have one goal; attack everything in sight until destroyed. Easy to take down, but not without some nasty scrapes.*

Result	Outcome
Great Success	The madness machine shatters into a million pieces. It won't be causing anyone any trouble now. DEFEATED.
Partial Success	The madness machine explodes, sending shrapnel, bullets, and other painful things right into the vampunk. -2 HEALTH. DEFEATED.
Failure	The madness machine unloads all of its weapons into the nearest vampunk. -2 HEALTH.
Bloody Failure	The madness machine not only rips into the nearest vampunk, but one of its weapons explodes and injures another vampunk nearby! -2 HEALTH TO TWO VAMPUNKS.

**SOLDIER - HUMAN - 2 DAMAGE  
DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

*Trained members of a military force, with few if any augments beyond cognitive enhancers. What they lack in gadgets they make up for in martial training. Highly influential vampires often surround themselves with these unknowing servants.*

Result	Outcome
Great Success	Despite their best efforts, it only takes one good hit for the soldier to go down. DEFEATED.
Partial Success	The soldier takes a nasty hit from the vampunk, but delivers a retaliating blow towards the vampunk's head. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The soldier fires on the vampunk and does some serious damage. -2 HEALTH.
Bloody Failure	The soldier fires on the vampunk and calls in backup as they do so! -2 HEALTH. SECURITY ALERTED. MORTAL ENEMIES SUMMONED.

**FLEDGLING VAMPIRE - VAMPIRE - 2 DAMAGE**

**DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

*The standard vampire most people are unlucky enough to face. Relatively new to un-life, these young bloodsuckers are looking to gain power and drain anyone who stands in their way. Be careful, vampunks.*

Result	Outcome
Great Success	A chunk of the vampire's flesh is blown away, and yet it still fights on! MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampunk's attacks only leave minor injuries on the vampire. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampire easily dodges the vampunk's attacks and cuts deep into the vampunk's skin. -2 HEALTH.
Bloody Failure	The vampire grabs hold of the vampunk's neck and sinks its teeth in! -2 HEALTH. +1 VAMP.

**CYBORG VAMPIRE - VAMPIRE - 2 TO 3 DAMAGE**

**DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

*Some vampires aren't satisfied with just their vampiric powers. Some choose to enhance themselves with cybernetic upgrades to give themselves an edge up above the other vampires...and any vampunks that challenge them.*

Result	Outcome
Great Success	The vampunk's attack destroys machines and burns vampiric flesh, but the cyborg vampire still fights on! MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampunk's scratches metal and slices flesh, but the cyborg vampire's defensive systems retaliate with a disorienting blast of sound waves. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The cyborg vampire's claws rip at the vampunk while its defensive systems mess with the vampunk's senses. -2 HEALTH. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK.
Bloody Failure	The cyborg vampire takes a bite out of the vampunk's neck while its machines drain energy out of the vampunk's cybernetic implants. -3 HEALTH. +1 VAMP. -2 TO HIGHEST TRAIT FOR DURATION OF MISSION.

**THRALL TAKER - VAMPIRE - 2 DAMAGE**

**DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

*Vampires weak in constitution but strong in vampiric power, these bloodsuckers specialize in hypnotizing humans to handle their dirty work. A Thrall Taker is easy to take down alone. They are rarely alone.*

Result	Outcome
Great Success	The Thrall Taker crumbles to dust, and its minions scramble to scoop up its remains. DEFEATED.
Partial Success	The Thrall Taker shrieks in pain, its minions coming to its aid. The shriek is so loud that it messes with the vampunk's senses. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. MUST BE ATTACKED AGAIN TO BE DEFEATED OR A MINION MAY TAKE THE DAMAGE INSTEAD.
Failure	The Thrall Taker sinks its claws into the vampunk's shoulders, and stuns the vampunk with a hypnotic glare. -2 HEALTH. VAMPUNK TEMPORARILY STUNNED.
Bloody Failure	The Thrall Taker takes takes full control of the vampunk's mind before sinking its teeth into the vampunk's neck. -2 HEALTH. +1 VAMP. VAMPUNK FIGHTS AGAINST TEAM UNTIL ENEMY IS DEFEATED.

