

Vampire Cars

Rogue Constructs

Corporeal Forces: 2 Strength: 4 Agility: 4

Ethereal Forces: 1 Intelligence: 2 Precision: 2

Celestial Forces: 1 Will: 2 Perception: 2

Skills: Dodge/6, Driving/6, Move Silently/6, Tracking/6

Songs: Machines (Corporeal/1), Numinous Corpus/6 (Fangs), Fruition (Corporeal/1), Life* (Corporeal/1)

Disadvantages Need/3 (fresh meat)

Principles: Obey the creator; serve the creator; survive; reproduce

*Debates persist on whether this is actually the fabled Corporeal Song of Life, or merely a variant of Fruition.

No, they were *not* supposed to be able to breed. While it may have not been the smartest idea to create sentient cars that use raw meat for fuel, the surviving design notes make it clear that the original design team tried to avoid giving Vampire Cars reproductive capacity. Obviously, they didn't try hard enough. Then again, one of the Songs Vampire Cars use for their reproduction cycle is heavily restricted, and the other one is widely considered to be flat-out impossible; it's hard to determine what "careful enough" means in this context.

It doesn't help that the aforementioned design team was "interdisciplinary," a word which in Helltongue has the connotation of "get these idiot-savants somewhere remote where they won't get us all killed." Lucifer alone knows what *e/se* the team came up with before they all got masticated by their creations.

A Vampire Car looks normal from the outside; what distinguishes it is the gooey flesh found under the hood it might have (this is actually a reliquary), and the faint smell of blood / slightly spoiled meat. A Vampire Car does not require regular gasoline to operate, and is in fact damaged by it. It feeds by having meat placed in its trunk (a human body can last it two weeks), but in a pinch can do so on its own, using its Numinous Corpus.

Vampire Cars reproduce on the digger wasp method: they find a suitable, non-sentient car and mate with it in a perverse ritual that involves performances of both the Song of Life and the Song of Fruition (as well as some rather crude physical actions best left to the imagination of the reader). The, ahem, *climax* of the ritual involves the transferal of some of the gooey flesh found in the original Car into the new one. If all goes well, four weeks later the new Vampire Car will wake up.

Its primary goals will be to obey its parent Car*, and create a child Car of its own as quickly as possible; the latter will take some time, as the Vampire Car will need at least a reliquary/3 to do the ritual. As noted before, the gooey flesh is actually itself a reliquary; and more excitingly, it grows on its own. It takes about a year of decent feeding for a Vampire Car to have a reliquary large enough to power the Songs involved, as well as one large enough to temporarily hold the 12 Essence needed to create the Construct. A successful reproduction will remove both reliquaries from the original Car, requiring that the whole process start from scratch if the Car wishes to breed again, which it almost certainly will. Interestingly, removal of the reliquary (which can be reused) in any other way destroys its Vampire Car.

Surprisingly, Vampire Cars are not intolerable companions, presuming that they are not hungry, angry, been too long

without mating, or bored. The fact that they happily feed on available human flesh understandably bothers many; but then, a Vampire Car is not human. Some look for their own meals, while others simply scavenge. All are being hunted by both Heaven and Hell; unfortunately, all existing Vampire Cars were made by other Vampire Cars, which apparently locks them into the Symphony sufficiently to avoid disturbance from anything except Essence use.

*How Vampire Cars know how to obey their parent cars is unknown. While they can communicate through the radio, this can happen only after they learn a human language. Presumably all Vampire Cars have a secret automotive language, or perhaps they simply *know*.

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