

Working Stiffs 0.3

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Ongoing Notes

- ❖ Need a help and hinder mechanic
 - Mark xp, and you destroy one of your...**Lifelines**? That's a decent term for mortal backgrounds.
- ❖ I like the idea that you mark xp every time your Hunger reaches 5, among other things. But you should gain in power as you fall to Ennui. That's how elders are born.
 - Every time your Hunger reaches 5 or you increase Ennui, mark xp

Introduction

You are a vampire, but not an ancient and powerful vampire, or a sparkly one, or a badass one with a trench coat and a katana. You're just a regular working stiff. You serve your undead overlords and do things for them - sometimes menial, sometimes dangerous, sometimes bizarre. Your job is to make sure no one figures out you're a vampire, get your blood quietly, and do what you're told.

If you don't, you are turned into red paste or burned to cinders and never seen again.

There are only two ways your vampire story will end. Either you will fall into ennui, forgetting even the simplest joys of being alive, and roam the nights as a mindless predator for a short while until you are caught and destroyed, or you will find a way to free yourself.

Player Agenda

- ❖ Be a "working stiff" doing jobs for your vampire overlords
- ❖ Be a predator of the night

- ❖ Resist the fall into ennui
- ❖ Manipulate mortals
- ❖ Learn secrets
- ❖ Explore the occult underbelly of the city
- ❖ Gain power and territory

VM Agenda

- ❖ Portray cruel and arbitrary elder vampires
- ❖ The banality of evil
- ❖ The city is alive
- ❖ Deceive the characters
- ❖ Challenge the players

VM Soft Move Examples

A VM can make soft moves any time they choose. Be a fan of the characters, and make their unives dangerous and interesting.

- ❖ A twist in the storyline
- ❖ A new threat is revealed
- ❖ A conflict escalates
- ❖ There is a hidden cost
- ❖ The night gets worse
- ❖ The city gets worse
- ❖ Put a NPC in danger
- ❖ Foreshadow doom

VM Hard Move Examples

A VM can make hard moves when the rules call for it. Save them up.

- ❖ Add to the Riot-Ometer
- ❖ Hurt the character
- ❖ Hurt or kill the people the character cares about
- ❖ Strip away status
- ❖ Destroy resources
- ❖ Make a move or ability temporarily unavailable

Attributes

Blood, Insight, Subtlety, Violence

- ❖ **Blood** is a measure of your vampiric power
- ❖ **Insight** is a measure of how well you understand the world and other people

- ❖ **Subtlety** is a measure of how easily you get people to do what you want
- ❖ **Violence** is a measure of how readily you inflict harm

To start, rate them so they add up to +1, with none higher than +2 or lower than -1. So:

+2 +2 -1 -1,
 +2, +0, +0, -1
 +1, +1, +0, -1
 Etc.

Ticking Clocks

Harm and Hunger are simple clocks. Four ticks and you're taken out by Harm, four ticks and you're taken out by Hunger. For a more forgiving game, you can use six ticks for either or both. Ennui and Status are complex clocks - four ticks and you move on to the next level, of which there are four. Four ticks to go from level 0 to 1 and so on. When you lose Status, you lose a full level, not a tick. You never lose Ennui.

- ❖ **Harm** can be lost through physical injury, and healed through the use of blood or time spent with a lifeline
- ❖ **Hunger** rises and falls over time. If it ever reaches 5, mark one ennui and you violently take blood until your hunger is sated
- ❖ **Status** rises slowly and falls swiftly - it is your standing and reputation among other vampires. **You will occasionally roll +Status in place of one of your attributes when dealing with official vampire business.**
- ❖ **Ennui** slowly grows over time, and when it reaches 5, you are lost.

Basic Moves

Move Structure

10+ Get what you want. Yay!
 7-9 Almost get what you want but the VM might make a soft move, or get what you want if you increase Hunger
 6- Only get some of what you want if you increase Hunger. Otherwise, the VM can make a hard move.

If you want, you can boil most of this down to a system of choosing one of your four attributes to roll, consulting this chart, and improvising.

