

NOTE: this is meant to be neat homebrew, not an extensively balanced and lore-accurate addition. Hopefully, it won't be game breaking.

What is a vampire supposed to do/be?

- **Role in the party:** The vampire is a jack of all trades. Without a proper spellcaster in the party, the Vampire's offensive spell list will fill that position. Without the martial skill of a fighter or barbarian, the Vampire can fill that role. In both cases, however, the Vampire falls short of the "purer" classes
 - **Special feature:** Vampires are near impossible to kill, and until the DM sends a Vampire Hunter NPC or sends constant attacks to reduce your spell slots, you will likely survive. Unfortunately, your spellcasting and weapon attack features will be a little underwhelming.
 - **Personality/motivation:** most vampires are evil, but they will join adventuring parties to further their own goals, whatever those may be. Unless your vampire desires acceptance, play a little distant. **IF YOU WANT TO BE AN EDGELORD, PLAY THIS CLASS.** Rogue/warlock can now be out-brooded.
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QUICK BUILD

You can make a vampire quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Intelligence. Second, choose the noble background.

The Vampire Table

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—				
			1st	2nd	3rd	4th	5th
1st	+2	Vampiric Desire	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Blood drinker	2	—	—	—	—
3rd	+2	Immortal, Vampiric Desire feature	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—

6th	+3	Aura of Dread	4	2	—	—	—
7th	+3	Vampiric Desire Feature	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Aura of mistrust	4	3	2	—	—
11th	+4	Improved Blood drinker	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—

13th	+5	—	4	3	3	1	—
14th	+5	Uncanny sight	4	3	3	1	—
15th	+5	Vampiric Desire Feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Aura Improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2

20th	+6	Vampiric Desire Feature	4	3	3	3	2
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Class Features

As a vampire, you gain the following class features.

Hit Points

Hit Dice: 1d10 per vampire level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per vampire level after 1st

Proficiencies

Armor: light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Perception, Arcana, Intimidation, Deception, Persuasion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) two daggers or (b) any simple melee weapon
- (a) a diplomat's pack or (b) a burglar's pack
- (a) scale mail or (b) chain shirt

- unholy symbol

Vampiric Nature

Vampires have a few key traits that make them different from others:

- Your type is undead, no matter what it previously was.
- You have resistance to necrotic damage and vulnerability to radiant damage.
- You have disadvantage on attack rolls, saving throws, or ability checks while in bright light that is sunlight.
- You cannot enter a dwelling without permission
- You can't die from old age
- You have advantage on saving throws against being Frightened

Vampiric Desire

Every vampire Desires something above all else. At first level, you choose what your character Desires: Youth, Magic, Control, Acceptance, or a Desire from another source.

Your choice grants you features at 1st level and again at 3rd, 7th, 15th, and 20th level. Those features include Desire spells and the Incredible Thirst feature.

Desired Spells

Each Desire has a list of associated spells. You gain access to these spells at the levels specified in the Desire description. Once you gain access to a Desire spell, you always have it prepared. Desire spells don't count against the number of spells you can prepare each day.

If you gain a Desire spell that doesn't appear on the vampire spell list, the spell is nonetheless a vampire spell for you.

Incredible Thirst

Your Desire allows you to channel your deepest Desires to fuel magical effects. Each Incredible Thirst option provided by your Desire explains how to use it.

When you use your Incredible Thirst, you choose which option to use. You must then finish a short or long rest to use your Incredible Thirst again.

Some Incredible Thirst effects require saving throws. When you use such an effect from this class, the DC equals your vampire spell save DC.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Spellcasting

By 2nd level, you have learned to draw on arcane magic through the same careful study as a wizard. See Spells Rules for the general rules of spellcasting and the Spells Listing for the vampire spell list.

Preparing and Casting Spells

The vampire table shows how many spell slots you have to cast your vampire spells. To cast one of your vampire spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of vampire spells that are available for you to cast, choosing from the vampire spell list. When you do so, choose a number of vampire spells equal to your Intelligence modifier + half your vampire level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level vampire, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *Hex*, you can cast it

using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of vampire spells requires time spent reviewing their components: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your vampire spells, since their power derives from the lore you have researched. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a vampire spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You can use a unholy symbol (see the Adventuring Gear section) as an arcane focus for your vampire spells.

Blood Drinker

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to use your magic to drain the spilled blood to heal yourself. The amount healed is 3d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. Undead and constructs cannot have their blood drained, as they have no blood – or no fresh blood. Celestial's blood cannot be drained because of their innate connection to burning sunlight.

NOTE: There may be exceptions to these limitations. For example, modrons with their humanoid feature may have blood to be drained, and fallen angels that retain their celestial type may no longer have harmful blood. IF your DM rules that an exception applies, you can target them but you regain only half of the hit points rolled.

