

# VAMPIRE

*Homo sapiens impius bestia*

- ▶ Height: As for humans
- ▶ Classification: Mammal
- ▶ Differences between sexes: As for humans
- ▶ Life expectancy: **[How long can a vampire live, assuming it's never killed?]**
- ▶ Life cycle: A human is bitten by a vampire, turns, and slowly settles, going through a set of stages starting with 'Newborn'.
- ▶ Diet: Human blood

Vampires are a form of transformed human, created by Mirath for his **[What's the title of the story all of this occurs in?]** story. There are ordinary vampires, but something eldritch and poorly understood by the majority of vampires lurks in the background and affects a small number of them.

## Focus of Story

The main story here is one of a new vampire, Daniel, and a difficult situation that he finds himself tangled up in.

An old, eldritch vampire named Ashperton turned him into a vampire. Ashperton's so old that he originally came to exist in a world that didn't have humans in it. He could drink the blood of creatures that lacked the sentience to cooperate to fight him off. In more recent millennia, he found himself among humans, which are very much capable of cooperation.

A group of 'ordinary' vampires known as the Society have been showing empathy and care towards humans without the humans knowing they exist for quite some time, partly because they were originally humans, so naturally they identify with humans and want the best for them.

Ashperton doesn't understand why any vampire would care about humans and wants to just drink them without consequence, and until relatively recently that was workable from a practical standpoint, despite the Society finding it morally unacceptable. However, now humans have access to better technology which allows them to fight back. This in itself is arguably worse for the 'normal' vampires than for Ashperton - they

can be identified with heat-sensitive cameras, for instance, and if they can be identified and tracked, then they can be attacked, imprisoned, or otherwise neutralised.

All of this means that the Society's vampires have bigger problems than merely defending their ethics. They now have to protect all vampires from humans. The fly in the proverbial ointment is Ashperton's blithe attitude to this. He continues to bite and drink humans, and in doing so tempts fate.

The Society needs to stop him. Daniel's problem in all of this is that Ashperton turned him so that he could use his technical knowledge and understanding to overcome humans' technological advances so that vampires are no longer vulnerable.

## Physiology

Vampires differ from humans in a few key ways. They consider vampirism to be an improvement on humanity.

### *Cloaking*

In addition to flitting, vampires can perform an act of 'cloaking' - of turning themselves invisible. This can extend to items they may be carrying, such as the clothes they wear, and kills. This takes a lot of energy and is essentially an extension of their flitting ability; a vampire must be well-fed in order to perform cloaking. A convenient consequence of this is that, in the modern day, they are able to use this ability to remove the body of a human victim from the scene of their feeding without giving the game away, even if they pass under the view of a CCTV camera. However, this sets up an inconvenient cycle for vampires: they must be well-fed in order to perform cloaking, so a vampire who has to cloak in order to dispose of their victim uses up a large portion of their energy just cleaning up the scene of the crime.

As a result of this, the vampire Society became paranoid and began to keep close control of all urban vampires, to ensure that none of them dared to get careless and accidentally let themselves, or a suspiciously self-dragging corpse, be seen.

[I had a thought about their limitations for cloaking - I think they'd achieve a longer duration as they got older.]

[With things like CCTV cameras and mirrors, I imagine they only appeared as a shadowy silhouette rather than a full identifiable person (or nothing at all). Much like some cryptids/ghosts do.]

### *Connection*

The 'connection' is a bond between a Newborn and their Maker. The Maker is capable of calling their Newborn to them, using it.

### *'Glamour'*

Vampires created by Ashperton, and Ashperton himself, are not easily visible to humans. This is because of Ashperton's eldritch beginnings. His true nature is so strange and disturbing that most human brains won't interpret the messages they get from their eyes - rather than seeing Ashperton or his progeny, their brains fill in the sight of the vampire with whatever's around it and happens to be behind it.

This effect is less effective in Ashperton's progeny as they were created from humans, which are far more familiar, so humans can see them, albeit with some difficulty.

Humans familiar with an Ashperton vampire are more likely to recognise them, as they already know what he or she looks like, and have a conditioned emotional response to them, so their brains are less likely to substitute them for their surrounding environment.

