

PREDATOR CREATION

The GM introduces the game by describing the predator community and who's who among the NPCs. Then,

1. Each player picks a **PLAYBOOK**.
2. Record your character's **HERITAGE** (your background and culture) and **LOOK**.
3. Your character's social class is **PLEBEIAN** or **PARIAH**, you choose.
4. Each player chooses their starting humanity: **HUMANE**, **CALLOUS**, or **MONSTROUS** (this determines your **HUMANITY** trait and **MAX BLOOD**).
5. Each player exchanges **DEBT**. Each **DEBT** owed should be described in a few words – enough to get the gist. These entanglements are also recorded on the **RELATIONSHIP MAP**.

Say which predator you owe a **MAJOR DEBT** to. They really came through for you, but, now you're under their thumb.

Say which predator owes you a **MINOR DEBT**. The minor debt owed is business as usual, but business nonetheless.

6. Identify which of the predators on the **RELATIONSHIP MAP** is your character's **MAKER** (the predator who created your character), you are their **CHOSEN**. Next to your maker's name, write "maker of..." your character's name. A PC may be your chosen or maker, if you both agree to it. If none of the characters on the **R-MAP** appeal to you, talk to the GM about it. After that, decide if you are **REBELLIOUS** or **DOCILE**. If you are rebellious, the GM creates a grudge for your maker that's aimed at you. You are now their **RIVAL**.
7. The GM describes your **HUNTING GROUNDS** and assigns the **ABUNDANCE**, **PROXIMITY**, and **AWARENESS** tags. The GM tells you where your **HUNTING GROUNDS** are, what they are like, and introduces a **RIVAL** who envies you.
8. You start play with **BLOOD** equal to your **HUMANITY** + 7. You will spend **1 BLOOD** to wake for the evening.



THE DEVIL

The Devil wears sin as a badge of honor. They are strong, resolute, and deadly – and the Devil makes a point of making sure everyone knows it. With that power comes darkness.

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THE NIGHTMARE

The darkness is comforting, like a cloak of shadow. The Nightmare wears darkness as armor and wields it as sword. In bloody ritual, the Nightmare extinguishes life and hope, friends and rivals, with perverse joy.

UNDYING

NAME _____

HERITAGE _____

MAKER _____

LOOK _____

STATUS

You become a **PATRICIAN** when established in the fiction or when you trigger the **BLACKMAIL** move.

BLACKMAIL: When you blackmail a predator, threatening to expose a dirty little secret that could cause them to lose **STATUS**, until that secret is exposed, you are higher in the **PECKING ORDER** than them. Use this leverage to bargain with them. When you expose their dirty little secret, you ruin them: they become a **PARIAH** and are forever your **NEMESIS**. When you ruin a **PATRICIAN** this way, you gain **PATRICIAN STATUS**.

You lose **PATRICIAN** status when they recover from their shame and are no longer a **PARIAH**.

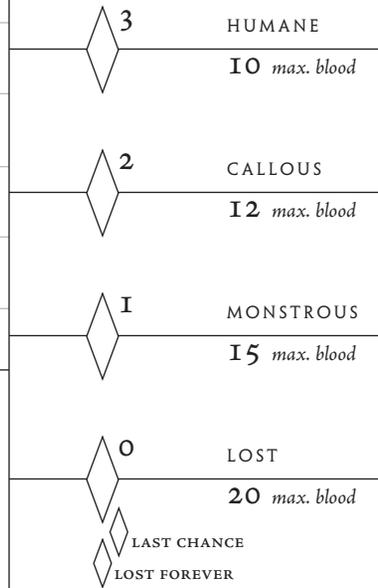


I OWE

DEBT

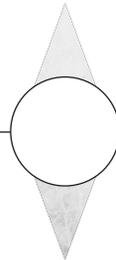
OWED TO ME

HUMANITY



BLOOD

3 OR LESS:
STARVING



THE NIGHTMARE

DARK POWER

When you perform a black sacrament to invoke the powers of Hell, say what you pray for in reward, then perform a **BLOOD**-soaked ritual. 5 **BLOOD** is a pathetic offering, 10 **BLOOD** is a modest offering, 20 **BLOOD** is a respectable offering, and 50 **BLOOD** is a worthy offering. The darkness rewards you in proportion to your offering. The GM describes Hell's gift to you and any complications due to your offering's unworthiness or the Pit's newfound interest in you.

BLOOD SLAVE

When you feed **BLOOD** to your prey, you own them – mind, body, and soul. The **BLOOD** you feed them is now theirs. They are still mortal, and the living blood that flows through their veins is still warm and bright. A blood slave can also keep up to 5 **BLOOD**, but when they have 0 **BLOOD**, they crave more with mad fury.