Immortal

By 3rd level, the Agelessness of vampirism makes you immune to disease.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, and 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Dread

Starting at 6th level, whenever a Hostile creature within 10 feet of you must make a saving throw, the creature gains a penalty to the saving throw equal to your Charisma modifier (with a minimum penalty of -1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Aura of Mistrust

Starting at 10th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Blood drinker

By 11th level, your weapons become upgraded to enhance your bloodletting. Whenever you hit a creature with a melee weapon, you deal an extra 1d8 damage of the weapon's type. Only you and other vampires of 11th level or greater can benefit from this addition to the weapon, and it must be applied over a short rest.

Uncanny sight

Beginning at 14th level, your senses are enhanced, allowing you to see invisible or ethereal creatures within 10 feet of you.

Aura Improvements

At 18th level, the range of your auras increase to 30 feet.

Vampire Lore

At 19th level, you have achieved an unparalleled level of magic. Choose one 1st level vampire spell. You can cast it as a 1st level spell at will, without expending any spell slots. Furthermore, choose two 2nd level vampire spells. You can cast each of them once, without expending a spell slot, as a 2nd level spell, and regain the ability to do so after a long rest.

Vampiric Desires:

Vampiric desire: Youth

Vampires who desire youth above all else strive to be perfect, young, and strong. If youth is your goal, you gain the following traits. These strength sappers are usually N, LE, NE, and CE

Desire spells:

Vampire level	Spells gained
2	False life, Shield
5	Blur, Enhance ability
9	Animate dead, Gaseous form
13	Control water, Freedom of movement
17	Antilife shell, awaken

Fountain of youth:

At 1st level, you gain a reserve of vitality that you can expend to heal yourself. The number of hit points in the pool is 7 times your vampire level. As an action, you can expend any or all of those hit points to heal yourself. This counts as magical healing.

Curing a disease expends 5 hit points from the pool. The pool regains hit points equal to 6 times your vampire level every time you take a long rest.

Incredible thirst:

At third level you gain these Incredible thirst options:

Weight of ages: as an action, you temporarily age a creature magically. Pick a creature within 10 feet of you. It must make a charisma saving throw, and on a fail it is restrained by its aging. It can use its action to repeat the save, ending the effect on a success.

Favorite feast: As an action, you can bring creatures with the most healing blood towards you. All fey and celestials within 30 feet must make a strength saving throw. On a failed save, they move 10 feet towards at the end of their turn and cannot otherwise move or take actions. This effect ends after 1 minute, or when they take damage.

Aura of Vitality:

Starting at 7th level you and all friendly creatures within 10 feet of you cannot be frightened while you are conscious. The range of this aura increases to 30 feet at 18th level.

Unkillable:

Starting at 15th level, you have learned how to endure like a troll. You heal 1d6+your vampire level hit points at the start of your turn whenever you have less than half your hit points and are not incapacitated

Youthful:

Upon reaching 20th level, you can harness the results of your research, using your action to peel away the years. For one minute, you gain these benefits:

- At the start of each turn, you heal 10 hit points
- Whenever you cast a vampire spell with a casting time of 1 action, it has a casting time of one bonus action
- Enemy creatures have disadvantage against your vampire spells and Incredible thirst options.

After such an expenditure, you can only do so again after a long rest.

Vampiric desire: Magic

Some vampires hunt power by studying ancient tomes to learn more about magic. These loremasters are usually LN, LE, or NE

Desire spells:

Vampire level	Spells gained
2	Hex, Find familiar
5	Mirror image, Arcane lock
9	Counterspell, Gaseous form
13	Arcane Eye, fire shield
17	Legend lore, awaken

Legend Lore:

At 1st level, you gain the following things:

- The ability to cast two wizard cantrips as a vampire spell (see the Spellcasting feature for spell rules)
- Proficiency in two skills of your choice from Arcana, History, Nature, Insight, or Religion. Your proficiency bonus is doubled for those skills.
- You learn 2 languages of your choice

Incredible thirst:

At third level you gain these Incredible thirst options:

Enhancing arcana: as an action, you can cast magic weapon or mirror image without expending a spell slot

Subsist on knowledge: As an action, you can use your magic to enhance your abilities beyond their usual scope. Pick a tool or skill you are proficient with. Your proficiency bonus for that skill is doubled for 1 minute.

Shadow body:

At 7th level you can use a bonus action to cast the Etherealness spell without expending a spell slot. The spell ends at the end of your current turn, and you can't use this feature again until you take a short or long rest.

