

# FUDGE HORROR VAMPIRES



## JENNIFER LEE



# A Fudge Horror: Vampires Adventure

by Jennifer Lee

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# INTRODUCTION

 First and foremost, I want to thank all of you who purchased *Fudge Horror: Vampires*. You have no idea what it means to me that you heard about this book, or stumbled across this book, and decided to part with some of your hard earned money to buy this book. It's the first roleplaying book I've ever written, and it's also the first book (game or otherwise) that I ever finished! So, I'm very proud of this book.

When I first envisioned doing *Fudge Horror*, I really thought it would be a smaller project. It was only going to be a few pages on vampires, the *Fudge In A Nutshell* portion of the SRD, and then a couple of characters. Bam. Done. Not too difficult. I decided to start with vampires and then move onto werewolves, witches, ghosts, and then whatever else caught my fancy. But then I sat down to actually write *Fudge Horror: Vampires*. It got complicated from there.

As per usual, I tend to THINK BIG! So when I sat down to outline the book, I started to make lists. Lists of different horror creatures I could write about. Lists of possible attributes I could use. Lists of possible faults and gifts. So on. After the list-writing phase died off, I outlined the things I wanted to make sure got into the book. I decided (officially) to confine my book to vampires and then to do other books for the other monsters, because there really was too much to talk about otherwise. But I couldn't help adding rules for both playing vampires, and for playing humans in a world with vampires.

This was slotted to be a *Fudge Treat* for ComStar Games, not a huge book unto itself. Even when I started writing, I started to think that what I was doing was inadequate. So I bought research books. There were tons to choose from and I wanted them all. But I confined myself to two: *The Vampire Book: The Encyclopedia of the Undead* by J. Gordon Melton, and *The Encyclopedia of Vampires, Werewolves, and Other Monsters* by Rosemary Ellen Guiley.

I started reading, highlighting, typing up notes, taking notes on paper, sticking post-its around my desk about what to include or not include. The list of things to include got huge. I could have written a lot more about vampires than I ended up with, but my list was getting so long, I worried that I would lose those gamers who just wanted to play and that what I was doing was writing to those who wanted to read vampire research, not gamers. So I toned things down a lot, spoke a little about the research and then left it at that.

After I got a lot of the research underway, I started writing. I started thinking up some skills, attributes, gifts, and faults that could be added, and I consulted other roleplaying books to see what was being written about. Soon an actual book started to take shape, and I was growing very excited about this project.

Now it's done, and I'm happy about that. I enjoyed writing it, but I'm ready to move on to the next part, which will likely be *Fudge Horror: Werewolves*.

My original plan for writing small books and then writing a series of them got incorporated into the whole idea of *Fudge Horror*. *Fudge Horror: Vampires* is but the beginning of a series of *Fudge Horror* books that I intend to do. Also, because there is just so much on vampires that didn't get into this book, and I'm sure the same will be true of werewolves or whatever else I end up writing about, I want to do mini booklets on some of my research. Not of the research itself, but of the different vampires there are out there. So, for example, the dhampir is the product of a human/vampire mating. I intend to write up a little information about the dhampir, based on my research, tell why this information is useful to your games, and then provide a sample character. Easy to do, and this way the book isn't convoluted with a bunch of different views on vampires. This idea also allows you to choose which supplements you care most about and which ones you'd rather leave behind.

I hope you enjoy reading and playing this game as much as I enjoyed writing it. It's been real nice getting to know the Fudge system better, and to write a book about a creature I find very fascinating. Thank you again for purchasing this book, I hope you will not be disappointed.

While I'm at it, I'd like to quickly thank my husband, William. I could not have done this book without his endless support. I thank him for giving me the space to write when I needed it and for sitting and listening about my ideas, research, and so on when I wanted another's opinion. There isn't another person whose opinion I value more. Thank you, William.

I'd also like to say thank you to my mother. Since I promised her a book "once upon a time" and I keep getting sidetracked with other ventures, such as this one, I thought I'd give her a little thank you for her never-ending nagging, which masquerades as support. I do truly appreciate it. She always pushes me to be the best I can be. She doesn't only want to hear that I've got ideas... she wants to see the fruit of my labors realized, and she does her best to keep me on track until results can be seen.


Now I find that I am anxious to end this introduction because the end of this introduction means the completion of the book. So, I'm off to celebrate by getting to bed before 1 o'clock in the morning and I hope you enjoy the book and find it a useful tool for playing vampires as well as playing humans in a vampire world.