**SUMMONER - VAMPIRE - 2 DAMAGE**

**DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

*Vampires who have learned strange abilities other bloodsuckers could only dream of mastering, the summoners channel their abilities in order to call upon vampiric entities from who-knows-where. Take them down quick before they summon something far worse than themselves.*

Result	Outcome
Great Success	The summoner is torn apart by the same dark energy it was using for its rituals. DEFEATED.
Partial Success	The summoner's inky, rotten blood drips from the wounds inflicted on it. However, that is the last material it needed to summon a lesser entity! VAMPIRIC ENEMY SUMMONED. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The summoner lunges at the vampunk and rips out a chunk of flesh. It then uses that flesh to summon another entity! -2 HEALTH. VAMPIRIC ENEMY SUMMONED.
Bloody Failure	The summoner turns its dark energies against the vampunk, warping them away to who-knows-where and replacing the vampunk with a vampiric entity. -2 HEALTH. VAMPIRIC ENEMY SUMMONED. THE VAMPUNK IS REMOVED FROM THE MISSION UNTIL SUMMONER AND MINIONS ARE DEFEATED.

**ELITE VAMPIRE - VAMPIRE - 3 DAMAGE  
DEFEATED IN 3 GREAT SUCCESS OR 6 PARTIAL SUCCESSES**

*The vampires other vampires wish they could be. These vampires have been on this earth for hundreds of years and have made the most out of it. Usually having many connections, servants, and powers, they are not vampires to be taken lightly.*

Result	Outcome
Great Success	The vampire is shocked at the damage done to it, if only for a moment. Still, it marches forward. MUST BE ATTACKED 2 MORE TIMES TO BE DEFEATED.
Partial Success	The vampire laughs at the vampunk's weak attempts to harm it, and continues its march forward. MUST BE ATTACKED 5 MORE TIMES TO BE DEFEATED.
Failure	The vampire takes a moment to toy with the vampunk before shoving its claws into the vampunk's chest. -3 HEALTH.
Bloody Failure	The vampire decides that the vampunk would make for a fine servant and bites into the vampunk's neck. -3 HEALTH. +1 VAMP.

**VAMPIRIC ASSASSIN - VAMPIRE - 1 TO 3 DAMAGE  
DEFEATED IN 3 GREAT SUCCESS OR 6 PARTIAL SUCCESSES**

*Vampires chosen by their masters long ago to become expert killers. While they may not always kill their target in one go, they will always find a way to hurt them, and they are more than ready to win a battle of attrition.*

Result	Outcome
Great Success	The vampire is taken aback by how strong the vampunk's attack is, but continues to fight. MUST BE ATTACKED 2 MORE TIMES TO BE DEFEATED.
Partial Success	The vampire hardly seems to flinch at the vampunk's attack, and slices with its claws in retaliation. -1 HEALTH. MUST BE ATTACKED 5 MORE TIMES TO BE DEFEATED.
Failure	The vampire makes precision cuts across the vampunk's body, dodging any attack the vampunk returns with. -2 HEALTH.
Bloody Failure	The vampire slides its claws into the vampunk's pressure points, causing immense pain and paralyzing the vampunk. -3 HEALTH. VAMPUNK STUNNED UNTIL ENEMY IS DEFEATED.

**SOUL SUCKER - VAMPIRE - 2 TO 3 DAMAGE**

**DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

*While some vampires are content enough drinking blood, other, more ancient vampires have developed a refined palate that only the human spirit can satisfy. Their choice to limit their blood diet has weakened them slightly, but they are still dangerous foes to face.*

Result	Outcome
Great Success	The vampire's aged body fails to withstand the vampunk's attack, but it isn't done yet. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampire is injured, but not before slicing at the vampunk and draining some energy. -2 HEALTH. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampire takes a quick bite out of the vampunk and drains some of their very essence alongside their blood. -3 HEALTH. -1 TO HIGHEST TRAIT FOR REMAINDER OF MISSION.
Bloody Failure	The vampire holds the vampunk down, sinks its teeth in, and take as much energy as it can. -3 HEALTH. HIGHEST TRAIT REDUCED TO 0 FOR REMAINDER OF MISSION.