Shadow dodge:

Starting at 15th level, your magic makes you harder to hit. When an opponent makes an attack roll and does not have advantage, you can use your reaction to give that roll disadvantage.

Signature Spells:

At 20th level you can cast even powerful spells with ease. Choose two 3rd level spells that you have prepared. You can cast them as 3rd level spells at will, without expending a spell slot, and they no longer count against the number of spells you have prepared.

Vampiric desire: Control

Vampires that desire control try to build tangled webs of subterfuge and small armies of minions. These dread lords are usually LN, LE, or NE.

Desire spells:

Vampire level	Spells gained
2	Hellish rebuke, find familiar
5	Alter self, Melf's acid arrow
9	Phantom steed, Slow
13	Locate creature, Dimension door
17	Antilife shell, scrying

Perfect puppeteer:

At 1st level, you can read, write, and speak all languages.

Incredible thirst:

At third level you gain these incredible thirst options:

Disguising arcana: as an action, you can cast invisibility or alter self without expending a spell slot

Secret strike: As a bonus action, choose a creature within ten feet of you. For the next minute, you have advantage on attack rolls against them. This ends early if they drop to 0 hit points.

Master Manipulator:

At 7th level, you have learned how to turn almost any situation to your advantage. Whenever you make a persuasion check, you can add your intelligence modifier to that check. In addition, you gain proficiency with charisma saving throws.

Minions in the shadows:

Starting at 15th level, your agents can avenge damage dealt to you. When you take damage, you can use your reaction to have a minion attack them. They take magical piercing damage equal to your intelligence modifier.

Dread Lord:

At 20th level you have become a master of the criminal underworld. As an action, you can transform yourself for one hour.

- Bat wings: you grow a pair of bat wings, giving you a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. Creatures in that aura must make a wisdom saving throw or be frightened of you for 1 minute. This effect ends if they take damage

Vampiric desire: Acceptance

Not all vampires are evil. A la teen drama show, some vampires wish only to be loved and accepted. Most vampires that desire acceptance are Chaotic Good, True neutral, chaotic neutral, or chaotic evil.

Desire spells:

Vampire level	Spells gained
2	Detect evil and good, Cure wounds
5	Levitate, Calm emotions
9	Dispel magic, tongues
13	Locate creature, Divination
17	Planar binding, flame strike

Ready to help:

At 1st level, you gain proficiency with one skill of your choice, as well as one language of your choice. One suit of armor of your choice grants an extra +1 to AC.

Incredible thirst:

At third level you gain these incredible thirst options:

Charming: You can use your bonus action to gain a +5 to all Charisma(persuasion) checks for the next 10 minutes

Kill with Kindness: As an action, all creatures of your choice within 30 feet that you can see make a wisdom saving throw. On a failed save, they are charmed for one minute. They can repeat this saving throw at the end of each of their turns, ending the effect on themselves on a success.

Dramatic absorb:

At 7th level, you have learned how to save your companions at the cost of yourself. Whenever a creature within 10 feet of you takes damage, you can use your reaction to move up to your speed towards them (possibly passing them). You take the damage instead, ignoring any vulnerability you have to it. You cannot move on your next turn.

Still Alive:

Starting at 15th level, you are able to inexplicably stay alive under the worst circumstances. When you drop to 0 hit points but don't die outright, you can choose to

drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

Full human transformation:

At 20th level you have become as close to a normal human as you can. As an action, you can transform yourself for one minute:

- You emanate bright light for 30 feet and dim light for 30 feet
- You emanate an aura of menace in a 30-foot radius. Creatures in that aura must make a wisdom saving throw or be frightened of you for 1 minute
- You no longer have resistance to necrotic and vulnerability to radiant damage
- You and all companions within the bright light heal 10 hp at the start of each of your turns
- You have advantage against saving throws against spells cast by fiends or undead.

Once you use this feature you can't use it again until you finish a long rest.

Vampiric Spell list:

Spells from Xanathar's guide to everything will be added to the spell list soon.

1st level

Arms of hadar

Charm person

Command

Detect magic

Detect evil and good

False life

Feather fall

Hellish rebuke

Hex

Magic missile

Ray of sickness

Shield

Sleep

Vicious mockery

Witch bolt

Level 2

Alter self

Blur

Crown of madness

Hold person

Invisibility

Levitate

Mirror image

Phantasmal force

Level 3

Animate dead

Bestow curse

Counterspell

Dispel magic

Fear

Fly

Hunger of Hadar

Lightning bolt

Phantom steed

Vampiric touch

4th level

Death ward

Greater invisibility

Hallucinatory terrain

Phantasmal killer

Polymorph

Stoneskin

5th level

Bigby's hand

Cloudkill

Geas

Hold monster

Modify memory

Raise dead