

BLOODLESS

A Vampire Survival
Solo RPG

BUILT ON
CALTROP
CORE

CREDITS

Written and designed by [Endhy Pino](#)

SPECIAL THANKS

To everyone who playtested this and gave feedback.

[Adam Dahlheim](#), [Basil Wright](#), [Carro](#), [@gatlingxyz](#), [JC Darcy](#), [Keller O'Leary](#), and [@pasanov](#)

I appreciate you all sinking your teeth into this.

Bloodless is heavily inspired by the Vampire the Masquerade actual play “LA by Night” and the What We Do in the Shadows series.

Sample file

This work is based on Caltrop Core, published by [Titanomachy RPG](#). The Caltrop Core SRD is licensed for use under a [Creative Commons Attribution-ShareAlike 4.0 International License](#).

INTRODUCTION

This is not your night. Maybe you've messed with the wrong person and they've been hunting you down for days, or you've lost a fight and you're badly injured. Either way, you're exhausted. Chances are good that you won't see another twilight. If you can make it to your haven you might survive; but that's a big if.

In this game, you play as a vampire at their limit. Your goal is to make it back to a safe place where you can recover. That could be a hidden sanctuary that only you know about, or in the company of trusted allies. You don't have much time to get there, however. The sun will soon rise and burn away any vampire out in the open.

CONTENT WARNING

Bloodless is a solo RPG about a vampire trying to survive the night. As such, it deals with many topics associated with them.

This game references blood and uses it as a game mechanic. It features supernatural abilities, preying on and controlling others, religious themes, and death.

YOU WILL NEED

- 5 four-side dice (d4)
- 1 six-sided die (d6)
- 2 twenty-sided dice (d20)
- Tokens to keep track of the game's currency (Blood)
- A pencil or pen and paper.

CHARACTER CREATION

At the start of the game, take time to figure out what kind of vampire you were before tonight.

If you need inspiration, there are a list of prompts that you can use to help build your character on pages 7 and 8.

WHO?

- What's your name?
- What are you known for?

WHY?

- What were you doing the night before this one?
- How did you end up on the brink of death?

WHERE?

- What's your goal?
- Who can help you?

Next, you'll determine your stats. You have three stats that represent your abilities and a pool of d4s to assign to them. Having a higher number of d4s increases your chance of success with that skill.

Assign 1d4, 2d4, or 3d4 to each of the stats below. You may only use each set of d4s once.

FEROCITY

Reflects your resolve, your ability to endure harm, and your force of will. You are fierce and will tear down anything in your way.

CUNNING

Reflects your cleverness and your ability to think quickly and avoid danger. You are deceitful and evasive and you will not be caught.

INFLUENCE

Reflects your control over others, your persuasiveness, and your allure. You've already made plans for a night like this and your people will protect you.

GAMEPLAY

The game is broken up into 6 rounds that each represent an hour of time you have before sunrise. During each round, you'll encounter an obstacle that you must resolve before continuing, as described in the Event Table.

In order to resolve an event, you'll use the stat related to how you want to deal with a situation. Roll d4s equal to the amount you have in the stat chosen and take the highest roll as your result. Then compare that number to the table below. Most of the results will cause you to lose 1d4 in the chosen stat, but you cannot have less than 1d4 in any stat.

While playing the game, use these results to help build a narrative for your character. Each success or failure can tie into the next event. How you deal with challenges can say a lot about you.

- | | |
|---|--|
| 1 | Absolute Failure. You don't get what you want and things get a lot worse. Lose a blood token and reduce your stat by 1d4. |
| 2 | Partial Failure. You don't get what you want. Reduce your stat by 1d4. |
| 3 | Partial Success. You get what you want but things get complicated. Gain a blood token and reduce your stat by 1d4. |
| 4 | Absolute Success. You get what you want and more. Gain a blood token. |

FUELED BY BLOOD

Blood tokens are a currency you can use to survive the night. You start the game with 0 blood tokens and you gain more as you progress through the night. Blood tokens can be used in two ways.

- Once per round, you can spend 1 blood token to add an additional 1d4 to your next roll. This represents you using your supernatural abilities to help aid you in a conflict.
- At the end of the game, the number of blood tokens you've acquired are added to one final roll that determines whether or not you continue your unlife.

6 hours
till
Sunrise