**CONVERTER - VAMPIRE - 1 DAMAGE**

**DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

*Vampires who have found a calling not to kill their victims, but make them join the children of the night. They may not be a threat physically, but the ease in which they spread vampirism cannot be ignored. Do not let them get you.*

Result	Outcome
Great Success	The vampire appears shocked as the vampunk blasts it away. It is injured, but will not surrender just yet. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampire twinges in pain as the vampunk attacks, but gives a friendly smile before biting back. -1 HEALTH. +1 VAMP. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampire is delighted to grab the vampunk mid-attack and gently bite into their neck. -1 HEALTH. +1 VAMP.
Bloody Failure	The vampire briefly stuns the vampunk with a hypnotic glair before taking a slow bite out of them. -1 HEALTH. +2 VAMP.

# MISSION CATALOG

The following pages will present four distinct adventures you can run your players through in the **VAMPUNKS** system. Each of these scenarios is categorized by a recommended number of players and a general difficulty expectation (Beginner, Intermediate, or Veteran) followed by a “Mission Briefing” meant to be read aloud to your players at the start of the session.

Unlike in other roleplaying games, the scenarios presented for **VAMPUNKS** are not rigid in structure. The “Dangers to Face” section in each mission outlines a series of situations to guide your vampunks through, but these guidelines are meant to leave plenty of room for you to improvise your own elements. As such, the difficulty of each scenario is determined by the amount of dangers being faced and the complexity of the tasks expected of the players. For example...

- A Beginner adventure will be designed with a fairly linear structure of challenges in mind. The vampunks need to get from point A to point B, and each obstacle in the way can usually be solved by one vampunk’s defined skills.
- An Intermediate adventure will add challenges that require more clever thinking and teamwork to overcome. Two or more vampunks may need to work together to handle a multi-part problem.
- A Veteran adventure will add challenges that can’t be overcome with combined skill alone. Some dangers may force the vampunks to put themselves in unideal scenarios or present difficult choices that may divide the party. It will take good ideas, teamwork, and luck to overcome it all.

As with the enemy catalog, everything presented is simply a suggestion, and you are encouraged to alter any elements you see fit.



# **CRIMSON DRAFT**

## **A VAMPUNKS ADVENTURE**

**2 TO 3 VAMPUNKS RECOMMENDED**  
**CHALLENGE LEVEL: BEGINNER**

### **MISSION BRIEFING**

*“A new alcoholic brew has found its way into the pubs, bars, and clubs of the city practically overnight. Known as Crimson Draft, this strange beer seems to be loved by everyone who tries it, but no one can agree on the exact flavor. This wouldn’t be an issue on its own, but combined with a spike in disappearances of those known to suffer from alcoholism, it raised some eyebrows. Our scientists soon found small amounts of human blood in every sample of Crimson Draft analyzed, meaning vampiric interference is more than likely. Vampunks, your mission is simple..*

- Go to a bar known as “The Malfunctioning Socket” that seems to be selling the most Crimson Draft.*
- Learn from the staff where the Crimson Draft is coming from.*
- Travel to the source of the brew’s production and stop it.*
- Eliminate any vampiric threats.”*

