

◇ = Name:

-Horrible-

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Pronouns:

-Beautiful-

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Pronouns:

-Trappings-

- A carriage draped as a hearse, drawn by horses plumed and wild-eyed, driven by a shadowy driver who seems never to speak or eat.
- In your carriage, a crate of your native soil, dug from the grounds of your estate. Retreat there whenever you choose, or when violence forces you to. You emerge later, at night, wholly restored. Step all the way to fully horrible.
- A musical instrument? Which, if any?

If you play, you play with technical mastery but no life.

- The keepsake of one you loved in life? If so, how have you defaced it?
- Wealth, enough to entirely bankroll the circus and much more: coins and jewels to which you are indifferent.

-Bindings-

- The following have read Bram Stoker's book about me. If I ever **call them closer**, they can choose instead to answer, "I come to you knowingly." Who?
- The following have seen movies about me. If I ever **call them closer**, they can choose instead to answer, "I come to you with pathetic false confidence." Who?



-Place-

- Never a performer;
- Show director, tour director;
- Patron & producer;
- A stranger traveling, for a time, the circus' same road;
- There in the background, often unseen, the circus' curse.

-Plays-

Dracula Plays:

- Call them closer
- Take just a sip
- Change your form
- Keep to darkness

Obvious Plays:

- Confront them
- Draw them out
- Open up to them
- Put them off
- Size them up
- Waylay them
- no roll — Call for a line
- Sniff the wind
- no roll — Use your trappings
- Weather the storm

Altogether, mark:

+2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

Dracula

Special rule: At the beginning of every session, step toward horrible.

When you call someone closer, roll. **On any bit**, tell your victim that you're calling them to come close to you, and have them choose their answer from the list below. **On a 10+ bit**, in addition, however you decide to play them next, take +1 to your roll.

- I come to you eagerly.
- I come to you in dread.
- I come to you, but because you've invited me, not because I must.
- I open doors for you, invite you in, and await you.
- I resist your call, seeking strength in myself, in my convictions, or in my friends. [To the table:] Do I find the strength to resist?
- I'm a free creature of moonlight, earth, and wild waters, not your object to bid and send. Come to me if you choose, I don't come to you.

On a miss, have them choose an answer, but if they choose to come to you, they can choose also to have their friends with them.

When you take just a sip of mortal human blood, roll or choose. **On a 10+ bit**, or if you choose, step toward beautiful, and have your victim choose 1 for themself from the list below. **On a 7-9 bit**, or if you choose, step twice toward beautiful, and have your victim choose 2 for themself.

- I grow sick or I grow sicker.
- I crave living blood or I crave to eat living things.
- Bid me do something and I'll do it.
- I grow vigilant, or I grow more vigilant, against you.

On a miss, or if you choose, step as far toward beautiful as you like, and have your victim choose 1 for themself:

- Choose 2 from the list above.
- I die, and in dying, become your creature.

When you change your form, roll. **On a 10+ bit**, choose 1 from the first list, 1 from the second list, or both. **On a 7-9 bit**, choose 1 from the first list.

The first list:

- I'm a wolf.
- I'm a bat.
- I'm a mist.
- I'm the shadow of a wolf.
- I'm a cloud of bats.
- I'm my own shadow.

The second list:

- I'm the shadow of deadly disease unchecked among the people here.
- I'm the shadow of fear and violence unchecked among the people here.
- I'm the shadow of bizarre catastrophe afflicting the people here.

On a miss, ask the MC what goes wrong. Perhaps, transformed, you become lost, trapped, blocked, or bound.

When you keep out of the light, roll. **On a 10+ bit**, all apply, as you choose, until you step into the light. **On a 7-9 bit**, only the first applies, whichever it happens to be.

- No act of violence harms you.
- No eye that falls on you, sees you.
- No locked threshold keeps you out.
- No safeguard deters you.
- No pronouncement against you, binds or condemns you.

On a miss, the risk is that you lose the darkness or there is none for you to keep to. Ask the MC if this is what happens, or what goes wrong instead.



Dracula

To play *Dracula*, create your name, your horrible & beautiful imagery, your place, your plays, your trappings, and your bindings.

Your Job:

Your job as a player is to:

- Make your character vivid.
- Play your part in the circus.
- Take the bad with the good.

Nature:

You're Dracula. You were once a human being, but you traded your natural death for an undeath of blood and night.

You're literature and metaphor, a symbol and a cautionary tale.

Name:

Your name's Dracula.

