OOPS, ALL DRACULAS

A game by Jessica Marcrum

Credits

**Oops, All Draculas!** by Jessica Marcrum

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Watch an actual play of *Oops, All Draculas!* by Threeflings (https://youtu.be/SxShw67SGuU)
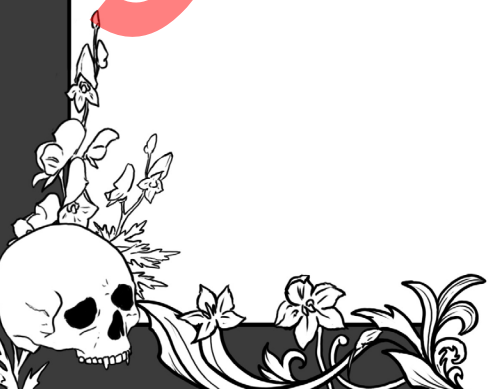
Introduction

Everyone knows that house. The spooky one down the block. Dark windows, hardly anyone goes in or out, except maybe a strange looking figure dressed, well, oddly would be a charitable word. There may be a lot of animals outside. Your parents or your partner or the neighbors complain about how the inhabitants never look after their rubbish properly: that must account for all these cats, opossums, racoons, and coyotes. You're not so sure. Whenever you walk by, you feel like you're being watched, or worse, followed. Like some presence is just behind you, beckoning you to enter, but you don't dare.

On Halloween, you instinctually stay away from that house. Kids dare each other to ring the bell or throw a rock at the window, but no one ever does. Everything about the house screams at outsiders to stay away, yet when you see people entering, you can't help but wonder. Who are they? What are they doing in there? What makes them so beautiful or mysterious or horrifying that you can't get them out of your head?

What would it be like to be one of them?

Oops, All Draculas! is a game of blood, mystery, and surviving immortality.

What Are We Doing in the Shadows?

Like most tabletop roleplaying games, Oops, All Draculas! provides an opportunity to be someone else for a short period of time. The dice pools allow for structure and uncertainty. In short, playing pretend with a vague structure of rules. Unlike other tabletop roleplaying games that focus on combat or romance, Oops, All Draculas! emphasizes community, teamwork, and being Dracula.

A lone Dracula is a danger to themself and others. Everyone is safer and stronger when part of a pack. Unlike other games involving bloodsucking fiends of the night, Oops, All Draculas! does not necessarily assume a masquerade or veil. The characters are the neighborhood weirdos and unless they murder in broad daylight, will have most of their behavior dismissed as eccentricities.

A standard session of Oops, All Draculas! generally lasts about 3-4 hours. It can function as a campaign with several sessions strung together in one arc or simply as a one-shot (a one-session game).

Components of Play

Oops, All Draculas! is a tabletop role-playing game for at least one player, referred to henceforth as Draculas. This game does not require a Dracula Master, or DM, though additional rules for utilizing one can be found on page 9.

Each Dracula individually needs:

- A character sheet

- A writing implement

- A willingness to inhabit their character

Each Pack, or full group, needs:

- A copy of this game

- A copy of Dracula by Bram Stoker (or your preferred Dracula book) and/or a tarot deck

- Up to 10 six-sided dice (10d6)

But We Don't Have Dracula or a Tarot Deck!

The deck and the novel by Bram Stoker are used primarily to set the scene. Dracula is available for free to read here: https://www.gutenberg.org/ebooks/345.

Feel free to utilize free tarot decks online here (https://www.llewellyn.com/tarot_reading.php) or here (https://serennu.com/tarot/pick.php?nc=0&deck=), or even art available here (https://random-ize.com/random-art-gallery/).

Another easy replacement for a tarot deck, especially when you have a large table of Draculas, is for one Dracula to take on the role of Dracula Master or DM (see additional rules on page 9).