Non-Ashperton vampires are less eldritch than him or his progeny, but do benefit from a limited degree of glamour. Being forced to live in the shadows and only come out at night helps with the illusion.

### *Enhanced Sense of Smell*

A vampire can smell well enough to identify other vampires within around 20 feet. They are more capable of picking up pungent tones than a human, and this helps them to follow a blood trail to its source without having to look for either the trail itself or their quarry.

Indeed, their sense of smell is their primary sense, closely followed by their hearing and sight. A hungry vampire is less able to use its senses of hearing and sight, which gives the impression that a hungry vampire has a keener sense of smell. A vampire's sense of sight is approximately 200m when well-fed, and they see better in weaker light - bright light can dazzle a vampire.

A vampire's sense of smell did not develop as a consequence of natural selection, so as a result, is not optimised. Vampires can be overwhelmed if they smell too many humans in one go, and for this reason, areas of high humidity, where the scent of many humans mingles, can be confusing and overwhelming to a vampire.

Vampires can tell the difference between the smell of a human and that of a vampire.

### *Flitting*

Among their other powers, older vampires can 'flit' - transform into mist or shadow and travel under this guise. This only lasts for a few seconds and gives the vampire the chance to get out of immediate danger. The location they flit to has to be within their line of sight. This ability tends to strike a vampire unawares at first and they can only do it instinctively, but most develop an ability to do it at will as time passes.

### *Hypnosis*

Another power vampires possess is that of hypnosis. Even very new vampires have an intuitive ability to do this, but ultimately the skill requires a vampire to have a will behind the words they use at their mark, and to make eye contact when they say it. It is very powerful but only lasts a minute or so, so whatever a vampire decides to do while the hypnosis is in effect, they must do it quickly.

### *Memory/Mind-Reading*

Memory- or mind-reading is a process whereby a vampire reaches into the mind of a human to extract information from their memories or thought processes; a vampire can reach into the mind of any skilled human and force an answer to any question they desire.

However, this is an extremely damaging process. The vampire temporarily 'takes up space' in the humans' mind, within that particular memory or train of thought. Ordinarily, a human's memories spark a range of secondary responses: emotions, associated memories, thoughts, and judgements. A vampire's presence in their minds over-stimulates the original memory to an extreme degree and permanently inflames it, and some or all of the secondary responses, which can severely debilitate the human.

As a result of this, the human can develop a trauma response whenever they think of the memory and any associated thoughts. This can range from a mild sense of anxiety to a full-on panic attack.

During WW2, vampires used this skill a lot, both on people with memories they wanted to view, and professionals whose expertise they wanted to use. As they often remained in close proximity with their mind-reading victims after the fact, it became apparent the delayed impact of their actions. Humans who had had their professional knowledge exploited in this way began to have trauma responses whenever they tried to use their knowledge, and this became worse, the more time passed and the more associations the human made between the original train of thought, the associated memories, and other parts of their professional knowledge.

When the Society learned of this they acted quickly to outlaw the practice.

#### *Sleeping*

They can give the impression of sleeping, but they don't have to. Nor do they sleep well when they're not in wherever they consider their nest. Can't get comfy, too restless, and so on.

#### *Telepathy*

A well-or moderately-well-fed vampire is clear-headed and capable of a limited form of telepathy that allows them to hypnotise their victims into allowing them to feed.

#### *Water*

Vampires have difficulty crossing water, especially flowing water. They have a tendency to get extremely seasick and unsteady when on boats or ships. They are able to use bridges over water, which lessens their difficulties with crossing said water, and a vampire can take a plane over the ocean without difficulty.

### **Medical Conditions**

Vampire venom runs through vampire veins, and acts as a hyper-effective antibody to all diseases. [A human cannot be turned just by drinking a vampire's blood as the venom concentration is not high enough.]

#### *Decapitation*

A vampire can be reliably killed by decapitation.

#### *Fire-Sensitivity*

Vampires and fire do not mix well: being set on fire quickly spells the end of a vampire.

#### *Injuries*

Being a vampire can be a violent business, and injuries can be common, hence the presence and strong enforcement of the Society's laws to prevent conflict as much as possible.

