

immediately or lose Strength every hour, and he temporarily gains the Frenzy Talent again as described previously. This same state is entered if the Vampire's Strength drops below 10% due to continued abstinence. In both cases, the Vampire also gains an Insanity Point. If the Vampire's Strength drops below 0 due to abstinence (forced or voluntary), he becomes almost too weak to move. WS, BS, and Ag are reduced to one tenth their value, and his Movement becomes 1. At this point, he typically relies on minions to provide him with sustenance; feeding instantly removes all these penalties, and Strength returns normally at 10 points per Blood Drain.

Those that lack minions may recover through falling into a deep hibernation. In this hibernation, the Vampire regains 1 point of Strength per year of uninterrupted "sleep." A year is interrupted if the Vampire is awake for more than an hour or takes any damage. The year must then begin again. The Vampire need not wait until he is fully recovered and may awaken from hibernation at any time. In fact, few Vampires use this option since there is usually an abundance of animals and old people on which it might feed to slake its unholy thirst.

## BREEDING

The Blood Kiss is almost always done upon willing victims, but occasionally, when the irony is particularly sweet, it is done on the unwilling. On willing targets, use the controlled feeding rules for both participants. For unwilling targets, the Vampire must first reduce the victim to 0 Strength using Blood Drain. Then, too weak to resist, the Vampire forces them to feed. They will appear dead if left at that point but will rise in 1d10 days, full of hunger. If the Vampire is unwilling to use force, the Dominate power is also sufficient.

Vampires also sometimes rely on their personal charms to convince a person to willingly accept a bite or the Kiss. This can be modelled with an opposed test of the Vampire's Charm against the victim's Will Power. The victim gets a +30% bonus to this roll due to the unnatural nature of the request, though the GM is free to adjust this modifier due to circumstances. For example, someone dying from a critical hit is much more likely to accept the gift of immortality.

Victims who are not brought to near-death will not slip into a death-like state after the Kiss. Instead, they are simply Stinking Drunk for 1d10 hours, full of fevered dreams and strange sensations as their new strength asserts itself. It is during this time that their soul is attacked by the spirits caught between life and death. Those taken unwillingly are typically unconscious for this process, and many willingly bitten pass out from the effect. Regardless of whether they are sensible during this experience, any Characters undergoing the transformation into a Vampire must pass a Will Power Test or gain an Insanity Point. Those who wake up in a coffin, six feet under the soil, may, at the GM's option, be forced to make another Will Power Test to avoid a second Insanity Point.

### TABLE 7-6: VAMPIRE'S CURSE

Roll	Weakness
01-05	Barriers
06-10	Counting
11-20	Daemonsroot and Witchbane
21-25	Fire
26-30	Garlic
31-35	Gromril
36-40	Ithilmar
41-50	No Reflection
51-55	Religious Symbols
56-60	Sawdust
61-65	Silver
66-70	Stakes
71-80	Sunlight
81-85	Tears
86-90	Warpstone
91-00	Running Water

Regardless of whether this roll is a success or a failure, the personality of the Character is entirely and irrevocably altered by the experience. The new Vampire does keep his memories and his personality, but both tend to fade quickly and are forgotten. The truth is that much of the old personality is simply irrelevant in this new state, just as the personality of a sheep is of little use to a wolf. Ideas about friendship, morality, and duty are fundamentally changed when one becomes a wolf amongst Human sheep. Some people are able to act kindly towards sheep, of course, but in the end, they are there to be herded, killed, and eaten.

## WEAKNESSES

All Vampires suffer from the Blood Curse placed upon them by Nagash. The curse places the following six restrictions upon the Vampire. The most common involve the inability to cross running water, the inability to cast a reflection or shadow, the urge to drink blood, vulnerability to sunlight, weakness to certain herbs, and a weakness towards silver. However, as the bloodlines have crossed and become muddled, there is no guarantee that a Vampire has all of these weaknesses and may have others instead. All Vampires must drink blood, but the other weaknesses are not assured. Roll or select five weaknesses from **Table 7-6: Vampires' Curse**.

### Barriers

This Vampire cannot enter any other structure not owned by him unless he is first invited. Once the Vampire is invited, he



may enter and exit freely. The Necrarchs typically have this vulnerability.

### Counting

These Vampires have a curious obsession with counting. Whenever confronted with a number of small objects, such as poppy seeds, coins, or pieces of string, the Vampire must succeed on a Challenging (–10%) Will Power Test or count the objects—an act that usually takes 1d10 minutes. If the Vampire succeeds on the test, he takes a –10% penalty to all tests whilst the uncounted objects remain in view.

### Daemonsroot and Witchbane

Some Vampires are repelled by Daemonsroot and Witchbane. Vampires with this vulnerability must succeed on a Will Power Test to come within 2 yards (one square) of these herbs.

### Fire

A few Vampires are vulnerable to purifying flame. These Vampires cannot use their Toughness Bonus to reduce damage from fire (magical or otherwise).

### Garlic

Many Vampires have an unusual weakness for rare roots and plants, as can be see with Daemonsroot and Witchbane. A few are saddled with vulnerabilities to more common plants such as garlic. Such Vampires take a –20% penalty to all tests whilst within 6 yards (3 squares) of this substance.



### Gromril

The touch of Dwarfen Gromril is anathema to some Vampires. Whenever such Vampires are injured by Gromril weapons, they may not use their Toughness Bonus to reduce the damage.

### Ithilmar

The silvery steel of the Elves is said to hold uncanny magical power. Whilst much of this material is used for armour and decorative items, the Elves are famed for their potent weapons wrought from this ore. Should the Vampire lose at least 1 Wound from an attack made with a weapon forged from Ithilmar, the Vampire must succeed on a Challenging (–10%) Agility Test or catch fire. See **Fire** in *WFRP* page 136.

### No Reflection

Many Vampires are cursed, so they can never behold their visage in the surface of a mirror or in a shadow cast by the moonlight. Mirrors or other reflective surfaces do not show the appearance of these Vampires.

### Religious Symbols

The power of belief is quite strong in the Old World, and mortals who present icons and symbols of their Gods can sometimes repel Vampires. A Vampire that is vulnerable to such items must succeed on a Will Power Test to close within 2 yards (1 square) of a person presenting a religious symbol. As well, they must succeed on a Hard (–20%) Will Power Test to enter a temple or grasp a religious icon. The GM may modify this test depending on the strength of faith of the temple's believers or the icon's wielder.

### Sawdust

A few Vampires can be repelled by the accoutrements of those who handle corpses, such as sawdust or embalming fluid. A Vampire with this vulnerability must make a Terror Test when he comes in contact with these substances.

### Silver

The mere touch of silver burns the flesh of Vampires with this weakness. If the Vampire loses at least 1 Wound from a silvered weapon, he automatically loses 3 more, ignoring armour and Toughness Bonus.

### Stakes

Plunging a stake through the heart of any creature is traumatic enough, but when used against Vampires with this weakness, any attack with a stake is enough to drive these creatures away. The stake must be fashioned from a special wood, such as ash, hawthorn, or rosewood. If the Vampire is struck by such a stake and takes at least 1 Wound, the Vampire is immobilised until the stake is removed (a half action). Whilst immobile, the Vampire may not take any action that involves physical movement, except for the Standard Attack or Swift Attack actions.