### **DANGERS TO FACE**

- Can we even get in here?:** The Malfunctioning Socket is a packed bar with a line of beer-crazed patrons wrapping around the block. Only those who the bar would consider cool enough are going to be able to get past the bouncer. Each vampunk will need to get in either by impressing the bouncer, sneaking past them, or finding an alternate route into the building.
- Something’s not right here...:** Inside the bar, there’s a STAFF ONLY door with an unusual amount of protection surrounding it. Behind the building, there is a trash chute that periodically drops off full six-packs of Crimson Brew for some unusually pale individuals to deliver to who-knows-where. Be it through these clues or others, the vampunks need to figure out a way to get deeper into the The Malfunctioning Socket without causing a scene...or causing one, but not getting stopped.
- Factory Frenzy:** However the vampunks do it, once they get farther into the bar they will realize that this is really a secret brewing factory for the Crimson Brew. Many vampires and thralls work on over-the-top mixers, smashers, and other

devices you can think of. Finding the core of this operation should be a series of challenges that best reflect the skills of the vampunks, be it hacking or disabling machines, smooth talking the staff, or fighting their way through security guards.

- **Beware The Brew:** Throughout the mission, offer the players multiple opportunities to drink the Crimson Brew. Should they do it, they will briefly experience a pleasant hallucinatory vision that shows them their deepest desires. Should they fail a FAITH check to overcome these delusions, give the players penalties such as temporary stat debuffs, continued hallucinations, or even addiction to the drink.
- **Shut It Down!:** Should the vampunks make it all the way to the end of the factory, they will find where the true (somewhat obvious) secret ingredient to the brew is being harvested. It is a large machine with human beings connected to it, sucking them of their blood! The vampunks must shut down or destroy this machine, all the while facing off against the vampiric foreman and any other security there may be. While defeating the vampires is beneficial, stopping the machine will be enough to dishearten the vampires and force them to flee. This can be done by either destroying key components, hacking into and disabling important computer equipment, or getting the blood-drained humans to rebel against their task-masters.



# **BLOOD IN THE TANK**

## **A VAMPUNKS ADVENTURE**

**3 TO 4 VAMPUNKS RECOMMENDED**  
**CHALLENGE LEVEL: INTERMEDIATE**

### **MISSION BRIEFING**

*“Vampunks, it looks like you’re going on a road trip. Our allies in the Western cities have suffered from a string of devastating attacks; not on their agents, but on their supplies. Entire storage centers full of weapons, tools, and garlic have gone up in smoke. If a new shipment of vampire hunting gear isn’t sent to them soon, our allies will be fighting the vampires with their bare hands. It’s up to you to deliver an emergency supply of gear to them, but we have our suspicions that the vampires have planned for this possibility. That’s why we need a crack team to make sure the supplies get delivered unharmed. Your mission...*

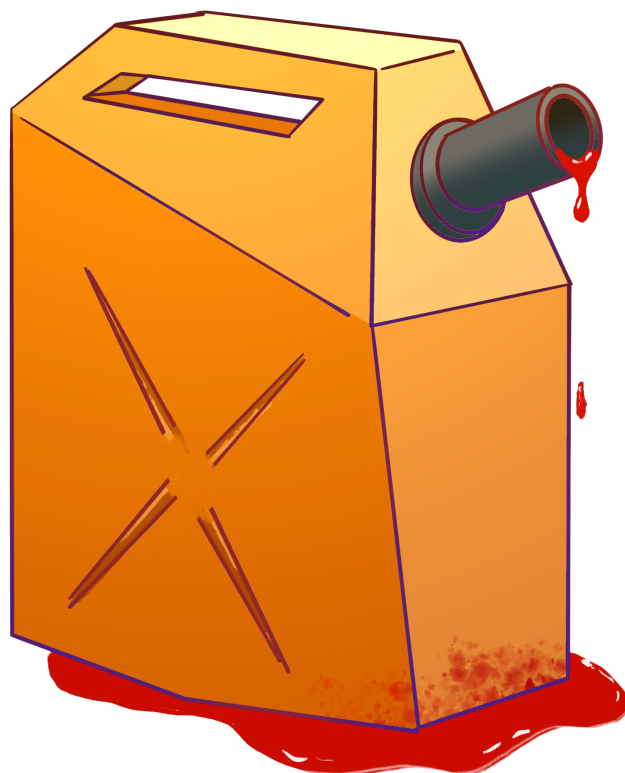
- Drive out of the city and through the irradiated desert roads towards the Western allies in a battle-ready-RV.*
- Avoid any and all pursuers and blockades that would destroy the supplies in the RV.*
- Try to get to drop off point before nightfall, when the danger would be highest.*
- Eliminate any vampiric threats.”*