When an injury does occur, a vampire must drink extra blood in order to heal.

#### *Sensitivity to Sunlight*

Prolonged exposure to sunlight will burn through a vampire and cause fatal injury. Cloudy or rainy days cause no problems, but life near the equator, particularly in uncovered areas like deserts, would be difficult or impossible for a vampire.

### *Pure Silver*

Daniel already knew from Eddie that pure silver disrupted a vampire's glamour, eldritch or not. He knew from experience that silver could be mixed into water and give the same effect. However, it gave no other ill-effects. Daniel was rather glad that it didn't affect him any differently.

### *Lavender (or Lavender oil)*

The smell was initially so repulsive, so strong, that he ended up leaving the room just seconds later to reorient himself and get his sense of smell back. Daniel also found that he couldn't cross over (or under) it, much like running water. If he could disguise the smell, then he would have made an effective trap. Daniel was keen to keep that under wraps for now.

### *Cinnamon (or Cinnamon oil)*

Similar to lavender, cinnamon cannot be crossed. If it comes into physical contact, it has the added disadvantage of nullifying a vampire's flitting and/or teleporting ability completely for a few minutes.

### *Gold*

Gold has a particularly holy significance throughout history. 24K gold is 99.9% gold and is the purest form of gold, used in electronics. 22K gold is 91.67% gold, often mixed with silver, zinc, nickel or other alloys used to make plain gold jewellery. 18K gold is 75% gold. Daniel found that coming into contact with pure gold (24K) for more than a few seconds would start to drain his energy and mental clarity. A minute passed and his disorientation worsened. The same happened with 22K gold. He assumed that prolonged contact would eventually lull him into unconsciousness and keep him in a comatose state - he didn't want to find out. Eddie, on the other hand, could handle the purer metal, which gave him an advantage over both Ashperton and Daniel.



## **Geographical Distribution**



Overall, vampires prefer dimly lit, dry areas.

### Environmental Preferences

#### *Dim Light / Sheltered Areas*

Vampires dislike bright light for two reasons: firstly, their extremely keen sense of sight, and secondly, the caustic effect of strong sunlight on their bodies. For this reason,

vampires avoid brightly-lit areas such as deserts, especially those with few or no bolt-holes.

### *Low Humidity*

This is a tricky one for vampires. On the one hand, they benefit from clouds and rain to weaken sunlight. On the other, a vampire's sense of smell is sensitive enough that it can become 'clogged up' if they can smell too much; high humidity improves distribution of molecules, which in turn allows a scent to distribute further.

### Local Issues

Every vampire imprints on the area in which it was turned, and this area becomes its territory [\[How big is this space?\]](#). In addition to this, any common places visited by the vampire, including their home and place of work, become instinctively regarded as the vampire's 'nest' - although they only have one that feels like their true home.

This causes difficulties when a vampire turns a human into a new vampire on their own territory. Thankfully this only happens rarely: a vampire must be several hundred years old before they can use their venom to turn a human into a vampire, and even vampires who are old enough accrue venom very slowly, to the point that they can only turn one human every 700 years.

Nevertheless, conflicts over territory can happen. For this reason, whenever The Society plans to create a new vampire they arrange things so that the new vampire will be created on an unclaimed space, so avoid conflicts over territory.



## **Position in Ecosystem**



Vampires hunt humans. They primarily do so by scent.

Overall, vampires are more powerful than humans so enjoy a position of safety in modern society. However, vampire hunters exist. [\[How much of a threat do they present?\]](#)



## **History**



[Introduction needed.]

## **Major Events**

### *Pre-1800s - Foundation of the Society*

The vampire community reached a crisis point when they realised that they had become polarised between contempt for, and the desire to protect, humans. Those who were more sympathetic towards humans formed a club of sorts, which had a set of rules for those who wished to enter.

### *1939-1945 - World War 2*

Memory- or mind-reading was outlawed by the Society after WW2 due to the impact it had on humans.

## **Historically Significant Figures**

### *Ashperton*

When the gods were originally made, some were bigger and more complete (or perhaps, skilled) than others. Ashperton was one of them, and a runt as gods went.