Vampiric Healing

When you call on your blood to heal harm done to health, roll +Blood. **It takes concentration, so you can do this once per scene.**

10+ Heal 2 harm on your Health track/clock?
 7-9 heal 1 harm on your Health track, +1 if you increase your Hunger by 1
 6- Heal 1 harm on your Health track and increase your Hunger by 1

Blood Surge

When you call on your blood to strengthen you, roll +Blood. **You can do this right before you roll +Violence for another move you have in mind. When you use this ability, your violence is especially messy.**

10+ Take +1 forward to Violence rolls for the night.
 7-9 Take +1 forward to Violence rolls for the scene, and for the night if you increase your Hunger by 1
 6- Take +1 forward to Violence rolls for the scene, and increase your Hunger by 1

Feign Life

When you call on your blood to appear alive, roll +Subtlety.
 10+ You appear alive for the rest of the night
 7-9 You appear alive for the scene, and for the rest of the night if you increase your Hunger by 1
 6- You appear alive but not for as long as you think. Increase your Hunger by 1. Mark xp if the VM makes a hard move.

Break & Enter

When you break and enter, roll +Subtlety.
 10+ You get in and leave no trace.
 7-9 You get in, but leave some evidence behind. The VM might not tell you what.
 6- You take too long and draw unwanted attention. Mark xp if the VM makes a hard move.

Endure Harm

(You cannot use this move against fire, sunlight, true faith and staking)

When you endure physical or emotional harm without retaliating, roll +Violence for harm against your Health and +Insight for harm against your Willpower.

10+ You reduce the harm by 2

7-9 You reduce the harm by 1, and 1 more if you increase your Hunger by 1

6- You take harm as established, minus 1 if you increase your Hunger by 1

Usually, 1 harm is minor (a cut, a burn, a provocation), 2 harm is serious (a gunshot, a stab wound, a humiliation), and 3 harm is deadly (a fall from over 30 feet, a shotgun blast, being tortured). 2 harm is enough to take out a mortal, and 3 harm is enough to take out a minor supernatural creature. 4 harm is enough to take you out, working stiff.

Evade Harm

When you just run away from physical or emotional harm, without retaliating, roll +Subtlety.

10+ You escape the situation unharmed, but may have to keep running.

7-9 You reduce the harm by 1 and escape the situation.

6- You are trapped. Mark XP if the VM makes a new hard move.

Fight

When you fight to inflict physical or emotional harm, roll +Violence if close, +Violence if at a distance with a distance weapon, or +Subtlety if inflicting emotional harm.

10+ You inflict harm based on your weapon, and take none in return.

7-9 You inflict 1 harm (minor), or more based on your weapon if you take 1 harm in return.

6- Your attack turns against you, and you inflict 1 harm and take harm in return based on your opponent's weapon (at least 1).

Weapons and Harm

Weapon	Harm
Unarmed	1
Weapon	2
Big scary weapon	3

Help Someone

It is possible to assist someone who is making a move. You can add a +1 to their roll, but you also share in the consequences if things don't go well.

Hide & Sneak

When you try to move around and avoid being noticed, roll +Subtlety.

10+ You avoid notice and can interact with your surroundings, as long as you are careful

7-9 You avoid notice for up to a scene, but you cannot interact with your surroundings or else you will reveal yourself

6- You draw attention to yourself. If the ST makes a hard move in response, mark xp.

Manipulate Vampires

When you try to get something you want from a vampire, roll +Subtlety.

10+ You get what you want, a favor for a favor, and nothing more. The VM will say what the vampire demands in return.

7-9 You get what you want, but pick 1:

- ❖ You must accept a debt, to be called in at a later time
- ❖ You get what you want, but the vampire wants revenge
- ❖ You get what you want as if you rolled 10+, but the wheedling and begging makes you lose 1 Status

6- Your request does not go well. Mark xp if the ST makes a hard move, and you lose 1 Status.

Manipulate Mortals

When you try to get something you want from a mortal, other than blood, roll +Subtlety.

10+ You get what you want, short of something dangerous.

7-9 You get what you want, but they demand something in return - at least a debt.

6- The mortal is suspicious of you. Either leave immediately and cover your tracks **or add 1 to the Riot-Ometer.** (The Riot-Ometer is a series of clocks tracking escalation of panic and vampire-hunting in your city)

Resist Coercion

When someone tries to force you to act, roll +Insight.

10+ Your no means no.

