

STARTING FEATURES

As a vampire, you gain the following benefits and weaknesses:

- You are an undead creature. You are unaffected by anything that affects only living creatures. You don't need to breathe, which means you are immune to suffocation. You also don't age. Unlike most undead, you do need to sleep.
- You may only ingest blood, eating food or drink causes you to wretch. This includes drinking potions meant for mortals.
- You gain darkvision.
- You gain resist 5 necrotic.
- You gain vulnerable 5 radiant.
- Your max number of healing surges is 3, always, regardless of feats or other circumstances.
- If you end your turn in direct sunlight and lack a protective covering such as a cloak or other heavy clothing, you take 5 radiant damage per tier (plus additional damage from your radiant vulnerability) and you are weakened (save ends). If you drop below 1 hit point from this damage, or fail 2 consecutive saving throws you instantly turn to dust and are destroyed.
- You may not cross moving bodies of water or enter holy places without enduring extreme pain. If this happens, you immediately lose 1d2 healing surges and are weakened until leaving. Healing surges reduced to 0 in this manner result in you falling prone and helpless.
- You bear no reflection in mirrors and may not enter a home or dwelling without being invited in first. Entering a dwelling without an invitation causes blood to seep from your pores, eyes, and ears and deals 5 ongoing damage which ends either when the vampire leaves the dwelling, receives an invitation, or dies.
- Contrary to common belief, holy symbols and garlic do not repel and are a mere annoyance. Vampires in the presence of garlic or holy symbols receive a -2 bonus to all defenses until these objects are gone. A vampire is no longer affected by these things at level 10.

TRAITS

Feed

A willing ally may allow you to feed off of them, if so they lose one healing surge and you regain health as if you'd spent one.

Gain the *Blood Drinker* power. You gain one additional use of this power per encounter at 7th level.

Blood Drinker Vampire Utility 1

When your attack strikes true, you sweep past your foe's defenses to consume the essence of its life.

Encounter * Shadow

No Action * Personal

Trigger: You hit an enemy with a vampire melee at-will attack power.

Target: The triggering enemy

Effect: The target takes 1d10 extra damage from the triggering attack, and you gain a healing surge.

Level 17: 2d10 extra damage.

Level 27: 3d10 extra damage.

ADDITIONAL FEATURES

Level 5 Feature

Vampires become very adept at changing themselves into other creatures of night as they acquire the knowledge and skill to do so. What better creature than the bat?

Benefit: you gain the following form:

Bat Form Vampire Utility 5

Your body becomes a cloud of pure shadow that shrinks and coalesces into the form of a fluttering bat.

Encounter * Polymorph, Shadow

Standard Action * Personal

Effect: You assume the form of a Tiny bat. While you are in this form, you have a speed of 2 and a fly speed of 8, and you cannot make attacks or hold or carry any object. Your equipment becomes part of this form. You use a move action to return to your normal form.

Level 10 Feature

Once a vampire has truly mastered himself as both living and dead, he can begin to bend and twist the world around him, allowing him to take shape of the supernatural energy that surrounds them.

Benefit: gain the Gaseous form power or choose to take an additional level 5 feature.

Gaseous Form Vampire Utility 10 Gaseous Form

You transform into a shadowy mist that shreds and twists away from your enemy's grasp.

Daily * Polymorph, Shadow

Minor Action * Personal

Effect: You assume a gaseous form. While in this form, you are insubstantial and phasing, gain a fly speed of 8, and gain a +10 power bonus to Stealth checks. You cannot attack in this form. The form lasts until the end of your next turn or until you use a minor action to end it.

Sustain Minor: The gaseous form persists until the end of your next turn.

OPTIONAL POWERS

Growing over time, Vampires learn to manipulate darkness, it is an innate skill they all possess and it can manifest in many ways including minor illusions, teleportation, and more.

Swarm of Shadows Vampire Utility 2

Your body becomes a swarm of batlike shadows that let you harry your enemies, then fade from sight.

Daily * Implement, Shadow, Teleportation

Standard Action * Close blast 3

Target: Each enemy in the blast

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dexterity modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Effect: You teleport to a square in the blast and are invisible until the end of your next turn.

Vampires of the dread realms are known for being able to transform themselves into wolves as well as bats. This is not a form of lycanthropy, but pure magic. Even if a vampire is not from the demi-plane of dread themselves, it is said they can still harness this power if it is willed.

Wolf Form Vampire Utility 6

As you are cloaked in shadow, you take on the form of a wolf with eyes and fur similar to your own.

Daily * Polymorph, Shadow

Minor Action * Personal

Effect: You assume the form of a wolf until the end of the encounter. While in this form, you cannot attack, but you ignore difficult terrain, and you gain a +5 power bonus to Athletics checks, Perception checks, and Stealth checks. As a minor action, you can switch between your normal form and your wolf form.

Even the most unsightly, brash and boisterous vampires can charm creatures the same as the more common guile, silver-tongued of their kind.

Domineering Gaze Vampire Utility 10

With a glance, your foe falls under your control and will yield up its life force to strengthen you.

Daily * Charm, Implement, Necrotic, Shadow

Standard Action * Ranged 5

Target: One enemy

Attack: Charisma + 2 vs. Will

Hit: The target is dominated (save ends). While the target is dominated by this power, you can use a minor action while adjacent to the target to gain a healing surge and to deal necrotic damage to the target equal to your healing surge value. Doing so ends the domination.

Miss: The power is not expended.