It was unable to create living worlds, only dead ones. It created Limbo, a small, dead dimension, and soon learned to connect it obliquely to the universes of the better gods. The occasional living entity would fall in when it died, and he would enter the pocket dimension to hunt and consume it.

The years passed and Ashperton ate more and more exotic creatures from all sorts of universes. He retained things from them, and became something truly eldritch by all and every lifeform's estimation.

One day a shaman on Earth tried summoning one god and summoned the wrong one by mistake. He summoned Ashperton, who killed him and began to explore Earth.

Ashperton found that Earth is an interesting place. He had always liked killing and conquering, and humans are excellent pawns for that. But his connection with Earth is weak - he could be pulled back into Limbo at any time, since that was the only universe that belonged to it. So he created progeny by biting them and injecting them with venom - a form of reproduction from a creature from another world.



That venom partly dislodges their soul and creates a bridge of sorts, between Limbo (where the majority of the soul goes) and the human (which keeps a fragment of its own soul).

Ashperton makes many of these bridge-humans, which come to call themselves 'vampires', to secure a solid connection. Except, [something goes wrong; they reject him? He keeps his distance too much?] [He keeps his distance as more creatures fall into his dimension] and their connection with him fades and weakens. Eventually they don't even remember that he made them.

[Vampires can make more vampires by themselves. Could this be where some modern-day vampires like Eddie come from? That would explain why the Society know of different vampires having different Makers]

Then Ashperton returns to Earth [we might want to look at how, since his original progeny don't remember him. Perhaps sheer weight of numbers forming enough of a bridge?] and decides to play it smarter with humans. He still enjoys playing 'chess' with them but this time chooses to have as few progeny as possible, to make sure they don't collude to shut him out of Earth completely and permanently.

He picks Daniel.

He was ideologically opposed to the Society and, in the current day, wants to overthrow it. [Your current story says that he believes that the Society runs contrary to true vampire nature. I wonder if that's worth revising?] [It could have been that Society vampires were hunting down his progeny and killing them - which unintentionally weakened his grip on Earth]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]



[Introduction Needed]

## **Food**

[Introduction needed.]

### *Human Blood*

Vampires subsist on human blood. A vampire can survive on only a small amount, and Society vampires only take around the same quantity as may be taken during a blood donation session. Vampire saliva heals human flesh quickly, and this prevents their victims from having proof of the attack.

Vampires must drink human blood in order to remain clear-headed. A vampire who refuses to drink, or drinks non-human blood in only moderate quantities (a lot would be required to meet the same nutritional value of human blood), would become fuzzy-headed, their vision becomes blurry, and their sense of discretion suffers.

Vampires with good problem-solving skills tend to find ways around this: to seek out morally-bankrupt humans to feed on, to raid blood banks, or to seek out willing victims.

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

## **Art**

[Introduction needed.]

### *Example 1*

[To be worked on]

### *Example 2*

[To be worked on]

*Example 3*  
[To be worked on]

## **Festivals**

[Introduction needed.]

*Hallowe'en*

Vampires, especially Ashperton or Ashperton-made vampires, find it harder to go unseen during Hallowe'en. This is partly due to the expectations of humans to see something spooky, so their brains are less likely to shroud them (see 'Eldritch Invisibility' under Physiology for more information), and partly the effects of Hallowe'en in and of itself.

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Language**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Social Dynamics**

[Introduction needed.]

#### *Society's Opinion of Ferals*

The Society has a set of rules which are listed below, under Law. Among its laws are examples of commentary of their judgement of Ferals. The Society believes Ferals to be uncaring about the welfare of humans and to engage in behaviours the Society believes to be unsavoury, such as engaging in sexual activity with humans.

#### *Social Contact Between Vampires and Humans*

The Society accepts that vampires and humans can have social contact that is not a 'pet' relationship. [I think this is worth looking into more, due to the power differential between vampires and humans.]

#### *Example 3*

[To be worked on]

### **Handling of Differences/Bigotry**

[Introduction needed.]

#### *Example 1*

[To be worked on]

#### *Example 2*

[To be worked on]

#### *Example 3*

[To be worked on]

### **Sexuality, Romance, and Child-Rearing**

[Introduction needed.]

