

Vampire Chart

Your character got afflicted with vampirism, or was born as a vampire.

Here's a handy guide for you.

(Sadly this is 99% homebrewed but I hope this is still reasonable for your DM.

Always ask a DM before you can make a vampire from this table!)

I made this guide as a fun way to cope with a rare disease I suffer from called Porphyria.

Vampirism is a mutation that's either inherited by their parents, or by passing it onto others by two different methods.

First Method	Second Method
Being bit and drained of all of your life essence, succumbing to being fed upon by a vampire and dying in the process.	Feasting on the blood or flesh of a vampire.

However there are other cases where you could wind up magically cursed with vampirism.

Turning into a Vampire

When a character is afflicted with vampirism, they will suffer through **three phases** until finally they will become a vampire.

Phase 1	Phase 2	Phase 3
Week 1	Week 2	Week 3
You have the Undead tag. You are cold to the touch, you have no heartbeat.	You will now start to bleed from the eyes (similar to very watery eyes) Every time you are exposed to sunlight.	After a long rest, you must roll 1d4 to see how many hours you can survive in the sun for.. <u>Sunscreen cannot help you extend this time.</u>
(First week only) You must make a constitution saving throw after waking from a long rest. (DC 15) on a failed save	While in sunlight, you have disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.	Once your time is up for how long you can be in the sun for, you take 5 radiant damage when you start your turn in sunlight. This looks similar to getting sun burns/blisters on sun exposed skin which goes away after a long rest.
	(Second week only)	

You're afflicted with cold symptoms (runny nose, fever, chills, stomach pains, lethargy) Until after having an 8 hr rest.	You must make a constitution saving throw after waking from a long rest. (DC 15) on a failed save You're afflicted with flu-like symptoms. (clammy skin, fever, chills, stomach pains, lethargy, and heavy vomiting.) Until after having an 8 hr rest.	(Third week only) If you eat any foods that are not raw meats or blood, you must make a constitution saving throw. (15) On a failed save, you throw up the food you ate and gain a level of exhaustion until after having an 8hr rest. This exhaustion cannot be removed by Greater Restoration. Exhaustion Effects Lvl 1 Disadvantage on Ability Checks Lvl 2 Speed halved Lvl 3 Disadvantage on Attack Rolls and Saving Throws Lvl 4 Hit point maximum halved Lvl 5 Speed reduced to 0 Lvl 6 Death
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After the third week is over

You will grow a strange dark brown to solid black in coloration and move very slowly (speed halved) for 24 hours until you eventually seem dead or frozen like a statue with no signs of life.

While in this statue-like state, you are considered paralyzed and incapacitated for 24 hours.

Once you wake up from this state, (If you survive) you will now be a fully fledged vampire!

You can either pick out a vampire affliction of choice, or roll 1d10 to see what type of vampirism you wind up with!
I highly recommend rolling from the Types of Vampirism table to make it fun!

All vampires are different, and every mutation is different.

Even if a vampires parents had a different type of vampirism they may wind up with a different genetic strain of vampirism, so have fun with this!

Types of Vampirism table (Roll 1d10)
1. Classical Vampire 2. Feral Vampire

3. **Magical Vampire**

4. Psychic Vampire

5. **Mortuum Vampire**

6. Plague Vampire

7. **Revenant Vampire**

8. Demonic Vampire

9. **Fiendish Vampire**

10. Epitaph Vampire

Dhampir

Done
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Sometimes be it fate or chance, if a character is born between a mortal race and a vampire or cursed to be a Dhampir.

Poised between the worlds of the living and the dead, dhampirs retain their grip on life yet are endlessly tested by vicious hungers.

[< Link to Dhampir guide >](#)

Classical Vampire

Done
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With a need for blood. Struggling to choose who will be their prey and which will be spared. Following in the footsteps of their ancestors.

A herald from the vampires of old, with an ancient call inside their soul.

[< Link to Classical Vampire guide >](#)

Feral Vampire

Done
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Awakened to an endless night, and with memory forgotten. They hunger for the life they have lost and sate that hunger by drinking the blood of the

	living. Bound by pure unbridled ferocity, unleash the beast within. < Link to Feral Vampire guide >
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Magical Vampire	
100% finished	With a strong bloodlust and desire to feed, empowered by magical abilities from those they feast upon. Awakened by the aether in blood, and harness its true magical potential. < Link to Magical Vampire guide >

Psychic Vampire	
Done ;u;	The universe shares an ebb and flow of energy between all living creatures. Every emotion brings euphoria, and fuels them to keep persisting. Drain those of their emotions, and feed upon the aether. < Link to Paychic Vampire guide >

Mortuum Vampire	
;u; Done	Bringing forth true fears and nightmares from within to aid their bloodlust. With an obsession to pursue a target until their death or insanity. Peel back the veil, and become the monster everyone fears from the shadows. < Link to Mortuum Vampire guide >

Plague Vampire

Done
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The insects call to them, and echoes from the plagues of old. Lit by the fireflies to guide their path and change them.

Bring upon pestilence, and seek comfort in its embrace.

[< Link to Plague Vampire guide >](#)

Revenant Vampire

Done
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The bell tolls for the dead, disfiguring them into twisted beasts from the hollow remains of what they once were.

Sovereign of the mortals, with death in their mighty grasp.

[< Link to Revenant Vampire guide >](#)

Demonic Vampire

Done
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A creature that's said is sent from hellish depths to punish mortal creatures of a "sinful plane." Hushed whispers dare speak of this vampire.

Encapsulate and project power and terror.

[< Link to Demonic Vampire guide >](#)

Fiendish Vampire

Done
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With a lust for the carnal pleasures of the flesh. Fueled by manipulation.

Feast upon the unworthy, and charm your way Into the hearts of many.

[< Link to Fiendish Vampire guide >](#)

Epitaph Vampire

The spirits are all around them, calling from the farthest reaches of the universe. Reaching out from beyond the aether.

Hear their cries, and be their guide further beyond.

[< Link to Epitaph Vampire guide >](#)