Horrible & Beautiful Imagery:

- Choose 1: Sky, field, sea, sun, moon, cloud.
- Choose 1: Eyes, hands, lips, hair, face, limbs.
- Choose 1: Blue, red, white, black, brown, gray.
- Choose 1: Shoes, boots, coat, suit, gown, hat, vest, cloak, hood, jacket, gloves, scarf.
- Choose 1: Mannish, womanish, androgynish, boyish, girlish, childish, queerish, sexy, sexless, charming, forbidding, enticing, unapproachable, —.

For each that you've chosen, customize it. Characterize it differently for horrible and for beautiful. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for horrible and for beautiful as well.

Example:

Horrible

- A driving storm
- Clutching hands
- Filthy blood brown
- Layers of moldering robes
- Mannish, withered

Beautiful

- The luminous predawn
- Elegant, manicured hands
- Lush blood red
- Rich brocade coat
- Effortlessly mannish

Begin play fully horrible: mark all of the lines in the horrible column.

Place:

In the circus, at need, you can take any and all of the listed roles.



Plays:

You can make all of the obvious plays and the Dracula plays.

Mark +2 next to your choice of three plays, +0 next to two, -1 next to two, and +1 next to all of the rest. These are only your plays' starting rolls; you'll have many opportunities to change them.

Altogether, mark: +2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves. On your turn, tell everyone your name, your playbook, your horrible imagery, your place in the circus, your wagon, and any of your other trappings you think the others might find noteworthy.

Once everyone's introduced themselves, go around again for bindings. On your turn, ask for volunteers:

- Which of you have read Bram Stoker's book about me? **For those who have**, if I ever **call you close**, you can choose instead to answer, "I come knowingly."
- Which of you have ever seen a movie about me? **For those who have**, if I ever **call you close**, you can choose instead to answer, "I come with pathetic false confidence."

If no one volunteers, so be it and move on. If more than one volunteers, accept them all.

On the others' turns, volunteer as you choose.

-Consequences-

Horrible & Beautiful:

Instead of stepping toward summer or stepping toward winter, you step toward horrible: your truth is horrible. The only time you step toward beautiful is when you sip mortal human blood.

When you step toward horrible, erase one of the marks in the beautiful column and mark the same line in the horrible column. When you step toward beautiful, erase one of the marks in the horrible column and mark the same line in the beautiful column.

Whenever you step toward horrible or toward beautiful, take 1 from one of your plays' rolls and add 1 to a different play's roll. Choose intentionally, to match your feeling about the change. Keep to a minimum of -2 and a maximum of +3.

You have a special rule: At the beginning of every session, step toward horrible.

Truths & Legends:

- You can walk under the sun. It's not your preference, but it does you no harm. True or false?
- You must enter in invited, or keep out. True or false?
- You dislike garlic and all alliums. They're wholesome, healing plants that purify the blood, and also impart it their flavor. True or false?
- You don't fear holy symbols, holy rituals, or holy ground, but people of conviction can resist and defy you. True or false?
- You have no reflection in a mirror, a windowpane, or still water, and have no image capturable on film, tape, or digital. True or false?
- You can't cross running water uncarried. True or false?
- You don't have to count spilled barley, grains of salt, or any other such stuff. True or false?

Note that it's your responsibility to abide by these truths yourself. Don't ask or expect the MC or the other players to enforce them on you.

Violence:

You're neither a fairy nor still a human being.

You can ignore any verbal assault with perfect indifference. You're not shocked, affronted, or dismayed. If you react with any emotion at all, it's because you choose to.

When you're physically assaulted or wounded, if you're **keeping out of the light**, you're safe; no blow lands.

If you're caught out, nevertheless you can simply dismiss the first blow or two that land, if you choose. Thereafter, or otherwise, should harm come to you, you must retreat to the native soil you keep for the purpose. You emerge later, at night, wholly restored. Step all the way to fully horrible.

If you're prevented from reaching the safety of your native soil, you're in danger of true death. The same if you're seized, vulnerable and dormant, while buried in it.

To be truly killed, while you're vulnerable, you must be beheaded, impaled through the heart, bodily disarticulated, cremated, or, most likely, a combination.

Insults:

While you aren't bound by fairy law, you nevertheless consider it your right to answer any insult exactly as you choose.

Beholden:

You're accustomed to commanding and being obeyed, so don't consider yourself answerable to any favors that others do for you. You might run afoul of fairy law for this, but so be it. Let the prosecutor try to make good their claim on you.