#### *Pairing Up*

Mated vampires can live together or apart, but biting to create a mated pair can only be done once - that is to say, a vampire can only have one (vampire) mate. Luckily for Daniel, as an eldritch vampire he can still pick and choose any human he likes.]

### *Making New Vampires*

Only ancient and powerful vampires are capable of creating new vampires. To create a new vampire requires a large quantity of venom, and it takes a vampire around 700 years to generate enough. Vampire culture is developed enough that creation of a new vampire is something of a notable event, so it is said among vampires that one's choice of human to create a new vampire must be made wisely.

Newborn vampires tend to get hungry faster than non-newborn vampires. [24 hours of mental clarity] After their newborn phase, vampires can feed partially on a human and be clear-headed for 3 days. They can completely drain a human and be clear-headed for 7 days, but this is not recommended as corpses can be difficult to hide, and it is a rare vampire who actively wants a vampire hunter on their trail.

[Makers have an ability to know the location of their progeny at all times - so can flit to them easily when they sense their progeny is in distress.]

## **Other Cultural Details**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]



[Introduction Needed]

## **Wars**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Alliances**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Religion / Spirituality**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Law

The vampires have a law of their own, established and enforced by an organisation they call The Society. They work as follows:

### *Definitions*

'Turning Age' means the age at which the individual was bitten and turned into a vampire.

'Untraced' means any Non-Society newborn whose lineage is not known to the Society.

'Newborn' means any vampire under 3 months of Turning Age.

'Maker' means the vampire who turned the Newborn.

'Feral' means any vampire who deliberately works against the Society and/or humans.

'Non-Feral' means any vampire who has been granted entry to the Society.

'Deceased' means a vampire who has been destroyed specifically as a vampire, ie., not as a human.

### Attitude Towards Newborn Vampires ('Newborns')

#### *Part 1: Identification*

- Any untraced newborn must be brought before the Society by the local Guard, for assessment by five (5) Elders.
  - If Maker is known to be **Non-Feral** and deceased: Newborns will be granted Society status.
  - If Maker is known to be **Feral**: Newborns must be accompanied by a Society member at all times pending further investigation and/or a decision is reached by the Society.
    - If Maker is known to be alive: Newborns will be destroyed.\*
    - If Maker is known to be deceased: Newborns will be granted probationary Society status and placed under the care of their local Guard until the newborn comes of age and can demonstrate

acceptable behaviour when tested (*outlined below in Part II*). If the individual cannot display acceptable behaviour during and after this test they will be destroyed.

\*This is to prevent the Newborn from learning habits from their Maker that would be detrimental to the aims and goals of the Society.

#### *Part 2: Test of Self-Control (Ferals Only)*

[To be worked on] [Involves a senior/'specialised' (maybe) vampire and a vial of human blood. The newborn must be well-fed within the 24 hours preceding this test.]

Kept at 10m apart initially, the vial is opened so the scent can waft on over. If successful, the distance between tester and newborn is gradually decreased (10>5>2>0.5). If at any point in time the newborn attempts a physical attack, they fail instantly. 25% failure rate if only recently a newborn, and that rises to 50% if nearing the 3-month mark.]

#### *Part 3: Feeding*

- The Society recognises that newborn vampires need to feed more frequently in order to learn and maintain self-control.
  - Newborns are *exempt* from the 'No kill' rule as detailed below.
  - If feeding is overseen: A newborn's Maker and/or local Guard assumes full responsibility. [We have a question over this, as 'if feeding is overseen' implies that it might not be. The Society seems like the type of organisation to ensure that the Newborn would be supervised, regardless. Who's supervising?] ['When?']

[What feeding rules are in place for non-Newborn vampires?] [Don't kill, don't be seen by another human. Two vampires at maximum can feed off the same human in one feeding. Similarly, in gatherings of vampires, the elder/more senior vampire feeds first.]

#### *Part 4. No Kill Ruling*

- If found to have **purposefully** caused the death of a human, the offending vampire will be destroyed.

#### Attitude Towards Non-Society Vampires (Ferals)

- Any exiled Society member is considered Feral.



- A well- to moderately-fed Feral is physically indistinguishable from a Society member.