7-9 You have to give them something, or else the conflict will escalate. **If it escalates, this is a time you might mark XP if the VM makes a hard move.**

6- Either you give them exactly what they want, or the conflict escalates and the ST can make a hard move. If the ST makes a hard move, mark xp.

Study (a person, a situation, lore)

When you try to determine the truth, roll +Insight.

10+ Choose up to 3 from below:

7-9 Choose 1 from below:

(A question starting with who is distinct from a question starting with what)

- ❖ Who or what is dangerous?
- ❖ Who or what is in power?
- ❖ Who or what is hidden?
- ❖ Who or what is valuable?

Another question of the player's choice

6- The ST tells you something that constitutes a soft move (a twist, a new threat, etc.) **as you realize things are worse than you thought.**

Hunting

As a working stiff, you have to find time for hunting, and every stiff has their own hunting style. All of these styles assume you don't exsanguinate your victim. These moves can also be setups for scenes, especially with 7-9 and 6- results. So feel free to make the move and then jump into the moment when the consequences are happening, rather than needing a whole scene every time you go out hunting. **Hunting requires at least a few hours. If you rush things, these moves are not available.**

A normal person has 4 units of blood in them. Taking 1 will leave them woozy. Taking 2 often leaves them unconscious. Taking 3 requires an immediate trip to the hospital. Taking 4 is lethal.

The only way to reduce your Hunger to 0, ever, is to take 4 from the same victim.

Predator Moves

Choose one predator move, which is your specialty.

Mugger

When you hunt by assaulting people, carefully select a victim and then roll +Violence. **Describe your victim.**

10+ You find the perfect victim, and can reduce your Hunger by 1

7-9 You find a victim, and can reduce your Hunger by 1, or by 2 if you take 1 harm in the struggle

6- You end up in a fight, and can either take 1 harm and reduce your Hunger by 1, or you avoid harm but have to flee

Doc

When a medic feeds from patients or medical supplies, once they have access, roll +Subtlety.

Describe how you access medical supplies or feed from the sick and injured.

10+ You reduce your Hunger by 2.

7-9 You reduce your Hunger by 1, or 2 if you also risk being under the influence of medication for the rest of the night

6- Someone has noticed what you're trying to do. If you hunt here again, the ST can make a hard move.

Cannibal

When a cannibal feeds on vampire blood, roll +Subtlety. **Name the vampire who gives you their blood, if the VM doesn't already have someone in mind.**

10+ You have an arrangement. Reduce your Hunger by 2, but you are in debt to the vampire.

7-9 The arrangement has become tenuous. Reduce your hunger by 2, but you need to do something

risky for the vampire. A debt is being called in.
(You might still owe more)

6- You draw attention to your proclivity, and lose 1 Status as a result.

Snowflake

When a snowflake feeds from someone who gives informed consent, roll +Insight. **Describe the conversation.**

10+ You have found someone who is willing to help this time. You can reduce your Hunger by 2, but if the secret ever gets out, you lose 1 Status or add 1 to the Riot-Ometer.

7-9 It takes some talking, but you find someone willing to help. Reduce your Hunger by 1, or 2 if you add 1 to the Riot-Ometer.

6- Your request leads to a freak-out. If the VM makes a hard move, mark xp.

Extortionist

When an extortionist uses leverage to threaten someone for blood, roll +Subtlety. Of course, you must have leverage on them first. **Name the person you're exploiting and describe the leverage.**

10+ You reduce your Hunger by 1 - can't take too much or else it'll draw attention.

7-9 You reduce your Hunger by 1, but your victim threatens to expose what's going on, or begs piteously to be spared, etc.

6- Your victim has turned the tables on you. If the VM makes a hard move (i.e., the victim goes to the police with information about you) mark xp. Otherwise, you will have to find a new person to blackmail.

Vegan (not available at Blood +1 or higher)

When a vegan hunts animals for blood, roll +Insight.

10+ You kill one larger animal or a lot of smaller ones. Reduce your Hunger by 1. You'll need to clean up all the corpses.

7-9 You kill one larger animal or a lot of smaller ones, but it draws some unwanted attention. You reduce your Hunger by 1, but will need to clean up all this messy evidence.

6- You have to go through a lot of animals, and you briefly lose control of yourself. If you reduce your Hunger by 1, the VM can make a hard move, and if they do, mark xp.

