

# BATS IN THE BELFRY

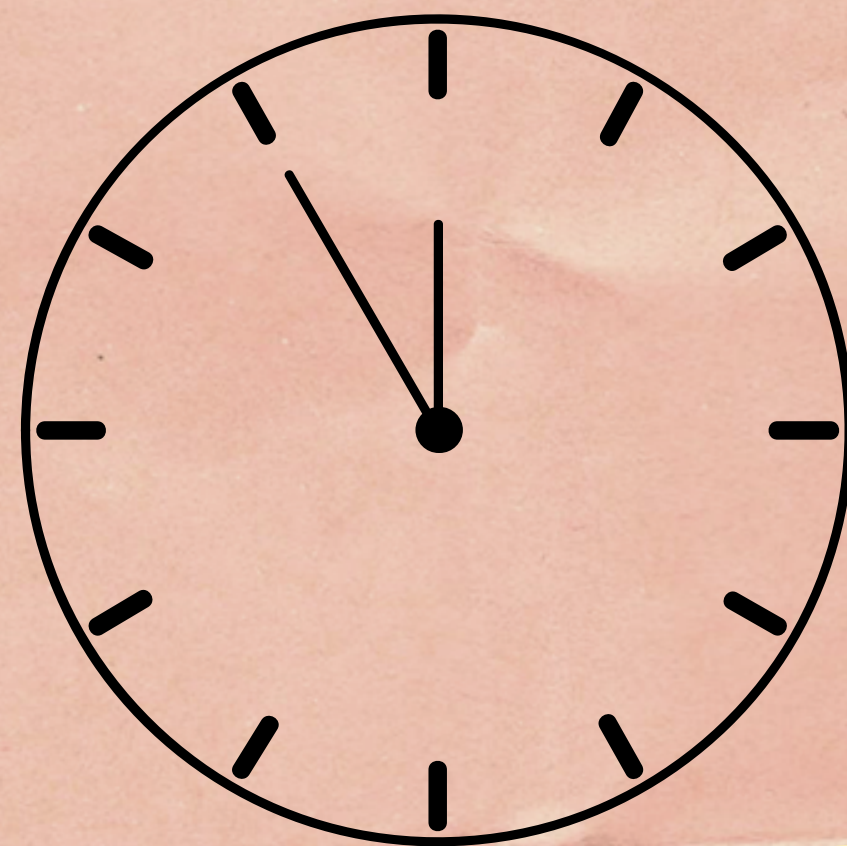
A 1 HOUR RPG  
BY STEVE DEE

## BUDAPEST. 1987.

THE VAMPIRES ROSE UP TO CRUSH THE NAZIS - THEN TURNED THEIR EYES WEST. NOW A GREAT SILVER CURTAIN HANGS OVER EUROPE SEPARATING TWO GREAT POWERS. BUDAPEST IS A TOWN DIVIDED. VAMPIR HOLD THE EAST, MORTALS THE WEST. ON ELIZABETH BRIDGE IS THE CHECKPOINT WHERE ONE MAY PASS BETWEEN TWO WORLDS. THERE ARE THOSE FIGHTING THE WAR AND THEN THERE ARE THOSE USING IT TO GET RICH - OR HURT OTHERS.

YOU ARE AN EX AGENT OF THE MORTAL *TURUL*, (HUNGARIAN INTELLIGENCE) BITTEN DURING YOUR SERVICE, YOU HAVE BEEN RETIRED - BUT NOT TRUSTED. YOUR BITES ACHE IN THE WINTER AND THE DREAMS NEVER END. PERHAPS MORE IMPORTANT THAN THE WAR IS GETTING GOOD *PALINKA*

<- EXHAUSTION / EXPOSURE ->



**STATS:** PUT -2/-1/0/1/2/3 INTO YOUR REASONS FOR LIVING

- DEBT
- LOVE
- LOYALTY
- PATRIOTISM
- REVENGE
- STUBBORNESS

CHOOSE A PERSON YOU WILL NEVER SEE AGAIN AND THE LAST THING THEY GAVE YOU

### CHOOSE OR ROLL A VAMPIRE WEAKNESS AND POWER AND CONTACT AND A GOAL

| POWER            | WEAKNESS        | CONTACT           | GOAL             |
|------------------|-----------------|-------------------|------------------|
| 1 TURN TO WOLF   | SUNLIGHT        | RANKED OFFICIAL   | EXPOSE SOMETHING |
| 2 TURN TO BATS   | RUNNING WATER   | PUBLIC SERVANT    | HIDE SOMETHING   |
| 3 TURN TO MIST   | RELIGIOUS ICONS | MOB BOSS          | FIND SOMETHING   |
| 4 HYPNOTIC GAZE  | NEED INVITING   | SMUGGLER          | MOVE AN ITEM     |
| 5 GREAT STRENGTH | NO REFLECTION   | ACTIVE SPY        | HELP A FRIEND    |
| 6 GREAT SPEED    | MUST FEED       | ENEMY COUNTERPART | HURT AN ENEMY    |

**RULES:** ADD STAT TO 2D6. 10+ YOU SUCCEED. 7+ YOU CAN SUCCEED IF YOU ALSO TAKE EXPOSURE (BECOMING MORE ANNOYING TO YOUR OLD EMPLOYERS AT *TURUL* AND/OR ENEMIES) OR EXHAUSTION. COLOUR THE CLOCK SEGMENTS CLOCKWISE FOR EXPOSURE ANTICLOCKWISE FOR EXHAUSTION. WHEN THEY MEET YOU ARE REMOVED. IF YOU ACHIEVE A GOAL, ROLL A NEW ONE AND ERASE ONE CLOCK SEGMENT.

**DEBT** IS FOR ACTIONS THAT INVOLVE GOODS AND TRANSACTIONS. **LOVE** FOR INTERACTING WITH CIVIILIANS. **LOYALTY** FOR INTERACTING WITH OLD COMRADES. **PATRIOTISM** FOR INTERACTING WITH GOVERNMENT/AGENCY. **REVENGE** FOR INTERACTING WITH ENEMY GOVERNMENT/AGENCY. **STUBBORNESS** FOR THINGS ABOUT YOURSELF.

### GM CAN ROLL A MISSION:

| PRESSURE FROM    | TO GET YOU TO     | WHILE OTHER ENEMY | WANTS                 |
|------------------|-------------------|-------------------|-----------------------|
| 1 OLD FRIEND     | KILL SOMEONE      | LOOSE CANNON      | SOMETHING YOU KNOW    |
| 2 OLD BOSS       | RESCUE SOMEONE    | ENEMY AGENT       | SOMETHING YOU HAVE    |
| 3 OLD MENTOR     | BRING SOMEONE IN  | FRIENDLY AGENT    | SOMEONE YOU KNOW      |
| 4 OLD ENEMY      | DEFECT SOMEONE    | GANGSTER          | YOUR VAMPIRE BLOOD    |
| 5 SHADOWY FIGURE | GO UNDERCOVER     | EX LOVER          | YOU DEAD              |
| 6 CURRENT GOV    | LEARN MAGIC POWER | SUPERNATURAL      | YOU TO SUFFER GREATLY |