

VAMPIRE

Have you met a terrible fate? Been bitten by a supernatural force and noticed certain aspects of yourself have been changing? When your body has finished acclimating to the changes, you may notice that you have access to abilities some may consider... unnatural. Once you start honing your newfound vampiric powers, you will be able to trade your lifeforce for enhanced powers, spells, and speed. In addition, you can siphon others' lifeforce to renew your own. Wield your newfound abilities to carve your place in the world, because you'll be stuck here for eternity...

BONUS CLASS

The Vampire Class will occupy a special role for the character, and will be considered as additional to the character's base classes instead of being an option while leveling up. This is not considered multi-classing or anything like that. You may consider the features of the Vampire Class like a list of feats that the character will receive for free when they reach a level requirement for their main class.

The Vampire Class will replace the Monster Manuel's Sidebar regarding Vampire PC's. Vampires will still have an aversion to running water, the need for invitation to an occupied building, and being paralyzed by wooden stakes. Vampire characters will only have an aversion to sunlight, being more a roleplay feature rather than a negative aspect for combat.

BONUS CLASS-VAMPIRE

Level	Requirements	Features
1st	3	Life Siphon, Blood Enhancements
2nd	6	Vampiric Archetype
3rd	9	Vampiric Form, Archetype Feature
4th	12	Shape Shift, Archetype Feature
5th	15	Vampire Lord, Archetype Feature

CLASS FEATURES

LIFE SIPHON

The user bites the target's neck arteries with their fangs, and uses a combination of unique anatomy and magic to steal the very essence of life from the target.

The bite has +9 to hit an unsuspecting or restrained target, and -2 against an alert target. Life Siphon deals 1d6+4 physical damage, and an additional 1d6 Necrotic damage for every level in Vampire you have. Undead targets are considered immune to Life Siphon entirely.

You heal HP equal to half the damage Life Siphon dealt rounded up.

If the effect were to kill an enemy, it turns the victim into a Ghoul completely under the thrall of the vampire, This effect lasts for 24 hours before the Ghoul crumbles to dust

BLOOD ENHANCEMENTS

The user uses their own blood to enhance various different traits during combat. As a bonus action, the user may sacrifice HP to gain temporary Blood Enhancements,



which are listed below. The user may not perform more than one usage of Blood Enhancements a turn unless they have an ability that states otherwise, nor may they use any Blood Enhancements that require more HP than they currently have.

The appearance of the blood enhancements vary according to the tastes of the user. The two most common are subependymal changes, such as suddenly increasing muscle mass, bulging veins, redding skin to indicate increased blood flow. The other is liquid blood itself rushing over the object of enhancements, creating things like blood armor, blood weapons, etc.

SPEED ENHANCEMENT

Speed enhancements can take the appearance of the veins and muscle mass in your legs bulging, the skin reddens as blood flow is allocated for increased leg performance. Another appearance is blood physically wrapping itself around your leg to create a sort of blood boot.

For every 5 HP sacrificed, the user gains 5 movement speed and +1 to their initiative. The effect ends at the start of the users next turn.

ARMOR ENHANCEMENT

The appearance can take the shape of liquid blood acting as if part of the users unconscious to block out attacks with miniature shields made of streams of blood. Or you could create a more full body armor if that is how you want to portray the blood acting. Another option is the blood underneath your skin creating a layer of armor shielding the body beneath the skin so that even a mighty sword swing only breaks the skin and nothing else.

For every 5 HP sacrificed, the user gains 1 AC. The effect ends at the start of the users next turn.

ATTACK ENHANCEMENT

The veins and muscle mass in your arms could swell to proportions that betray your frame, the skin could redden as blood rushes to enhance your arms to put forth more power into your slashes or stabs. For a different look, the liquid blood could either coat your arms or the very weapon you use to give it an edge even sharper than the finest steel.

For every 5 HP sacrificed, add +1 to any attack's hit, and +1 damage to whatever type of damage the attack would deal. Treat any attack made with the Attack Enhancement as magical for the purpose of overcoming resistances.