Graverobber

When a graverobber feeds from a recently-deceased corpse, roll +Subtlety. **Say where you find a fresh corpse.**

10+ Cold blood is not what you are meant to eat, but reduce your Hunger by 1.

7-9 You fight down the nausea and reduce your Hunger by 1. You have left evidence behind, however.

6- You lose your lunch, stiff. You vomit up the cold blood you tried to consume and make a horrible mess. Your Hunger remains the same. If the VM makes a hard move, mark xp.

Local Celebrity

When a Local Celebrity feeds from fans and sycophants, roll +Subtlety. **Describe your scene of choice, and why you are known.**

10+ Your people, or your fans, provide. You reduce your Hunger by 1.

7-9 Your people provide. You reduce your Hunger by 1, but draw attention to yourself.

6- They feed you, but it causes a scandal. Reduce your Hunger by 1 but the VM can make a hard move. If they do, mark xp.

Sandman

When a sandman feeds from a sleeping mortal, roll +Subtlety. **(This usually involves breaking and entering, but the vampire who uses this method has established victims it is easy to access.) Describe the sleeping person you find.**

10+ You find a sleeping victim. Reduce your Hunger by 2.

7-9 You find a sleeping victim, but it takes extra effort. You draw attention, leave behind evidence, or only reduce your Hunger by 1 instead of 2.

6- You wake your victim. Either you flee, or you reduce your Hunger by 1 and add 1 to the Riot-Ometer.

Literal Vamp

When a literal vamp hunts from someone they've seduced, roll +Humanity. **Describe how this seduction goes.**

10+ You pick someone up and get it on. Reduce your Hunger by 1.

7-9 You pick someone up and get it on. It gets awkward, and you can reduce your Hunger by 1 if you mark a Background or deal 1 harm to the Masquerade.

6- Hard pass. You can still reduce your Hunger by 1 if you deal 1 harm to the Masquerade.

Powers

Even working stiffs have a few useful vampire powers. You can roll +Blood if it is higher than the ability called for in the move.

Mesmerism “Look into my eyes...”

When you gaze into a mortal's eyes and you mesmerize them, roll +Subtlety. Increase your Hunger by 1.

10+ Pick 3 from below

7-9 Pick 1 from below

- ❖ The mortal is charmed by your conversation, and considers you trustworthy and fascinating until you prove otherwise
- ❖ The mortal is confused and paralyzed, unable to act for the rest of the scene
- ❖ You talk the mortal through new versions of their memories of recent events
- ❖ You get the mortal to spill a secret
- ❖ You implant one simple “if-then” instruction in the mortal's subconscious

6- The mortal sees that you are an undead predator of the night. If the ST makes a hard move, mark xp. If not, just lose 1 Status.

Invisibility

When you become still and quiet, trying to be invisible, roll +Subtlety. If you draw attention to yourself, your invisibility ends. Increase your Hunger by 1.

10+ You remain invisible, and the sounds you make are muted, for the scene.

7-9 You become invisible, or the sounds you make are muted, for the scene.

6- You believe you are invisible, until the VM makes a hard move to show you that you aren't. If the VM does, mark xp.

Shape Changing

When you call upon your vampiric blood to change your shape, roll +Blood. If anyone sees in a clearly unnatural form, or with clearly unnatural features, mark the Riot-Ometer.

10+ Choose a major transformation (or a minor transformation, if you prefer) for a scene

- ❖ You transform into the shape of a wolf or a bat, which you can maintain for the rest of the night
- ❖ You grow long, iron-hard claws and deal 3 messy harm in close combat for the scene
- ❖ You adapt to move through the water, and can maintain this form for the rest of the night

7-9 Choose a minor transformation for a scene

- ❖ Your eyes gleam yellow and enable you to see clearly if any light is present
- ❖ You grow long claws that enable you to climb rough surfaces
- ❖ Your ears enlarge, letting you hear as well as a bat

6- As 7-9, but you make your supernatural nature obvious to bystanders. If the VM makes a hard move, mark xp.

Extrasensory Perception

When you look behind the veil of the mundane, roll +Insight. Increase your Hunger by 1.

