

Blood Boys

Hold on to your humanity. Lust for power.

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This game draws heavily on *Nicotine Girls* by Paul Czege:

<http://www.halfmeme.com/nicotinegirls.html>

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Introduction

You're fresh-made, boy! Still leaking from two neat punctures on your neck. Trapped and trussed. A little dazed, a little confused and a little screaming for your mummy. But that'll pass. It all does.

Why'd I take a nibble on your fresh, soft skin? Couldn't resist. I knew you'd taste so good. And you did! You'll understand soon, when you start nibbling. Little love bites on pretty starlets, rolling and sucking with the girls and the boys.

When you start, you'll clean off the blood afterwards. You'll leave them, little chests still going up and down. Or big chests, whatever takes your fancy that particular night. And then you'll check on them later, to make sure those hearts are still pumping and no new blood is leaking.

But one night, you'll check on them later and you'll need to take another bite, because there's still so much untouched skin, and no one will notice four little punctures.

And then one dies, and another dies, and the police get called and it's a national tragedy.

And then you find sweet smooth boys and you blood them, and you leave them behind all trapped and trussed for the fuzz and the press to find.

And then you go to another city and you find yourself a sweet new thing to suck.

How to create Boys

Take one character sheet for each player, and then one more.

Characters are males between 16 and 19 years of age, but not just any males between 16 and 19 years of age. Your blooder was discerning. There was something that made you all taste so good.

As a group, agree on one thing that you had in common that made you all taste so good. Circle that on each sheet.

Then, each player looks at the character sheet (or sheets) and either chooses another thing that made you taste so good or answer the question on an existing thing that made you taste so good.

Then pass the character sheet (or sheets) to the player on your left. They again can choose another thing—or, if they don't, answer one of the questions (or add depth to an existing answer).

Keep passing the sheets around until one character has six things that made them taste so good. No one can add anything new.

Someone tears that sheet with six things in half and put it in the middle of the table. He's the boy none of you play.

Everyone, grab the one character sheet you now have in front of you. Add up how many things made you taste so good. This is your Humanity. Subtract your Humanity from 6. This is your Monstrosity. These are called your 'Pulls'.

You also have four Methods, called Control, Skill, Knowledge and Power. Two start at 2 and two start at 1—pick which is which.

Clashes

When you want something to happen, ask yourself why. Are you acting out of fear, love, hope or other girly stuff like that? Then you roll d10s equal to your score in Humanity. Are you acting out of ambition, pride, possessiveness, callousness, brutality, hate or other cool stuff like that? Then you roll d10s equal to your score in Monstrosity.

When you want something to happen, ask yourself how you're going to do it:

- Are you going to make someone do it for you? Then every die result equal to or below your Control counts as a success.
- Are you going to rely on your talents and training? Then every die result equal to or below your Skill counts as a success.
- Are you going to use your experiences and learning? Then every die result equal to or below your Knowledge counts as a success.

One or more successes, and you achieve what you wanted.

If you use Humanity and gain a success, your Monstrosity is reduced by 1. If you use Humanity and do not gain a success, you cannot use Humanity in a clash for the rest of the session.

Wait a moment.

You've been blooded. Doesn't that give you some kind of super powers?

You tell me.

Letting scenes

Anyone who explores their new-found powers or status can call for a Letting scene. You discover something about blood and your kind. Feel free to invent facts or choose from the list below. Notice that there's a fact that makes you powerful—and then a 'but' or an 'if' or something frustrating like that.

When anyone around the table sees you in a clash where one of these facts could be of use, they can point it out. At this point, you can draw blood power and roll extra dice equal to your Power score. However, your true nature is revealed.

If you don't draw blood power, your true nature is hidden but you subtract dice equal to your Power score (start with the highest die).

Example discoveries:

- Blood power makes you stronger than any human, if you have feasted recently.
- An oath kills any who break it, if sworn with fresh-drawn blood.
- The Prince answers any call for aid, but few dare call him.
- Humans obey all commands, if you have taken from them.
- Humans obey all commands, if anyone has taken from them.
- After feasting, your dreams are prophecies.
- Blood power allows you to recover from any harm, if you have feasted recently.
- Guns and prayers are nothing, but silver and fire hurt.
- The Ragpicker controls the docklands, and he hates your kind.
- There is a cure, but no one knows it.

Hurting people and vampires

If you are in clash with another vampire, ask yourselves—are either of you prepared to reveal your true natures? If neither are, it's a stalemate. Nothing bad or good really happens. If one of you is, things go well for him and badly for the other. If both of you are, things go badly for both of you. Decide secretly whether you're willing to reveal your natures, then reveal whether you're revealing.

When you try to hurt a human, roll dice equal to your Monstrosity. Any result of 1 is a success. You only need one success.

Betrayals

I have to hurt you to be strong enough to protect you.

When one of the reasons you tasted so good no longer applies, strike it out. If your Monstrosity is lower than 6, make it 6. If your Monstrosity is 6 or higher, add 1 to your Monstrosity.

Each of the acts described below adds +1 to your monstrosity. When you have done all three acts on a path, lose 1 Humanity.

Path of Gentleness

- Hurting someone who deserves to be hurt
- Allowing yourself to get hurt to further your own ends
- Killing someone who deserves to die

Path of the Victim

- Taking from someone who hurt you.
- Killing someone who hurt you
- Doing something that makes you impossible to hurt

Path of the Family

- Bringing someone new into your family.
- Taking from a family member.
- Blooding a family member.

Path of Loyalty

- Serving that which you are loyal to while displaying blood power.
- Gaining territory for that which you are loyal to.
- Pretending to be that which you are loyal to.

Path of Faithfulness

- Paying tribute to that which you worship using blood power.
- Convincing mortals to worship that which you worship out of fear.
- Convincing mortals to worship that which you worship through you.

Path of the Virgin

- Taking from a human you once lusted after.
- Making a human you once lusted after do your bidding.
- Making a human you once lusted after love you.

Growing Up

There are acts that set your Monstrosity to a certain number if it is lower than that. If it is equal to or higher than that number, then performing those acts has no effect.

- *Taking from a human who survives the experience:* 4 Monstrosity.
- *Taking from a human who dies:* 6 Monstrosity.
- *Taking from two humans at the same time:* 5 Monstrosity.
- *Helping another take a human:* 4 Monstrosity.
- *Hosting a gathering where there are a number of humans on offer:*
7 Monstrosity.
- *Blooding your first:* 5 Monstrosity.
- *Your first blooded bloods his first:* 7 Monstrosity.
- *After being blooded, being taken and surviving:* 7 Monstrosity.
- *Being worshiped by a mortal:* 5 Monstrosity.
- *Have your mortal worshipers sacrifice an animal to you:*
7 Monstrosity.
- *Have your mortal worshipers sacrifice a human to you:*
9 Monstrosity.
- *Leave someone to die:* 4 Monstrosity.
- *Taking from the blooded:* Your Monstrosity matches theirs if it's higher.

The end

There is no end. You're immortal, remember?

Character sheet

Name: _____

Age: ____

Pulls

Monstrosity: ____

Humanity: ____

Methods

Control: ____

Skill: ____

Knowledge: ____

Power: ____

Things that make you taste so good ...

Virginity.

Who do you desperately want to fuck? _____

Loyalty.

Who or what would you obey instinctively? _____

Faithfulness.

What would undermine your faith? _____

Family.

When have they let you down? _____

Victim.

When has someone used you? _____

Gentleness.

When have you not stood up for someone? _____