SKILL ENHANCEMENT

The appearance can radically change depending on what action the user would be tacking. If trying to perform an athletic skill, perhaps a full body strengthening is in order, but be sure to state that the physical appearance is not as intense a cosmetic change as when concentrated for the other types of enhancements. If trying to complete a specific action, like a sleight of hand, it's fine to make a very concentrated appearance in the hands or arms if that is what you prefer. For something mental like History, Persuasion, etc. check the veins around the forehead would bulge due to the rush of blood going to the brain.

For every 5 HP sacrificed, add +1 to any skill check no matter the category.

VAMPIRE ARCHETYPES

At 2nd Level, you choose an archetype of Vampirism that corresponds with how you want to push your powers going forwards: Sangromancer or Blood Tyrant, both detailed at the end of the class description.

VAMPIRIC FORM

At third level, due to your vampiric powers ever increasing, you notice that with a mighty sacrifice you are able to push your body beyond it's humanoid limits, and temporarily become a beast not natural to this world.

When you transform into your vampiric form, your muscles bulge, your skin takes an ashy gray coloration, your features become more beastle, and you grow wings that somewhat resemble a bat's with their membranes.

To activate your Vampiric form as a Bonus Action, you must sacrifice half your Max HP. If you were to drop to 0 HP and fall unconscious while in this form, you lose this form immediately. The form lasts for 10 minutes or until you dismiss it as a Bonus Action.



Vampiric Form grants the user incredible power during its duration.

- The User may not be healed from any source that is not one of its own Features.
- The user gains a flying speed half of their normal movement speed.
- The user adds an additional +2 to their AC, and gains resistance to cold damage.
- The user's gains an additional +2 to Strength and Dexterity.
- The user may choose to gain 1 blood enhancement each turn (still as a Bonus Action) without needing to spend any HP.

SHAPE SHIFT

The Vampire learns that shape is just another element that contorts itself to it's master's whims.

Once per day, you may spend an action to polymorph yourself into a Small Bat, or Medium Wolf.

The Bat and Wolf forms get the same Sizes mentioned above, and a Flying Speed of 20 or Movement Speed of 40 respectively. All other statistics are the same as your normal stats.

VAMPIRE LORD

The Vampire Lord has learned of their true potential through countless trials and tribulations over their journey.

When you are a Vampire Lord, you are able to pass on the gift of Vampirism through your bites. If Life Siphon would drop an foe's HP to 0, or be performed on a willing participant, the victim would immediately become a Vampire Spawnling. The New Vampire will always feel a form of unconscious compulsion towards their Sire Vampire, though that connection isn't mindless servitude.

As a Vampire Lord, you may use as many Blood Enhancements a turn as you wish. You may also use the Shape Shift Feature as many times a day as you wish.



VAMPIRE ARCHETYPES

It is said that with enough time, the Vampire will learn all, experience all, do all, with their immortal life. One of the most infuriating things for the Vampire is therefore what they cannot experience. Almost all Vampires supernatural powers develop down one of two certain paths; a path more inclined to enhancing dark magical potential of the Vampire, or a path more inclined to enhancing aspects considered unique to the Vampire.

THE BLOOD TYRANT

The Blood Tyrant is a Vampire who's supernatural potential lies more in enhancing their own physical potential, unlocking the secrets behind Siphoning Life, and learning how to cheat death once more in a desperate usage of Vampiric Form.

IMPROVED ENHANCEMENTS

At Level 2, The Blood Tyrant obtains better methods to Enhance themselves with blood.

When using the Armor Enhancement feature, you choose whether the enhancements will deal an retaliatory 5 Necrotic Damage to any source that deals Melee Damage, or reflect 5 Necrotic Damage to any Ranged Damage force.

Which way you choose to enhance will have a physical tell. Typically some form of jagged or barbed appearance for melee, or some form of reflectivity or sheen for ranged sources.

When using the Attack Enhancement feature and making an attack; if you are using an melee attack, you may choose whether it deals an additional 5 Necrotic Damage, or it's range is extended by 10 additional feet. Or if the attack is ranged, you may choose whether the attack deals an additional 5 Necrotic Damage, or if the attack ricochets to another target within 10 feet of the original target. The ricocheted attack will roll a new hit against the new target, and new damage if the attack hits.

