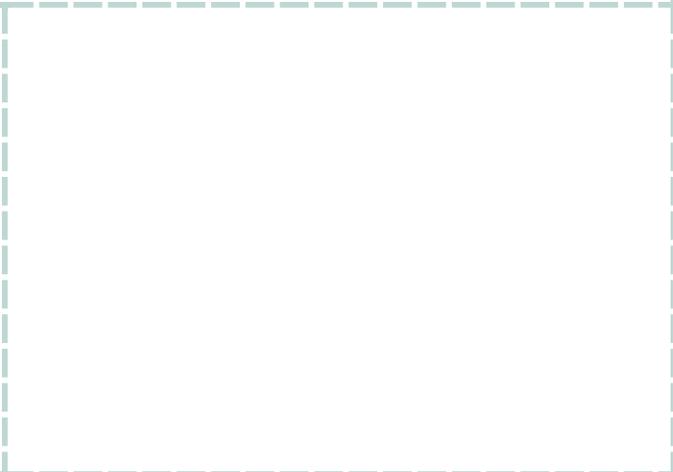


CARD MATCHING





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.**