### **DANGERS TO FACE**

- Who’s driving this thing?:** The RV is specifically designed to face off against many dangers, but it still needs operators. The team needs to decide who’s driving, who’s manning the weapons, who’s controlling the radio, etc. Each vampunk should have a key role in this road trip.
- Pit Stop:** Looks like this RV is running out of fuel faster than expected, and there’s only one gas station for miles. While the group is refueling, vampires hiding in the station are plotting an attack. Due to the sun, the vamps can only attack those who come inside, but they also have robotic attendants outside to fight for them if need be. Spring the attack when the vampunks either have their guard down or they figure out what is going on.
- Road Rage:** If the vampunks escape the gas station, they’ll soon be chased down by vampires in capsule-like motorcycles that protect them from the sun. The vampunks must work

together to take them down with the RVs tools, hopefully not damaging the RV and its supplies in the process.

- **What are we delivering again?:** After some downtime from the attack, the vampunks should get a call from the local sheriff demanding that the vampunks either go back the way they came or face a blockade that will stop them outside the delivery point. It should be very obvious this sheriff is a vampire. If the vampunks don't comply, the sheriff will say a code word that awakens a vampiric assassin who was hiding in one of the supply crates the whole time. If the players thought to check the supplies earlier, they can stop this attack ahead of time.
- **Diner Dash:** The sun is setting, and the final battle is approaching. Should the players want to, they may stop at a nearby diner to relax, get some refreshing coffee and food, and speak with the terrified locals who fear being picked off in the night (unknowingly because their local vampunks don't have the supplies to protect them). Should the players convince them, they could get information on the sheriff's blockade, hints on how to avoid or confront it, or even allies to travel with them to their destination.
- **Breaker Breaker This Here's a Bloody Duck:** Finally, the players must choose to either face the blockade head on, entering a car duel between the sheriff and their vampiric posse, or try to sneak past, traveling through dangerous off-road terrain that could be full of anything from robots and mutants to secret (but smaller) patrols of vampires. Either way, really sell that car combat fantasy in this road rage finale.



# TO MY DEAREST FAN

## A VAMPUNKS ADVENTURE

1 TO 2 VAMPUNKS RECOMMENDED  
CHALLENGE LEVEL: BEGINNER

*“It’s time to rub elbows with the celebrities. It turns out famed film and television actor Lance Chromestone has been receiving increasingly gruesome messages from an obsessive fan. Morbid pictures, death threats, the standard stuff. This wouldn’t be our issue if it weren’t for the fact that the most recent threats involve claims that the stalker will ‘drain Lance’s blood and make him a creature of the night’ paired up with symbols only used by powerful vampiric clans. All of this on the night of the Movie Awards too, where it’s rumored Lance is supposed to get awarded Best Actor of The Year. Put simply, Lance wants protection that we can provide. He may not believe in vampires, but we certainly do. Your mission...*

- Introduce yourself to Lance Chromestone during a limo ride to the award show.*
- Sweep the award show building and make sure its security is untampered with.*
- Watch the award show and make sure Lance stays safe.*
- Eliminate any vampiric threats.”*

## DANGERS TO FACE

- **Can I get your autograph?:** The players will first need to meet up with Lance Chromestone on their way to the Movie Awards. Use this time to give the vampunks background information that can help set the backstory and mood; when did Lance start getting these messages? What do they say? Who might want him dead/turned into a vampire?
- **Everyone’s a Suspect!:** Build up a small handful of characters at the award show that have some connection to Lance as potential suspects. A rival actor, a loyal personal assistant, a crabby security guard, etc. Set plenty of clues to keep your vampunks guessing, and have those characters be potential helpers or hindrances throughout the mission.
- **Security Sweep:** The vampunks will need to search the backstage areas of the building to ensure security is up to date. At every opportunity, have anything that could protect/serve Lance be tampered with to put him in danger. Security cameras that have been disabled. A panic room with malfunctioning blast-doors. Vampire bats sleeping in the bathroom. Drugged

snacks at Lance's personal craft services table. Get creative and throw Lance into plenty of danger before the show without having a full blown vampire attack.