Jennifer Lee

# CHAPTER I:

## VAMPIRES AND THEIR HUNTERS

### Introduction of The Vampire

he vampire. Is there any creation within the horror genre that inspires a heart to thump-thump faster than vampires? I don't think so. Vampires have permeated our culture, our dreams, our way of life. The vampire is on our cereal boxes, in our educational children's programs, certainly in our entertainment with role-playing games, books, movies, and even within our music. The vampire is everywhere.

Of course, the vampire can be very controversial. Is he a soulless evil roaming the world in the hopes of just finding that next human victim, his next meal, and a good coffin to sleep in? Or is he suave, seductive, willing to play with his food a little, and appreciative of the finer things in life? Is he something that can be reformed, or is he damned as so many of the legends say? Well, in this game, that's up to you, but in history, that's left up for interpretation.

Also left open to interpretation is the mythos surrounding the vampire. Is a piece of pointy wood all you really need to kill a vampire, or is cutting off the head the only real way to do the job? Does the sun burn or repel the vampire, or is he just weakened in the daytime, robbed of some of his powers? Do vampires shape shift into bats? Wolves? Or are they stuck in whatever body they died in? Honestly, research shows that all of these are correct and incorrect depending on the legend or myth you are using to define the vampire.

The vampire has enjoyed popularity since even before written records were kept. Stories told from one generation to the next started giving shape to this mysterious and horrific creature that sucked blood from livestock, ruined crops, and killed people. Vampires are prevalent in many cultures of the world. The Serbs, Russians, English, Americans, Spanish, Romanian, and many others have their own version of vampires within the far reaches of their history. It's not surprising that the vampire is so hot right now; he's been hot throughout history!



# Avalon Games



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### **Mini-Games**

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

### **Worlds of Wonder**

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.



After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

### **Worlds of Wonder Expansions**

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

### **Arcana**

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

### **Game Geek**

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

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# S & G Battle System


Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

2

2

4

## Warlord Grom



**Strength** 3


**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**




### Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-


### Special Abilities

- Savage Blow (Attack, 3)**  
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**  
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**  
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.


Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.




**Spirit  
Tiger**




Wolf




Night  
Stalker




Lamia



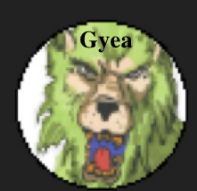
Kir



Major  
Glory



Sie



Gyea



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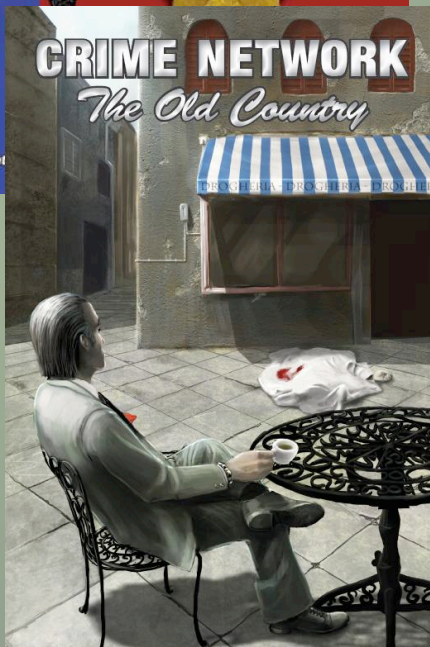
## Operation Hydra Den