When you impose your will on your **BLOOD** slave, the GM spends 1 of their **BLOOD** as follows:

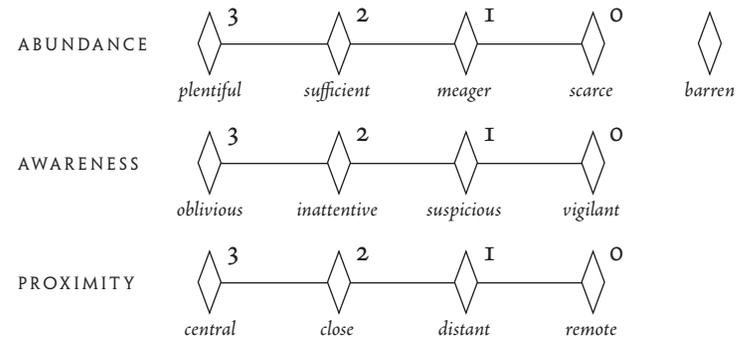
- ◆ Once per week, to keep your blood slave in thrall.
- ◆ Once per night, when you compel your blood slave to perpetrate vile deeds.
- ◆ Once per hour, when you take possession of your blood slave's mind and body.

When a blood slave has 0 **BLOOD**, they are no longer loyal. They remember all the terrible things you've done to them, and they remember where you sleep. A blood slave that dies with **BLOOD** in their veins is reborn a predator.

You may begin play with one or more blood slaves. They come and go as established in the fiction. At the start of each **NIGHTLY PLAY**, distribute a number of **BLOOD** equal to your **HUMANITY** + 2 among your blood slaves. This is separate from and in addition to the **BLOOD** you start **NIGHTLY PLAY** with.

HUNTING GROUNDS

LOCATION



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THE PUPPET MASTER

The Puppet Master controls not with corruption, nor with vice. No, the Puppet Master pulls the strings through their force of will, making the puppets dance to their tune.

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THE SENSUALIST

The Sensualist feeds as much from the pleasures of the flesh as from the blood of their hapless prey. The Sensualist is intimate, deadly, and above all jaded. This vicious cycle pushes them ever toward depravity.

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THE WOLF

The Wolf lets loose a feral howl. It's a cry of freedom and independence and it's a warning to others that they not to be fucked with. But the wolf isn't alone, a chorus of howls echoes their call.

UNDYING: BASIC MOVES

WAKE

When you wake for the evening, time weighs heavily on you and your hunger is sharpened. Spend **1 BLOOD**. If you wake with fewer than **3 BLOOD**, you are starving when you awaken. If you have **0 BLOOD** when the sun sets, you cannot wake and remain in death-like repose until, by some providence, you consume at least **1 BLOOD**.

STARVE

When you have fewer than **3 BLOOD**, you are starving: the beast takes control and does everything in its power to slake its thirst. You lose control of yourself in the carnage, a spectator to the havoc you cause. Torn, **BLOOD**less bodies are left in your wake. You are covered in the viscera of your victims. The streets now seem cold and deserted. The GM describes the situation you face after you've regained control of yourself and tells you what your objective facts you remember from your killing spree, if anything. Do the faces of the slain haunt you? The GM also decides how much **BLOOD** you now have: between **3 BLOOD** and your max **BLOOD**.

HUNT

When you stalk prey, you track down and corner a victim. The GM describes them and how they try to escape you. You may choose a number of options up to your **STATUS**. Only the options chosen are true. If you hunt on your own **HUNTING GROUNDS**, you may choose an additional option. You may choose one additional option for every **1 BLOOD** you spend on this move.

- ◆ *You stalk your victim quickly. They don't evade your clutches for long. (Only available on **HUNTING GROUNDS** with an abundance of **MEAGER**, **SUFFICIENT**, or **PLENTIFUL**)*
- ◆ *You stifle your victim's screams to avoid spooking the prey. They aren't roused to action.*
- ◆ *You gently subdue your victim. They don't struggle against you.*
- ◆ *You deftly evade the prying eyes of your fellow predators. They don't confront or interfere with you.*

FEED

When you sink your fangs in and feed from your prey, you take **BLOOD** from them. You are intuitively aware of the physiological impact to your victim of each drop you take. Taking **1** or **2 BLOOD** leaves them tipsy. Taking **3 BLOOD** leaves them ill. Taking **4 BLOOD** leaves them in desperate need of medical attention. Taking **5 BLOOD** kills them. You may choose a number of options up to your **HUMANITY +1**. Only the options chosen are true.