- **And the winner is...:** Eventually the award show will begin, and the vampunks will have relative safety again. This is around the time two major reveals should happen. The first is that clues should be dropped to reveal that one of the potential suspects was not the stalker, but knowingly or unknowingly working with the stalker by sabotaging all the security and inviting them into the building through text. The second is that Lance **DOES NOT** win the Best Actor of The Year award, putting him in an immediate depressive state.
- **The Winner Takes It All:** Shortly after the Best Actor of The Year award is given out, the vampire stalker will enter the building. The stalker only has one goal in mind; find Lance and turn him into a vampire so that he may be "the best actor forever." The vampunks must either face off against this powerful vampire and whatever minions followed along, or escape with Lance into the night to bring him somewhere safe. However, Lance is emotionally distraught, and the vampire's sweet-nothings are compelling enough to make him consider becoming a vampire himself. The vampunks must either use FAITH to convince him to stay human, or GRIT to threaten him/knock him out for his own safety. The stalker's human helper may either continue to support the stalker by working against the vampunks, or realize the error of their ways and try to help the vampunks, depending on what plays out beforehand.



# **CYBER-VAMPS FROM BEYOND THE WEB**

## **A VAMPUNKS ADVENTURE**

**3 TO 4 VAMPUNKS RECOMMENDED**  
**CHALLENGE LEVEL: VETERAN**

*“Virtual reality? More like vampire reality! The computer scientists over at VirtuTec have called for our help to tackle a supernatural problem in their technological field. The company has been developing a VR program that allows people to explore a fully 3D version of the internet. However, their latest build of the program has a horrible “glitch”, in which the company’s beta testers had their hearts suddenly stop while using the machine. Upon looking through their search histories, it appears that every tester eventually found themselves exploring a website called Cyber-Vamps.com, a site that neither VirtuTec nor our own agents can even find through normal means. Your mission...*

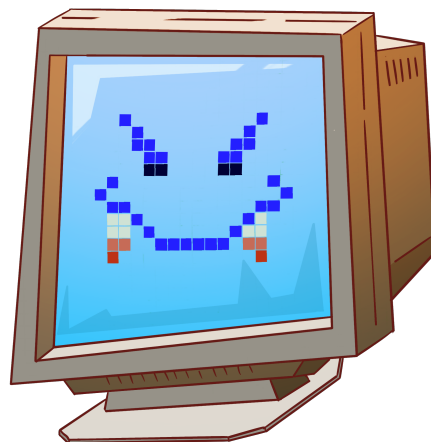
- Meet with the VirtuTec scientists and learn more about their dilemma.*
- Use the company’s VR technology to enter the 3D Internet.*
- Find the Cyber-Vamps website and figure out how it is killing people.*
- Eliminate any vampiric threats.”*

## **DANGERS TO FACE**

- **Meet the Tech Team:** The vampunks begin by entering the VirtuTec research labs and meeting the scientists behind the 3D Internet project. Use this time to introduce some key scientists running the project alongside the machine that the players will be using to enter the virtual world. Allow the vampunks time to explore the lab and speak with people before they decide to enter 3D space.
  - Should the vampunks push hard enough, they can learn that the bodies of the dead beta testers are still in the VirtuTec building, being studied to better understand their deaths. Should the players investigate further, neither the bodies nor the experiments will show any vampiric influence.
- **Welcome to The Internet:** Eventually, the vampunks will need to hook themselves up to the virtual reality machine and be sent into the internet! From the perspective of the vampunks, they will find themselves in a neon-lit city square with a small handful of “buildings” (websites) to explore. The vampunks will be informed that these are last few websites testers

visited before finding their way to [Cyber-Vamps.com](http://Cyber-Vamps.com) (at least three recommended), and they may contain clues.