10+ Choose 3 hold for the night

7-9 Choose 1 hold for the night

You can spend your hold on any of the following:

- ❖ You can see a mortal's aura
- ❖ You receive a vision of the last person to hold an object
- ❖ You receive a vision of an emotionally charged moment that occurred in your current location
- ❖ You can see ghosts

6- You open yourself to a hidden reality you'd rather not see. The VM will tell you what. If the VM makes a hard move, mark xp.

Occult Magic

When you perform an occult ritual, roll +Insight and increase your Hunger by 1. Your occult ritual must include: consecrated space, at least one significant object representing your intent, and a sacrifice.

10+ Choose 1 major effect, or 1 minor effect if you prefer.

- ❖ You can see and hear a distance time for one scene
- ❖ You conjure a powerful entity which must honestly answer a single question
- ❖ You ward a location so that no one can enter uninvited until the next sunrise
- ❖ You taste a creature's blood and take +1 against that creature until the next sunrise

7-9 Choose 1 minor effect.

- ❖ You can see and hear a distant place for one scene
- ❖ You conjure a weak entity that can perform one mundane task
- ❖ You ward a location so that one specific supernatural creature cannot enter uninvited until the next sunrise
- ❖ You taste a creature's blood and can ask a single question about that creature that the ST answers truthfully

6- The ritual backfires, and you are haunted by a malevolent presence. When the VM makes a hard move, mark xp.

Levitation

When you call upon the blood to levitate or fly, roll +Blood. Increase Hunger by 1. If anyone sees you levitating and flying, mark the Riot-Ometer.

10+ You are able to levitate and fly about as fast as you can run for the scene.

7-9 You are able to levitate for a scene.

6- You lose control of your flight and draw attention to yourself. If the VM makes a hard move, mark xp.

Speed

When you call upon the blood to make yourself quicker, roll +Blood. Increase your Hunger by 1.

10+ Take 3 hold, lasting one scene

7-9 Take 1 hold, lasting one scene

6- Take 1 hold as above, but you reveal your identity to bystanders. If the VM makes a hard move, mark xp.

You can spend 1 hold to do any of the following:

- ❖ Immediately act again after you have acted
- ❖ Pre-empt someone else's action so that yours is resolved first
- ❖ Flee a scene
- ❖ Dodge a single attack

Toughness

When you call upon the blood to strengthen yourself, roll +Blood. Increase your Hunger by 1.

10+ Choose 3 hold, lasting one scene

7-9 Choose 1 hold, lasting one scene

- ❖ You inflict +1 harm in close combat for the scene
- ❖ You ignore the first 1 harm you take from attacks for one scene
- ❖ You can perform one feat of strength, like lifting a car, throwing a motorcycle, or crushing a brick in your hand
- ❖ You can ignore all harm from a single attack

6- Choose 1, but you reveal your identity to bystanders. If the VM makes a hard move, mark xp.

The Riot-Ometer

You're supposed to keep all this vampire stuff a secret. As you and your colleagues fuck up, you make things worse for everyone. Each level of the Riot-Ometer has a clock, and when the clock fills, the meter escalates to the next level.

Bloody Veto

To avoid adding one to the Riot-Ometer, a vampire can always seek out and kill all of the witnesses (by mundane means, not exsanguinating them). A vampire who does this adds 1 to their Ennui. There are of course longer-term, more clever ways to

accomplish something similar, but this is the veto option for the Riot-Ometer.

Level 1: Calm

Don't start nothin', won't be nothin'. People generally agree that vampires don't exist, and ignore crackpots who say otherwise. Cops try to explain away vampiric activity as bath salts gone awry or animal attacks or tweekers.

Level 2: Tense

People are beginning to talk about how maybe vampires are real. There are enough stories that it's hard to ignore. Those who can buy extra locks. The rich get infrared cameras and motion detectors. The Mayor quietly creates a special police task force to investigate unusual crimes. Hunting moves are at -1 ongoing. If this is your fault, and it's found out, you are branded and lose 1 Status.

Level 3: Widespread Panic

A lot of people agree that vampires are maybe real, and they're scared and angry about it. Neighborhood watches are formed. The feds are called in - turns out they have a whole division of the FBI that works with Homeland to deal with this kind of thing. Cops carry white phosphorus rounds. Other cities think your city has lost its mind. Hunting moves are at -2 ongoing. If this is your fault, and it's found out, you are branded and lose all Status forever. Working stiffes are commanded to put their unives on the line to fix. This. Now. Or. Else.