Safe Sucking

To guarantee that everyone at the table feels safe, it is important to establish the Lines and Veils, or boundaries, of each player prior to gameplay. A Line is something a player absolutely does not want to come up in play. A Veil is something they are fine happening "off-table" but do not want to directly deal with. For more information, see this page by Line and Veil creator Ron Edwards: https://rpg.stackexchange.com/questions/30906/what-do-the-terms-lines-and-veils-mean

Another helpful tool is the X Card designed by John Stavropoulos (http://tinyurl.com/x-card-rpg). By having a card with an X on it available to each player, they can tap it when they feel uncomfortable. At this point, the scene immediately stops and rewinds to something else with no questions asked.

For more information on safety tools at the table, I recommend ENNIE award-winning TTRPG Safety Toolkit co-curated by Kienna Shaw and Lauren Bryant-Monk. The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at bit.ly/ttrpgsafetytoolkit or https://drive.google.com/drive/folders/114jRmhzBpdqkAlhmveis0nmW73qkAZCj

Playing the Game

The Draculas in Oops, All Draculas! share a home or cherished location together. Each Dracula has specific abilities relevant to their interests, skill sets, and personality, as well as a goal and a secret. Each Dracula's powers present slightly differently and each Dracula has a Signature Power. It is recommended, but not essential, for each Dracula to choose a different archetype during character creation.
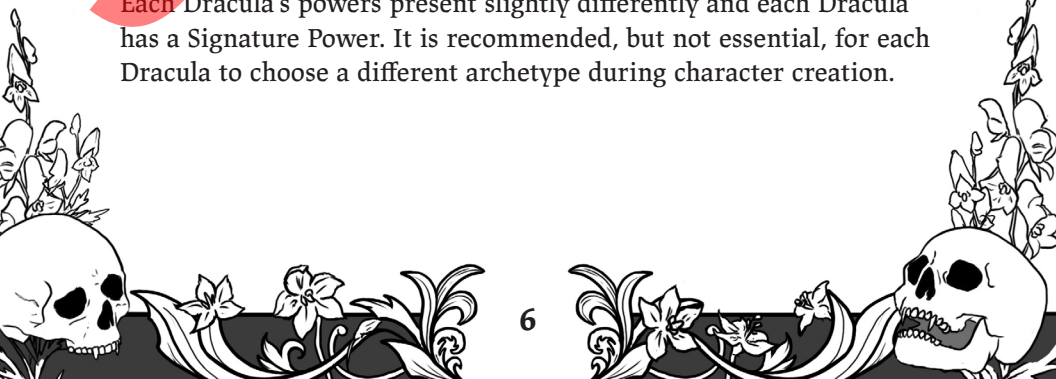
Whenever a Dracula uses a vampiric power or relies on their specific skill, they roll as many dice as the corresponding numbers on their sheet. Bonds add an additional die, if they are relevant to the test, so be sure to make bonds with as many members of the Pack as possible. **5s and 6s** on the die count as successes with **6s** counting as magnificent successes.

Any Dracula can attempt any type of vampiric power, but they only get **1** die to do it. Some tasks have varying difficulties and will be harder to pull off than others. For example, it would be very difficult for an Innocuous to transform into a bat while an Aristocrat could pull it off with ease.

Difficulty

Number of Successes	Difficulty of Task
1	Basic skill (detecting the best blood in the room, securing an invitation to a friend's home on a surprise first visit)
2	Moderate skill (detecting the best blood in the city, securing an invitation into an acquaintance's home on a surprise first visit)
3	Advanced skill (detecting the blood of a specific person in the city, securing an invitation into a stranger's home)
4	Superior skill (detecting the blood of a specific person in another city, securing an invitation into a stranger's home while covered in blood)