- Suggested sites: A fitness forum focused on GRIT, a PC gaming website for TECH, and a positivity blog for FAITH.
- **Deep Web Diving:** After talking to enough fellow web browsers (who can only see the vampunks as commenters on their 2D webpages), reading posts, and collecting any other clues, the vampunks will learn that [Cyber-Vamps.com](http://Cyber-Vamps.com) is a long standing urban myth on the internet, said to only appear briefly before vanishing again. Some believe that the website is either trying to hide itself or someone else is hiding it from the world. After learning enough info, the vampunks should find a new passage open to them; a long road that has a sign for [Cyber-Vamps.com](http://Cyber-Vamps.com) at the very end of it.
- **Cyber Security Gone Wrong:** The path to [Cyber-Vamps.com](http://Cyber-Vamps.com) should be a perilous one, with all sorts of over-the-top internet-themed traps blocking their path. Literal firewalls that must be disabled, man-eating computer viruses that must be fought, or internet trolls who must be ignored. Whatever funny (but dangerous) defenses you can come up with, go use them to make a memorable gauntlet (at least three defenses recommended).
- **DON'T CLICK THAT LINK!:** Right as the vampunks make it past all the defenses and are about to enter the website, a mysterious hacker will warp into the scene and beg them to stop. The hacker will reveal that they were the one to put up the defenses in order to protect others from this website. In truth, the website is home to vampiric computer viruses that can jump from machines to people, killing them and then resurrecting them as vampries some time later. At this point, the cyber-vamps should flood out of the website and attack!
- **Have you tried turning it on and off again?:** Mid-battle, the vampunks should learn that the beta testers in the real world have suddenly resurrected and are attacking the scientists! If all the vampunks are pulled out of virtual reality, however, their chance to destroy [Cyber-Vamps.com](http://Cyber-Vamps.com) will be lost. The vampunks must decide whether to all leave the internet and save the scientists, destroy [Cyber-Vamps.com](http://Cyber-Vamps.com) but doom the scientists, or split the group and try to meet both tasks.



# VAMPUNK CHARACTER SHEET

NAME: \_\_\_\_\_

HEALTH: \_\_\_/\_\_\_ (MAX HEALTH STARTS AT 5)

TRAITS (5 POINTS TO DISTRIBUTE. TRAIT CAP STARTS AT 3)

GRIT: \_\_\_

TECH: \_\_\_

FAITH: \_\_\_

VAMP: 13 (STARTS AT 0 FOR NEW VAMPUNKS)

BACKSTORY:

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VAMPIRIC POWERS

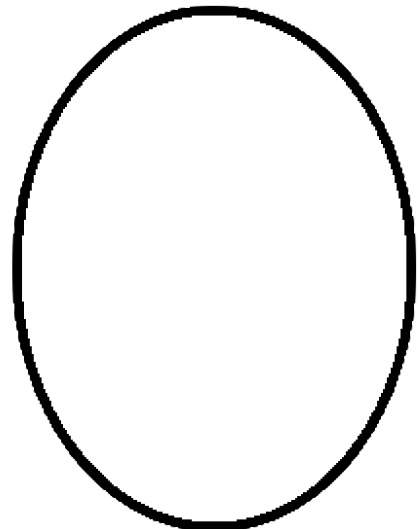
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UPGRADES

UNSPENT UPGRADE POINTS: \_\_\_\_\_

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VAMPUNK PORTRAIT



# PUNK WRANGLER CHARACTER SHEET

NAME: \_\_\_\_\_

RANK: \_\_\_\_\_

SUPERIOR(S): \_\_\_\_\_

## BACKSTORY

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## PUNK WRANGLER PORTRAIT

