

VAMPIRE

STRENGTHS:

Vampire Powers!

WEAKNESSES:

Blood addiction, vampiric limitations, undead

ALIGNMENT

You detect as *Chaotic*.

TECHNICAL STUFF

HD: 1 - Your base HP is 1 per level.

Saves: Magic-User (Stun 13, Doom 13, Blast 16, Law 13, Chaos 14)

SPECIAL ABILITIES

Heartsense: You can sense hearts beating with extreme accuracy up to 100', even through walls. If you concentrate, you can sense emotions like fear, calm or lust.

Undead: You cannot heal through food, rest, or magic. Only blood will do. Death Tokens have no effect on you beyond adding to dismemberment rolls.

Vampire Powers: At will, spend 1 HP to use one of the following powers for the round:

- Boost an ability score to 20 (+5).
- Treat any surface as a floor.
- Transform into a bat, rat, wolf, or gas. You can't carry gear while transformed.
- Attack twice with claws (1d8 each). If both hit, Bite for free (1d8 damage + see below).
- Charm a target. They get a Save vs Chaos to resist. Charming a new target breaks your current Charm.

Blood Drain: As a Vampire you are, of course, both empowered by and dependent on blood.

- *Blood of the Willing:* Allies can grant you some of their HP for the session. They reduce their max HP, you gain that much HP. This lasts as long as they are willing and present. If they rescind, you lose that much HP and their max HP goes back up.

- *Blood of the Unwilling:* Your Bite deals 1d8 damage and grants you as much bonus HP. This bonus HP expires after 10 minutes, ie. it lasts for the combat encounter. If a living victim fails a Save vs Doom they are also Level Drained. For most creatures this means they lose an extra 4 HP and have -1 to hit.

Thralls: People killed by your vampire bite, if buried in unconsecrated ground, rise again as mindless vampire thralls under your control. They regain their minds over the course of a week but remain obedient to you. If you die, they become free-willed vampires.

Weaknesses: Vampires have many weaknesses, mostly well known.

Holy: You take max damage when hit by a silver or saviourbone weapon.

Garlic: You cannot attack someone with garlic unless there are no other targets.

Hazards: You take 1d12 damage per round in sunlight or while crossing running water.

Thresholds: You cannot cross thresholds uninvited. Doing so reduces you to your base HP and cripples your vampire powers until you leave. This always happens on consecrated ground.

Unlife: If you are killed your body turns into gas and returns to the place you were buried, though if your gas form crosses running water or sunlight on the way it turns to ash and you are destroyed.

Otherwise, you lose a level and awaken in your resting place after 24 hours with a terrible thirst for blood. This reawakening can be prevented indefinitely by staking your body or burying you at a crossroads.