BLOOD FRENZY

At Level 3, The Blood Tyrant learns how to slow the world around them, and unleash a powerful whirlwind of attacks through burning of life essence.

The Blood Tyrant may activate Blood Frenzy as a Reaction towards finishing an Attack Action. For every 10 HP sacrificed, the Blood Tyrant may move to attack a new legal target with the same weapon used in the original attack.

IMPROVED LIFE SIPHON

At Level 4, The Blood Tyrant has become proficient in getting the most efficient usage out of the Life Force they have Siphoned.

The Blood Tyrant may heal for half of damage dealt to foe with any attack that would down a foe, even if attack is not a Life Siphon Action.

The Blood Tyrant may use Life Siphon on any willing target as a Bonus Action, and only deal half of rolled damage to the target while healing all the damage rolled.

TYRANT LORD

At level 5, The Tyrant Lord has learned to cheat death once again by igniting the last of their Life Essence as a last resort tactic.

The Tyrant Lord may choose to stay conscious when knocked down to 0 HP. If they do, they either turn into or maintain their Vampiric Form. They are restored to Half their Maximum HP, and may not be healed by any means other than the bite of a Life Siphon.

If the Tyrant Lord were to once again fall to 0 HP before taking a short rest, they would instead instantly crumble to ash and may not be revived by anything other than a Wish Spell or an effect of equal power.

THE SANGROMANCER

The Sangromancer is a Vampire who's supernatural potential lies in enhancing the effects of their magical prowess. Sangromancers gain the ability to cast spells unique to Blood Magic, they learn how to Enhance Spells they previously learnt, and unlock the power on how to create Ghouls without resorting to biting foes.

SANGROMANCY SPELLS.

At Level 2, The Sangromancer learns ways to manipulate Blood and it's Life Essence in ways that no other being can. The user may learn 3 of the listed Sangromancy spells listed at the bottom of the Archetype, and you have 2 Spell Slots for Sangromancy Spells. You regain all expended spell slots for Sangromancy when you finish a Long Rest.

SPELL ENHANCEMENTS

At Level 3, the Sangromancer learns to infuse spells with the power of Life Essence.

When casting any spell you may sacrifice 5 HP to enhance a portion of the spell as a bonus action. You may pay an additional 5 HP to enhance the spell in a way you have not already chosen, but may not enhance it the same way you have already chosen.

Spells may be enhanced in one of many different ways.

- You may increase the damage of the spell by the lowest numbered die roll mentioned in the spells text, but this additional die is Necrotic damage.
- You may increase the Spell Attack Modifier or the Spell Save DC by an additional +2.
- You may ignore any Components of the spell, including Verbal, Somatic, or Material.
- You may increase the range of a spell by double its original value.
- You may extend the duration of a spell by double its original duration.

ADVANCED SANGROMANCY

At Level 4, The Sangromancer has become a master of Sangromancy. The Sangromancer learns an additional 3 Sangromancy Spells, and now has 6 Spell Slots for Sangromancy Spells. The Sangromancer now restores all spent spell slots at the conclusion of a Short Rest.

SANGRO LORD

At Level 5, the Sangro Lord has learned dark secrets behind the concept of Undeath and Life Essence.

If a spell cast by the Sangromancer Lord would kill a humanoid foe, the Sangro Lord may instead choose to turn the fallen target into either a Ghoul or a Vampire Spawn, as if the target was killed by Life Siphon. Ghouls are restored to max HP, but Vampire Spawnlings will remain unconscious but in a Stable Condition.

SANGROMANCY SPELLS

Sangromancy Spells are the result of the Vampires magical prowess and supernatural control over life essence combining to perform spells unique to the Sangromancer. All Sangromancy spells are considered 4th Level for the purpose of Magical Effects, and require one Action to Cast. Sangromancy spells are all entirely Non Verbal, Non-Somatic, and None-Materialistic. Spell Casting Modifier and Spell Save DC is the user's choice of Charisma or Intelligence.