Ferals have little regard for the treatment and wellbeing of humans.

- Feeding: Ferals are known to drain humans dry in a state of frenzy.
  - Similar to Non-Feral vampires, it is important to never interrupt a feeding.
  - Ferals have been known to violently defend their prey.
- “Pet Human(s)”: Whether a single human or multiple, Ferals will often keep them close by for many reasons.
  - A reason will be one, or multiple, of the following:
    - Food
    - Sexual gratification

[They could also use the human as a public face (whether well-fed or not), and possibly as servants and/or ‘lures’ to get more food to come the vampire’s way. Could also be used to get around the ‘need for invitations’ issue. In most cases, the first human pet is often referred to as a ‘Prized Pet’ that has a deeper bond with their Feral master/mistress - to approach another’s Prized Pet is seen as an insult/threat. To abduct and/or kill them is seen as a declaration of war.]

[If the Society gets wind of a traitor, the offending vampire is to be killed on sight and their known nest is destroyed. If they manage to evade being killed, the destruction of their nest, the place they imprinted on, has a lasting effect.]

### **Miscellaneous Political Details**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Economy

[Introduction Needed]

### Money / Trading System

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### Major Businesses

[Introduction needed.]

*The Society*

While the Society isn't a business, it is an organisation worth mentioning.

The Society was developed hundreds of years prior to the current day, when the vampire community reached a crisis point. A group of vampires who felt more sympathetic towards humans finally had enough of powerlessly watching other vampires kill humans for their blood, and organised a club.

This club, the Society, laid out ground rules for membership, that disallowed the murder of humans by vampires. The founders were well aware of their lack of influence in these early days, and the lack of appeal that membership to the Society had for vampires not already committed to their values system. They slowly built their prestige, and experimented with different strategies to attract more of the vampire community to their club.

They considered adding weight to their membership by turning the best humans - professionals with the best minds in their fields - into vampires. In its raw form this idea was vetoed by the majority of the Society. It was tweaked, so that older humans in these fields would be approached instead, and offered to be turned into vampires in order to provide them with something they valued: the ability to continue working indefinitely in fields they loved; freedom from dementia; more power, both personally and, increasingly, in their numbers.

This was a risky strategy, and the leaders of the Society were careful to only have a single vampire offer this, after a long period of observing the target human, and without making clear the existence of a whole Society until the latest possible stage.

There were, of course, questions. Humans offered this kind of deal often asked questions like, "Aren't I going to go mad from living for so long, past a certain point? I'm only made to live a little under 100 years, what happens to a person's mind when they reach a millenium?" So the Society introduced them to the oldest vampires in their ranks, to show them that vampires could indeed cope with a long life.

A common question was, "Why would I want eternal life when I'll just see my friends and family die around me?" This was hard to answer, and indeed, this consideration stopped many would-be vampires from taking the step.

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Education**

[Introduction needed.]

*Apprenticeships*

Vampires of The Society often took on apprentices, to nurture new talent and to build trust, in preparation for offering their pupils a position in the vampire community.

### *Prodigies*

In its earlier days, the Society built relationships with older, professional members of the human race in order to offer them the opportunity to turn. Once turned, they would be allowed to continue to use their expertise from behind a proverbial curtain. These 'curtains' were younger humans.

To the rest of the world, these youngsters appeared to have expertise beyond their years, but by and large, the human public accepted this story, and considered them prodigies.

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

## **Medicine**

[Introduction needed.]

### *Example 1*

[To be worked on]

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

## **Construction**

Vampires can tolerate a lack of shelter but generally still take advantage of it to keep up the pretence of being human. They also find open fires to be too intensely hot so avoid these.

Vampires are unable to enter buildings unless they consider the building home. If they don't, then they must wait to be invited in - or trick others into inviting them in.

## **Distribution of Goods**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Other Details of Economy**

[Introduction needed.]

*Territories*

Vampires are also territorial. When a person is bitten and becomes a vampire, they imprint on the location in which they turned, and this becomes their territory. This creates a lot of incidents where two (or more) vampires share the same territory, and fights are not infrequent.

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Credits**

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~Hayley, The Character Consultancy