

Ghoul Rules for Jeff's Vampire Game

(by John Taber, 5/28/2002)

1. Summary – This document is my attempt to simplify and clean up some of the ghoulish rules for Jeff's Vampire Game. In the process I will be using some rules straight from the Revised Edition (RE) manuals then tweaking them slightly or adding to them. I think that these rules should be much cleaner and easier to understand. As part of this section I'll first highlight the concepts that I plan to use when creating these rule changes.
 - a. Terminology – Here are some basic terms that I will use in this document.
 - i. Host or Donor – Refers to the kindred who is giving the blood, or vitae, to the ghoulish.
 - ii. Vitae – Stuff from blood that kindred absorb to give them strength. Where this gets important is with animals. See below for more details. During the details in this document I may use the term vitae and blood interchangeably. I'm sorry if this causes confusion.
 - b. Vitae Is What Is Important – The blood of animals has less "gusto" than that of humans. Thus even though an animal might be very large often they will have less *vitae* than humans. For example, a horse has a lot more blood flowing in his veins than a human but a human has more vitae than a horse. When determining anything having to do with ghouls and kindred the concept that is important is the amount of vitae in the creature.
 - c. Old Ghouls – If a ghoulish is very old it should use vitae slower thus needing less to be maintained by the host.
 - d. Low Generation Blood Should Be More Potent – Host vitae from a low generation vampire should be more powerful.
 - e. Three's A Crowd – It should be fairly easy for a kindred to maintain a few ghouls. If the kindred wants to create MANY ghouls it should become much more difficult.
 - f. K.I.S.S. (Keep It Simple Stupid) – Simplicity is key.

2. How much vitae does it cost me to maintain my ghouls?

The amount of kindred blood that is required to maintain a ghoulish is based on the maximum amount of vitae in the creature. Creatures that have more vitae require more kindred blood from the donor to maintain. Here is a chart with the details.

Example Ghoulish	Maximum Amount Of Vitae	Ghoulish Requirement
Human	10	10 blood every 30 days
Horse	8	8 blood every 30 days
Dog	6	6 blood every 30 days
Falcon	4	4 blood every 30 days
Rat	2	2 blood every 30 days

If you have multiple ghouls just add up the amount of vitae the kindred has to support to get the amount of blood per month. For example, Vlad has 4 human ghouls, 5 horses,

and a dog that total 86 vitae. Thus Vlad needs to spend 86 vitae every month to support his ghouls. This is approximately $86 / 30 = 2.86$ blood / day.

3. How does this affect the donor during a given gaming session?

This decision will be left up to the player and GM to determine. The player can subtract the total each day or maybe do double the loss every other day. Everyone is honest so I suspect that this will not be an issue. ☺

4. What is the advantage to having older ghouls?

Older ghouls are cheaper to maintain as they have learned to monitor their blood usage more closely. To figure out the savings divisor get the age of the ghoul and divide it by 50 years then add 1. Drop any fractional remainder. Divide the maximum vitae stat by this amount to get the amount of upkeep it will cost the kindred host per month. For example, Lilith has a human ghoul who is 190 years old. Thus her savings divisor for this ghoul is $190 / 40 + 1 = 5.75$. Dropping the fraction gives 5. Thus this ghoul only costs Lilith $10 / 5 = 2$ blood per month to maintain!

5. How do I create the stats for my ghouls?

In most cases one of the GM will create the ghouls that belong to a PC. In certain cases a player may be allowed to create a human ghoul using the provided VTMChar template. In the next two subsections I'll define how these ghouls are created.

a. Human Ghouls

To create human ghouls use the template provided in the VTMChar package on the file site. Note that all of the restrictions for ghouls except freebie points are coded into the template. The starting freebie points for ghouls is 10.

b. Animal Ghouls

Animal ghoul should be created using the guidelines from the back of the *Vampire Revised Edition* book and the *Ghoul: Fatal Addiction* guide. In most cases it is best if a GM creates all animal ghouls.

6. How does the host's generation affect all of this stuff?

Ghouls from vampires that are of lower generation will be more powerful. To facilitate this in the rules and still keep things simple additional discipline points will be added to the ghoul if they get their blood from a low generation donor. It is up to the GM to create ghouls in this situation. Maybe later when the PC get really powerful I'll add details. ☺