

Fresh Blood: New Vampire Powers

By Horace Black

Absorb Strain

Speed: 1

Cost: 3 Wind

Duration: Instant

This bloodsucker has a special draining ability that drains strain from the victim upon touch. The vamp must make an opposed *Vigor* check (+1 for every level of *Absorb Strain*) with the target for every success and raise the bloodsucker gets he drains 1d4 Strain.

The vamp must be touching the target and the Strain absorbed then can be used by the vamp for Strain based powers. Note: This doesn't work on creatures that don't have/use Strain.

Blood Boost

Speed: 1

Cost: Special

Duration: 1 round/*Vigor* die type

With *Blood Boost* the vamp increases on of his *Corporeal* abilities granting him an additional die type to the ability chosen for every Wind spent with a maximum die step equal to his level in *Blood Boost*.

Blood Fountain

Speed: 1

Cost: 2 Wind

Duration: Instant

This is a nasty power and those witnessing it for the first time must make an *Onerous (7) Guts* roll. The vamp concentrates and causes a wound to open up shooting blood directly into its mouth, the range is 5 feet per power level and in order to activate this power the vamp makes an opposed *Spirit* vs.

the targets *Vigor*, with each success and raise draining 1d4 Wind. Also, the vamp adds his level of *Blood Fountain* to his *Spirit* roll when using this power. When this power is used on a human the vamp gains a point of *Corruption*.

Bloodstone

Speed: Special

Cost: Special

Duration: Special

With the *Bloodstone* power the bloodsucker can put a point of Wind into a specially prepared stone and draw it out for later use. He may put one point of Wind equal and up to this power's level.

Explosive Death

Speed: 1

Cost: 0

Duration: Instant

When this walkin' bloodbag is finally put down he deals 1d20 massive damage per level in *Explosive Death* as bones, blood, and fire hit all of those around him. Blast radius of 5.

Fang Infection

Speed: Always On

Cost: 0

Duration: Permanent

A vamp with *Fang Infection* carries a special disease in its fangs causing those who are bitten to have to make a *Fair (5) Vigor* roll or be afflicted with the *Night Terrors* Hindrance. The victim suffers a -1 to their *Vigor* roll to resist for each level the vamp has in this power. However, the victim can make a

new *Vigor* test to shake off this disease after every night of rest.

Hardened Heart

Speed: 0

Cost: 0

Duration: Permanent

This power causes bones to grow around the vamps heart; this allows the blood sucker to take an additional wound to the Guts. Thus a vamp with level 2 *Hardened Heart* could take 7 wounds to the Guts before having that area destroyed.

Hemorrhage

Speed: 1

Cost: 3 Wind

Duration: Instant

The *Hemorrhage* power causes massive bleeding in the victim that requires medical attention to stop. The vamp and the victim must make an opposed *Spirit* roll (the bloodsucker gets to add his level of *Hemorrhage* to this roll) for every success and raise the victim starts to bleed losing a point of Wind, but in order to stop the bleeding requires a *Medicine: General (or Surgery)* with each success and raise reducing a point of Wind loss. Otherwise the victim will bleed out. Using this power on a human adds a point of *Corruption* to the vamp.

Impale

Speed: 2

Cost: 6 Wind

Duration: Instant

They say paybacks are a bitch, with the power of *Impale* the vampire causes a wooden spike to come out of the ground beneath the target causing 1d6 massive damage plus an additional 1d6 per raise and success. In order to activate this power the vamp must make a *Fightin': Impale* roll with a bonus equal to his

level in this power.

Leather Skin

Speed: Always on

Cost: 0

Duration: Permanent

The vamps skin starts to harden up like leather making them even more difficult to harm. Granting them light armor equal to his level of *Leather Skin*.

Light Slumber

Speed: 1

Cost: 1 Wind

Duration: A day's slumber

While the blood sucker is at rest his senses are enhanced granting him +1 per level of *Light Slumber* to *Cognition* rolls to hear or smell.

Remove Corruption

Speed: 0

Cost: 0

Duration: Permanent

The vamp spends part of his essence to pay for his evil nature. Every level of *Remove Corruption* that the vampire has removes one point of corruption from his total (up to level 5) and in fact the vamp could in fact go into negative corruption points, but this is unlikely to last long.

Sabotaging Touch

Speed: 1

Cost: 1 Wind

Duration: 1 round/*Spirit* die type

By touching a device the vamp drains part of that devices spirit (tech spirits that all man made devices possess) causing the device to suffer a -1 to its Malfunction/Reliability rolls for every level of *Sabotage Touch* possessed. Note: Items that normally don't have a Malfunction/Reliability roll now do during the powers duration.

Sharpened Fangs

Speed: 1

Cost: 1 Wind

Duration: 1 round/*Spirit* die type

The blood sucker fangs are unusually long and sharp even for a vamp thus granting him armor piercing ability equal to his level in *Sharpened Fangs*.

Snake Venom

Speed: 1

Cost: 1 Wind

Duration: 1 round/*Vigor* die type

These overgrown human mosquitos's have gotten in touch with their snake sides and have developed a toxin through their fangs. Whenever one of these vamps bites, the victim must make a Vigor roll of TN 4 plus the level of *Snake Venom* or be paralyzed. While paralyzed the victim can take no actions but try to shake off the venom with another Vigor roll at the same TN.