Level 4: Purge

Everyone agrees that vampires are real, and they're going to hunt down and burn every fucking one. Daytime searches go door-to-door. Suspected vampire nests are fire-bombed. Temperature checks are instituted to get into any building. Hunting moves are at -3 ongoing. Being a vampire is untenable. You have entered the end of this vampire campaign, and will shortly be

killed with fire. Great work, stiffes. You broke the world.

Lifelines

Lifelines are connections to the mortal world which let you navigate that world better than your undead overlords, and which also remind you of your humanity. As you gain Ennui, you are cut off from your Lifelines (of which you have 4). Every time you gain Ennui, cross out a Lifeline and you can have a scene showing you the relationship has withered due to neglect or been cut off due to betrayal, etc. When you are out of Lifelines and have 4 Ennui, you are an uncaring monster, and no longer even a very good working stiff.

Lifelines: friends, fame, income (job?), access, territory, mask,

- ❖ Access: you have access, often because of one of your other Lifelines, to special information. You have to take this Lifeline again for each kind of access you have - to the police, to a political office, to a financial institution, etc. This access is very valuable to your undead overlords
- ❖ Fame: you have fans, and followers, whether in some kind of local art or music scene, or online. If you wish, you can get people to recognize you if they are part of your scene (if you were famous to be recognized when you don't wish, you'd be a liability and a pile of ash shortly thereafter)
- ❖ Friends: you have actual friends who care about you. These could technically be your family from when you were alive, but are almost certainly people who don't know about your undead nature
- ❖ Income/Job: you maintain employment - probably nothing with a lot of perks, unless you put multiple picks into this Lifeline. You can put up to three picks in this Lifeline, with the results listed below (or close enough):
 - You have a shitty, menial job that provides you a working-class income

- You have a decent, probably work-from-home type job that provides a lower-middle-class income
- You have a nice, flexible job that provides a solidly middle-class income

- ❖ Identity: every working stiff has a mask, and the mask is the last Lifeline to fall. Your mask is a false identity with some amount of records, paper-trail, and people who will back up the idea that you are not, in fact, an undead monster. Your landlady, a dry cleaner, a social worker, etc. will vouch for the fact that you are a human being. You might have a credit card or a driver's license (both hard to maintain, but possible). Without a mask, you are just a wandering monster.
- ❖ Territory: you have an area that is yours, full of incidental connections, where you have a reputation that pleases you.

Lifelines

Each Lifeline can either be basic or advanced. You must spend two picks for an advanced Lifeline, but when crossing them out, you cross off the advanced Lifeline first and then the basic second.

Access

You have access to a mortal source of information, organization, or other resource. Basic access is one pick, and advanced access is a second pick. Choose from the examples below or create your own with the VM.

- ❖ Examples: a press pass, power plant ID card, quality police scanner, politician's phone number, seat on the board of a museum or theater

When you use your access for vampire stuff, roll +Subtlety.

10+
7-9
6-

Fame

Fame is dangerous for a working stiff, but with things like social media and a lot of care, you can maybe make it work. For a while. You can reach out to your people to get help, but doing so always draws attention to you.

- ❖ Basic: you are known to a small subculture in the city, like chess aficionados or Jehova's Witnesses or baristas
- ❖ Advanced: you are known to a large subculture in the city and beyond, such as musicians, podcasters, nurses

When you use your fame as leverage, roll +Insight.
10+ You draw unwanted attention to yourself, but things work out as you hoped.

7-9 You draw unwanted attention to yourself, and a few fans are now obsessed with you, but things otherwise go as you hoped.

6- You are swarmed! Your fans will not leave you alone. If the VM makes a hard move, mark xp.

Friends

You have either one or two close friends. They would do almost anything for you, as long as you seem like you would do almost anything for them. Describe your friend, including one thing they're good at and one liability they have.

When you inevitably exploit a friendship, roll +Subtlety.

10+ You hurt them but are careful not to hurt them too much. You get what you want for nothing in return.

7-9 You get what you want, but your friend angrily demands something in return.

6- Your friend ghosts you. You'll have to spend time repairing the relationship.

Job

As a working stiff, you have to be tricky to maintain employment of any kind. The benefit is that you have an income and some resources in the mortal world.

When you avoid work responsibility to be a working stiff, roll +Subtlety.