- ◆ *You stop feeding when you want to. Choose how much blood you take from your prey.*
- ◆ *You resist the temptation to terrorize your prey and hurt them for sport or pleasure.*
- ◆ *You manipulate your prey's memories so they don't remember you in their nightmares.*
- ◆ *You close the wounds you left on your prey's body, concealing the tell-tale signs of your predation.*

CAPTIVATE

When you captivate your prey, you mesmerize them with honeyed words or sensuous moves. They fall for you and want so desperately to please you. The higher your **HUMANITY**, the deeper their fascination. Tell the prey what you want from them. The GM chooses a number of options below equal your **HUMANITY +1**. Only the options the GM chooses are true. For every **1 BLOOD** you spend on this move, the GM must choose one additional option.

- ◆ *Your prey does it eagerly.*
- ◆ *Your prey does it faithfully.*
- ◆ *Your prey exceeds your expectations.*
- ◆ *Your prey is still drawn to you.*

FIGHT

When you fight another predator, it's an ugly, desperate struggle for life and death. All warring predators bet as much **BLOOD** as they dare in secret. Then, in unison, all predators reveal and spend the **BLOOD** they bet. If multiple predators band together against another, they add their **BLOOD** together as a single bet after revealing. The predator or band of predators who spends the most **BLOOD** prevails.

Among the prevailing predators, the predator who spent the most **BLOOD** decides the fate—life or death—of each predator involved in the conflict. If there's a tie, the GM decides each predator's fate. Each predator describes how they meet their fate.

Those who survive slink off into the night to lick their wounds.

To lose and be spared is utterly humiliating: you become a **PARIAH**. Custom dictates that you can have no place in predator society until you repay a **MAJOR DEBT** to the predator who spared you.

BARGAIN

When you bargain with a predator, describe the goods or services that you desire from them. They may refuse. If they refuse and you are higher in the **PECKING ORDER** than them, they become a **PARIAH**. If they accept your bargain, they may demand a new **DEBT** from you, demand that you forgive a **DEBT** they currently owe you, or demand other goods or services in return. The terms are negotiated, but favor the predator that is higher in the **PECKING ORDER**. You are higher in the **PECKING ORDER** when...

- ◆ *Another move tells you so,*
- ◆ *Your **STATUS** is higher than theirs,*
- ◆ *You are their **MAKER**,*
- ◆ *They owe you more **MAJOR DEBTS** than you owe them, or*
- ◆ *They owe you more **MINOR DEBTS** than you owe them.*

DOMINATE

When you intimidate your prey, they are frightened. When you attack your prey, they are killed or injured as you please. Your victims cannot resist your predation. They are your playthings. You decide what happens to them. If your victims are many or well-prepared, they may draw **BLOOD** in return: the GM may make the **OVERWHELM A PC** move.

FLAUNT

When you flaunt what your maker gave you and use supernatural predator abilities to your advantage, spend **1 BLOOD** and say what you do. This includes superhuman strength, speed, savvy, allure, intimidation, etc.

MEDDLER

When you interfere with another predator and they resist your machinations, you set in motion a high-stakes game where winner takes all. All meddling predators ante up by spending **1 BLOOD**. "Spend" means you spend **BLOOD** now. "Bet" means you commit to spending **BLOOD** if your bet is called. You can't bet **BLOOD** you don't already have. The betting starts with a raise from the predator making the move and passes in turn to each predator involved in the struggle.

On your turn, choose one of the following options and say how you do it:

- ◆ **(CALL AND) RAISE:** You escalate, turning the tables on your adversary. Bet more **BLOOD** than your competitor, then say how you raise the stakes. If no one has raised yet, you must bet at least **1 BLOOD**. If someone has raised, you call first (see below) and then raise with a bet of your own.
- ◆ **CALL:** You counter, stopping your adversary in their tracks. Say how you thwart them. When you call another predator's bet, you spend **BLOOD** equal to their bet. If they have not already spent the **BLOOD** they committed to spend when they placed their bet, they spend that **BLOOD** now.
- ◆ **FOLD:** You relent, accepting the consequences as established. Once you fold, you forfeit the opportunity to call or raise even if the betting continues. You are no longer a factor and cannot resist the other meddling predators until after the move is resolved.
- ◆ **CASH IN YOUR CHIPS:** Instead of spending **BLOOD** to call a meddling predator, you may forgive a **DEBT** they owe you. You may continue to call against that predator without spending any additional **BLOOD** or **DEBT** until the move is resolved.

If multiple predators act together against another, they add their **BLOOD** bets together as a single bet and they place any future bets together.

If the conflict escalates to violence, you **FIGHT** them instead. Any **BLOOD** already spent in this move carries forward to your bet in **FIGHT**. Of course, you may add to your bet in the **FIGHT** move.

The move resolves when there is no further escalation: when everyone else calls or folds. If you have the highest bet on the table, you get what you want. If your bet is called (or vice versa), you both get something and give up something. If you fold, you lose.

