

BLOOD & OMEN

FREE QUICK-START SAMPLER

A Vampire Solo Journaling RPG

AURAVEIL CREATIVE

One vampire. One die. One estate that remembers.

Begin Your Chronicle

You are a vampire returned to an estate that should have been yours. The doors are locked, the living have moved on, and something beneath the cellar has kept your name. Hunger solves nothing cleanly. Every promise creates a debt.

What you need

- One six-sided die
- A journal or blank document
- A pencil or pen

Quick start

1. Name your vampire and the decade they most miss.
2. Choose one Gift and one Burden.
3. Name your estate and one room that is awake.
4. Name a mortal tether and a court rival.
5. Begin with Prompt 1: The Photograph at the Gate.

Core loop

Set the scene, ask the Oracle when uncertain, make a choice, roll when danger matters, pay the price of power, and write what becomes true.

Your Vampire

Gifts

- Night Sight: Read shadows, reflections, and hidden routes.
- Bloodsense: Hear fear, lies, and desire in a pulse.
- Veilcraft: Wear another face or vanish from notice.
- Grave Speech: Speak with ghosts and the recently dead.
- Swiftiness: Cross a room, roof, or street impossibly fast.
- Dreamwalking: Enter a sleeping mind or a remembered place.

Add +1 to a Risk Roll when your Gift clearly helps.

Burdens

- Starved: Hunger blurs every good intention.
- Oathbound: A promise limits what you may do.
- Marked: Your nature is visible to those who know how to look.
- Heartsore: One mortal can still unmake your judgment.
- Hunted: Someone is assembling proof against you.
- Indebted: The court already owns part of your future.

Subtract -1 when your Burden directly interferes.

Finish the character: What do you secretly hunger for? What human habit do you still keep? What physical detail changes when you use your Gift?

Oracle, Risk, and Hunger

Yes/No Oracle

Roll	Answer
1	No, and something worsens
2	No
3	No, but an opportunity appears
4	Yes, but there is a cost
5	Yes
6	Yes, and something improves

Risk Roll

Roll 1d6. Add +1 if your Gift helps. Subtract -1 if your Burden interferes.

- 1-2: Failure and a serious consequence.
- 3-4: Success with a cost.
- 5-6: Clean success.
- 7+: Exceptional success; clear one consequence.

Every power leaves a trace

When your Gift meaningfully changes a scene, it works according to the Risk Roll - but choose or roll a price: hunger, a supernatural mark, a strained bond, an unwanted witness, an old debt, or a cruel fulfilment.

Six Story Prompts

1. **The Photograph at the Gate** - A mortal arrives carrying a photograph of you taken after your supposed death. What detail proves they know the estate?
2. **The Invitation Written in Your Hand** - A court summons bears your signature. Ask the Oracle whether you wrote it. What has it promised?
3. **Dinner for a Hunter** - Someone who knows too much invites you to dinner before dawn. What do they want more than your destruction?
4. **The Voice Beneath the Cellar** - The sealed door speaks in the voice of someone you loved. What does it correctly remember?
5. **A Debt in Red Wax** - A letter arrives with a wax seal pressed from your old signet ring. Who is collecting, and what did you take?
6. **The Mortal Who Does Not Age** - Your tether has not changed in years. Is this a gift, a curse, or evidence that you have already fed?

Continue the story

The complete Blood & Omen game contains the Crimson Cycle campaign system, estate and relationship rules, random tables, 36 prompts, and printable tracking sheets.

Find Blood & Omen and more worldbuilding tools at auraveilcreative.com.

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