All Sangromancy Spells require a sacrifice of 5 HP to cast, and can be enhanced by Spell Enhancement.

BLOOD BARRIER

The Vampire has learned to make Blood take shape, and keep the shape even when the Vampire pays no attention. For every 5 HP sacrificed, the Vampire has access to 6 instances of 5x5x1 feet Blood Walls.

Blood Walls can be placed anywhere within 60 feet of the Vampire, as part of the action of casting Blood Barrier, but not within a living target. They would fit in the lines between Grids of a Grid Map.

Blood Walls block all movement by those other than the Vampire. The Vampire may allow a target to pass through a Blood Wall as a Reaction to movement triggered once per round. The Vampire can move Blood Walls as an Action on their turn.

Blood Walls have an AC of 10 and a HP of 5. The Vampire can stack Blood Walls on top of each other to increase the HP by 5 for every Blood Wall within a space. Blood Walls last for 10 minutes after casting.

BLOOD BLADES

The Vampire conjures a set of blades that react to the Vampires subconscious will. Any foe that would trigger an Attack of Opportunity do so twice to the Sangromancer, and the blades will dissolve themselves with a suicide slash at the enemy at the start of your next turn. The swords have +9 to Hit, dealing 2d8+4 Necrotic Slashing Damage.

BLOOD BOIL

The Vampire can target the blood inside another living humanoid, and manipulate it in such a way to cause extreme pain to the target.

As long as you target another living humanoid within 30 feet, Blood Boil will hit the target automatically and deal 4D6+6 Damage to the target.

BLOOD INFUSION

The Vampire sends tendrils of his own blood to allies in need. All targets within 30 feet of the caster are healed by an amount twice the HP that the user sacrifices as an additional cost for this spell, divided by the number of targets receiving the healing.

BLOOD PUPPET

The Vampire compels the blood inside another living humanoid to temporarily direct a target's movements.

The target must make a Constitution Saving Throw against your Spell Save DC. You may make any target that fails the save move up to 10 feet in any way possible for them, and make a Melee or Ranged Weapon Attack against any target you choose using the targets own stats.

BLOOD TENDRILS

The Vampire can manipulate puddles of Blood to grapple and restrain their foes.

For every 5 HP sacrificed, the user may create a new Tendril. Tendrils grapple against a Target's Strength Save with a Base DC of 14.

Tendrils that are not grappling have a movement speed of 20 feet, an AC of 10, and a HP of 5.

Tendrils last 1 minute before losing all strength and returning to puddles.

COAGULATE

The Vampire has learned to still the blood in another living target to hurt and restrain. The target must succeed a Constitution Saving against your Spell Save DC, on a failed save, the target's movement speed becomes 0 until the end of their next turn, the target takes 1D8+4 Necrotic Damage, and the target cannot heal by any source until the effects of Coagulate end.

HEMOSHAPEY

The Vampire has dissolved their body and mind into blood, the ultimate Essence of Life. For one hour, or until the Vampire cancels the spell as an Action, the Vampire becomes the shape of either a 5 Liter Pool of Blood, or a Mist of Blood roughly the size and shape of the user. The Pool has a Movement and Swim Speed of the user's humanoid form, and the Mist has a flying Speed of the humanoid form.

Both forms can fit into any opening or shape they can fit into (the size of a single red blood cell). If any significant portion of the shape were to be separated by an outside force somehow, the Vampire would reform in their humanoid shape in the nearest open space forcibly.

LIFE TAP

The Vampire has learned through great effort to drain Life Essence from the mana present throughout the atmosphere they breathe. The Vampire heals themselves for a quarter of their Max HP rounded up, and get a free Blood Enhancement on their next turn.



ART USED

Figure 1. Tommy Arnold, “Sorin, Vengeful Bloodlord” *Magic The Gathering*

Figure 2 Taylor Jacobson “Demonlord Belzenlok” *Magic The Gathering*

Figure 3 Alex Konstad “Knight of The Ebon Legion” *Magic The Gathering*

Figure 4 Cynthia Sheppard “Anje Falkenrath” *Magic The Gathering*