UNDYING: GAME MASTER SHEET

GM PRINCIPLES

- ◆ Follow the PCs' lead
- ◆ Provide external pressures
- ◆ Provide continuity
- ◆ Ask insightful questions
- ◆ Provide colorful description

GM AGENDA

- ◆ Encroach on a PC's **HUNTING GROUNDS** to test their strength.
- ◆ Call in an old **DEBT** or offer a PC a new one to further a NPC's **AGENDA**.
- ◆ **MEDDLE** in a PC's affairs to a NPC's benefit.
- ◆ Kick a PC when they're down to exploit weakness.
- ◆ Make the first move to seize the initiative.
- ◆ Bring a PC down a peg to humble them.
- ◆ Make a PC a **PARIAH** by destroying their reputation.
- ◆ **FIGHT** a PC if you must, to save a NPC's skin or for vengeance.

GM MOVES

The **GM MOVES** are a toolkit that helps you manage your NPCs and helps you make good on your principles and agenda. Only you make **GM MOVES**. You also get to make **BASIC**, **DOWNTIME**, **PLAYBOOK**, and **LORE MOVES** for your NPC predators, just like the PCs do.

The **GM MOVES** work just like any other moves work: each **GM MOVE** has a trigger and an outcome. The GM moves are more abstract than other moves, so pay special attention to the triggers.

OVERWHELM A PC

When the prey outfox, overwhelm, or trap a PC predator, say how much **BLOOD** it costs them to claw their way out of the snare: **1 BLOOD** for a nuisance, **3 BLOOD** for a good show, **5 BLOOD** for a close call, or **8+ BLOOD** for a deadly struggle. If they can't or won't pay, the GM decides their fate—life or death. They say how they meet their fate.

INTRODUCE A NPC

When the GM introduces a new NPC predator, write down their name, playbook, **STATUS**, and **HUNTING GROUNDS** on the **RELATIONSHIP MAP**. Then decide how important you think they are to the story: extra, minor, or major. Give an extra **5 BLOOD**, a minor NPC **10 BLOOD**, or a major NPC **15 BLOOD**. This is also their **MAX BLOOD**. Draw a **MINOR DEBT** owed to the NPC you're introducing and a **MAJOR DEBT** owed by them to one of the existing predators on the **R-MAP**.

ESTABLISH A RIVAL

When a PC predator outsmarts, outmaneuvers, or thoroughly manipulates a NPC predator, they make a new **RIVAL**. Write "Rival (their name)" next to your NPC's name on the **R-MAP**. Look to The GM's **AGENDA** for how to get even with them.

ESTABLISH AN ENEMY

When a PC predator injures, insults, or hamstringing a NPC predator, they make a new **ENEMY**. Write "Enemy (their name)" next to the NPC's name on the R-Map. Look to The GM's Agenda for how to ruin them.

ESTABLISH A NEMESIS

When a PC predator utterly humiliates or outright ruins a NPC predator, they create a **NEMESIS**. Write "Nemesis (their name)" next to the NPC's name on the R-Map. Look to The GM's Agenda for how to destroy them.

BRAND A HERETIC

When a predator exposes their true nature to the prey in a way that could threaten the community at large, and the community becomes aware of this transgression:

- ◆ If they call in a **MAJOR DEBT** the **PRINCEPS** owes them, the whole affair is quietly swept under the rug. Suspensions still run wild.
- ◆ If they call in a **MAJOR DEBT** owed to them by a **PATRICIAN**, a scapegoat is found to publicly brand a heretic instead.
- ◆ Otherwise, they are branded a heretic and pursued with the community's full vigor.

When a predator is branded heretic, they become a **PARIAH** and every predator in the community becomes their **ENEMY**. The **PRINCEPS** nominates a Hunter, who is a personally responsible for bringing them due justice (which is probably summary execution). The Hunter is now their **NEMESIS**.

USE YOUR NPCS

When a NPC predator makes a move against a PC predator, they may make **BASIC** or **PLAYBOOK MOVES**, same as the PCs. If they make a move against the PCs that requires **BLOOD** or **DEBT**, spend it. If they make a move against other NPCs, it just happens—no need to spend **BLOOD** or **DEBT**.

SUP YOUR NPCS

When the session ends, all NPC predators gain **2 BLOOD** or fill back up to **5 BLOOD**, whichever is higher. NPCs don't starve at fewer than **3 BLOOD** or spend **BLOOD** to **WAKE** for the evening: you only track their surplus. Do use NPC starvation and other **BLOOD**-needs as storytelling fodder.

CHANGE A PREDATOR'S STATUS

When a predator transcends their station, increase their **STATUS**. Another predator stands to lose their position as a result and is now their **RIVAL** (or **ENEMY** if they lose their **STATUS** as a result). When a predator sinks to a new low, decrease their **STATUS**. Look to your **R-MAP** and choose a predator who stands ready to fill that void.