Signature Powers do not require a roll and succeed automatically. When picking a signature power it must relate to the Dracula's archetype, goal, or secret in some way. For example, the Sentimentalist may not be an automatic fit for "siring new vampires," however if their greatest regret was losing a loved one, they may feel the need to never be alone again.
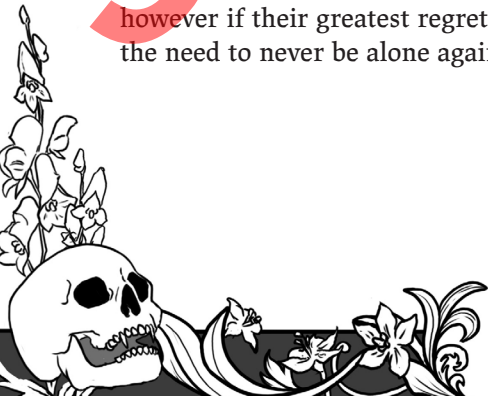
Power of the Pack

The pack is always stronger than any individual Dracula and has its own special abilities. There are many benefits to working as a pack as opposed to striking out alone.

Single Effect Powers

Whenever a Dracula uses a power with assistance from another Dracula, they may add 1d6 to their roll. Each Dracula who assists contributes an additional 1d6. Remember that bonds provide an additional 1d6 if they are relevant to the situation.

> **Example:** Caldwell is playing an Innocuous with a +3 in Hunter and attempts to sneak up on someone to feed. They are hunting with Genevieve's Nosferatu, who decides to frighten the prey with their Horror skill. Caldwell rolls 4d6 instead of the usual 3d6. Now, let's say that Caldewell's bond with Genevieve is that they think Genevieve's character should be more ruthless. If they view this hunting excursion as a training exercise, they can add an additional 1d6, rolling 5d6 in total for the hunt.

Multi-Effect Powers or Vampiric Overload

Whenever Draculas use their powers as a pack, they may combine their gifts to safely create up to three new effects.

For example, an Aristocrat may add their Shapeshifting to the Innocuous' Disarming ability and combine it with the Nosferatu's Dreamweaving to turn into an adorable animal and appear as a friend in someone's dream. They would add 3d6 to their roll (1d6 per contributing Dracula). If a Sentimentalist joined them, perhaps adding their Artistry to make the animals sing, they could add an additional 1d6, making a total of 4d6 added to the roll, though this would risk potential blowbacks.

If four effects or more added to a power, add 1d6 per caster as usual. However, for every 1 that is revealed on a die, roll 1d6 to see the additional magical blowback on the Blowback Table. If none of the events on the table seem appropriate, make up your own!

Blowback Table

Roll	Effect
1	The power backfires. Each Dracula takes the effect of their own casting upon themself.
2	The Draculas are exhausted and cannot use their powers for one day.
3	A powerful Dracula hunter takes notice and knows the Draculas exact location.
4	Anything electric within 30 feet of the casters explodes. This may start fires.
5	The Draculas immediately fall asleep. Roll a die. On a 6, they have a prophetic nightmare.
6	The Draculas switch minds with their minions or servants for one day. If they don't have either, they are turned into a potted plant for one day.

Setting the Scene

The tarot deck and/or Bram Stoker's "Dracula" (or relevant Dracula related text) are used to set the scene in games without Dracula Masters. When a scene begins, draw a card from a tarot deck or read a sentence from a random page in the Dracula-related literature. Describe what difficulties the pack must face by either utilizing the tarot card's meaning or the sense you get from the card. Be sure to utilize your secrets, bonds, and goals with one another. When using this method instead of a DM, each Dracula decides what happens after a successful power play or the consequence of their failure.

Dracula Masters

Dracula Masters function as game masters in other games. The DM makes sure each Dracula gets their time to shine, pushes each Dracula to make tough decisions, and checks in to make sure everyone is playing safely. They only roll dice when playing as a non-player character or NPC the Draculas encounter. This means the DM likely rolls dice very rarely, but instead sets difficulties for the Dracula's tasks and rolls. Dracula Masters decide what happens after a successful power play or the devastating consequences of a failed one.