A Terror Network Game Module



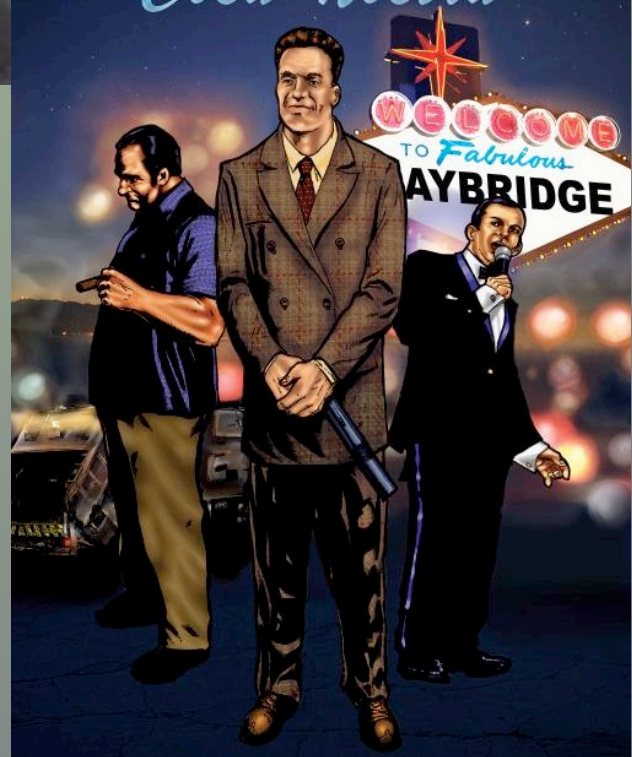
## CRIME NETWORK

The Old Country



## CRIME NETWORK

Cosa Nostra





Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



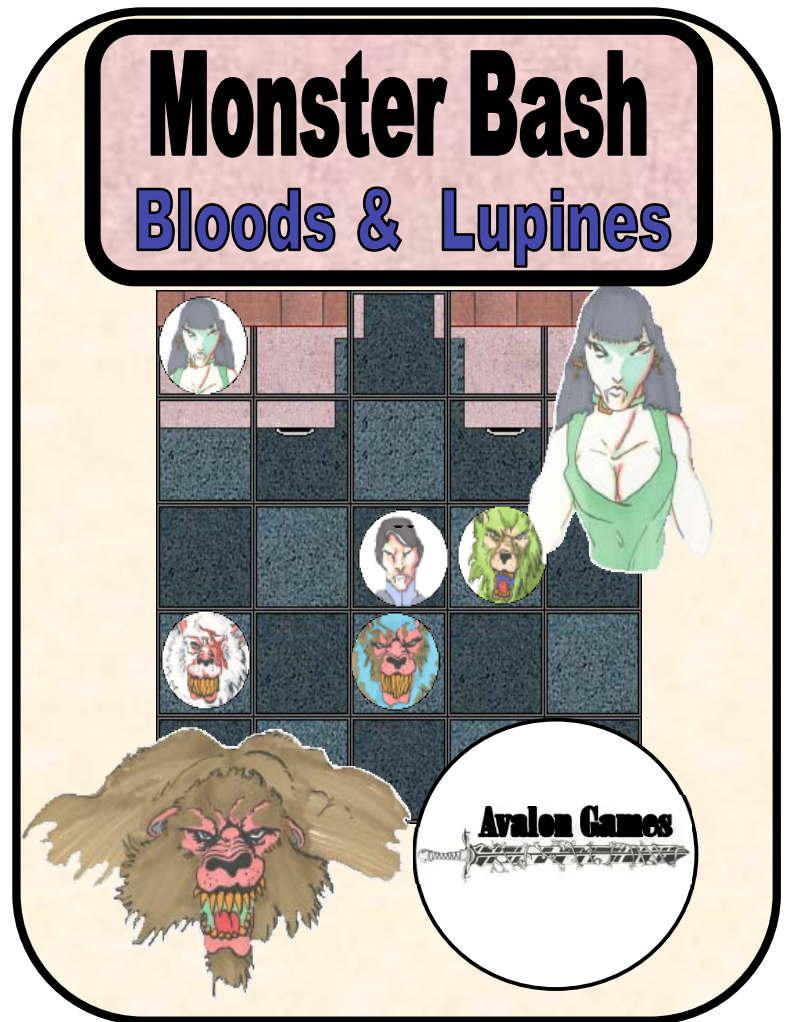
**If you liked this game then try one of Avalon game's Mini-Games,  
Such as **Monster Bash**, a great addition to the S&G game line.**

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The vampire screamed in agony as the werewolf ripped at its chest, dead blood flying everywhere. The vampire though, was a tough foe and with a puff of smoke, turned into mist and floated away, only to return to its true form several steps beyond. With a sly grin the blood drinker raised its clawed hand and out of the sewer drain swarmed a vast carpet of rats. The moving rug of vermin swarmed the savage were-creature and soon it fell to the ground, howls of agony rising from the mound of filthy rats as they devoured the were-beast.

This is Monster Bash, another great game form Avalon Games. Take on the role of a savage monster from classic horror tales, build gangs of these monsters and battle your foes as each tries to take control of the city's dark, horror filled underworld. Gangs of monsters confront each other in deadly brawls as each tries to devour the fear filled humans that flee through the night.

Monster Bash is a fully expandable system, with each set offering two new types of monstrous gang, new Battle Tiles to fight upon and new, exciting special abilities and rules. So gather a few friends, sit down and have a ghoulish night filled with monstrous fun.



**An S&G Genre Game**