10+ You get away with it.

7-9 You get away with it, but you draw unwanted attention to yourself.

6- You are warned or suspended, and if you were already warned or suspended, you are fired. You will need to spend time finding a new job.

Identity

You have a thorough, well-established alternate identity. This could be your mortal identity which you are holding on to, or an invented one. **The main benefit of your identity is that it lets you divert consequences for drawing attention to yourself. When you or the VM would tick the Riot-Ometer, you can instead cross out your Identity. It is burned, and you'll have to start over. Otherwise, the identity lets you do things like show your ID to cops, avoid the unwanted attention of the authorities in some cases, etc.**

Territory

You have an area of the city in which you are known, and where you have a reputation that pleases you.

- ❖ Basic:
- ❖ Advanced:

Your Undead Overlord(s)

Defeating Your Undead Overlord(s)

In order to defeat your undead overlord and free yourself, you must first fully understand your undead overlord, and then you must outsmart and outmaneuver your undead overlord, and finally you must destroy your undead overlord.

Undead overlords are inscrutable - they are utterly detached from their former humanity, and their goals and agendas are hard for even their peers to understand.

Undead overlords are also manipulative - they are surrounded by layers of machinations, deceptions,

double-blinds, false trails and mindfucked minions. Anyone could be watching on their behalf. They have occult and supernatural abilities that are unknown to working stiffs. They have persisted in undeath for hundreds, perhaps thousands of years.

Undead overlords are formidable - physically powerful, and almost impossible to harm using anything other than a bane to which they are vulnerable like silver, fire, sunlight, holy relics and so on. Not all undead overlords are vulnerable to particular banes, and some have rare banes like iron nails or readings from the Book of Thoth.

In order to overcome an undead overlord, working stiffs will often need to work together. The cost of failing when using the moves described below can quickly build up to become untenable. Note that in each move, there is an option to pretend you've picked from the list and instead take 1 hold to use against another working stiff later in the process by betraying them in some way. If you have the 1 hold (or more), note it somewhere secret and let the ST know after the game session is over.

ST, have the player write their question down, then pass them the note back with their answer. The player can then decide what to say and whether they keep the 1 hold to use later.

Remember that you can aid each other on these rolls.

Understand an Undead Overlord

When you investigate, do research, and seek to understand your undead overlord, roll +Insight.

10+ Pick 2 from below

7-9 Pick 1 from below, and you draw some unwanted attention.

6- Pick 1, but your undead overlord has noticed and the ST makes a hard move. Lose 1 Status and mark xp.

- ❖ You learn the location of your undead overlord's main lair
- ❖ You learn the identity of your undead overlord's trusted minion

- ❖ You learn a single bane that can affect your undead overlord
- ❖ You learn one thing, or person, that your undead overlord loves or hates
- ❖ You pretend that you have done 1 or 2 of the above, and instead take 1 hold to use against another working stiff later.

Outsmart an Undead Overlord

When you deploy your own manipulations, cover-ups, and double-crosses to try and outsmart your undead overlord, roll +Subtlety.

10+ Pick 2 from below

7-9 Pick 1 from below

6- Pick 1 from below, but your undead overlord has noticed and the ST makes a hard move. Lose 1

Status and mark xp.

- ❖ You set up surveillance of your undead overlord's main lair
- ❖ You capture your undead overlord's trusted minion
- ❖ You are able to get some of the special bane that can affect your undead overlord
- ❖ You pretend you have done 1 or 2 of the above, and instead take 1 hold to use against another working stiff later.

Destroy an Undead Overlord

When you face your undead overlord directly, seeking to destroy them, roll +Violence.

10+ Pick 2 from below

7-9 Pick 1 from below and take 1 harm

6- Pick 1 from below and the ST makes a hard move

❖

Harm

As mentioned above, harm is a simple clock with four ticks - six if you want a more forgiving game. Once your harm clock is full, you are taken out. Your body is so broken that you cannot continue.

Recovery

Working stiffs are only able to recover by using their blood to fuel their vampiric power. You can also, instead of reducing your Hunger by 1, erase 1 tick from your harm clock.

Experience

Raise an attribute (up to a max of +3) 10xp

Learn a new supernatural power 20xp

Buy a new lifeline 10xp

Playbook Notes