Card Matching

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| **Vampires have pale skin.** | **Child vampire based off a child who recently passed away.** | **Vampires are alluring.** | **Vampires have pale skin.** |
| **Vampires are weak to sunlight.** | **Vampires can’t be recorded.** | **Based on America’s fascination with youth and staying young as long as possible.** | **Vampires are weak to sunlight.** |
| **Vampires can’t go outside during the day.** | **Vampires are restricted from entering homes without permission.** | **Religious influence: Catholicism** | **Vampires are weak to sunlight.** |
| **Vampires are weak to fire.** | **Vampires are restricted from entering homes without permission.** | **Religious influence: Mormonism** | **Vampires are beautiful.** |
| **Vampires are restricted from entering homes without permission.** | **Vampires are faster than normal.** | **Vampirism is a sickness.** | **Vampires are wealthy.** |
| **Vampires form councils.** | **Vampires hide in plain sight.** | **Vampires are wealthy.** | **Vampires are alluring.** |
| **Vampires are warped or inhuman.** | **Vampires are wealthy.** | **Vampires form councils.** | **Vampires are alluring.** |
| **Vampires are wealthy.** | **Vampires are associated with creatures of the night (bats and rats) but can’t shapeshift.** | **Vampires become detectives.** | **Historical influence: Vlad the Impaler** |
| **Historical influence: Elizabeth Báthory** | **Vampires are associated with sorcery or superpowers.** | **Vampires are restricted from entering homes without permission.** | **Vampires can’t be seen in mirrors.** |