



DUNGEONS & DRAGONS®

Azriel, Count of Zhalfirim

CHARACTER NAME

Ranger 3

CLASS & LEVEL

Vampire

RACE

BACKGROUND

Lawful Evil

ALIGNMENT

M4R2

PLAYER NAME

EXPERIENCE

STRENGTH

1

-5

DEXTERITY

1

-5

CONSTITUTION

1

-5

INTELLIGENCE

1

-5

WISDOM

1

-5

CHARISMA

1

-5

INSPIRATION

PROFICIENCY BONUS

- ☐ -5 Strength
- ☐ -5 Dexterity
- ☐ -5 Constitution
- ☐ -5 Intelligence
- ☐ -5 Wisdom
- ☐ -5 Charisma

SAVING THROWS

- ☐ -5 Acrobatics (Dex)
- ☐ -5 Animal Handling (Wis)
- ☐ -5 Arcana (Int)
- ☐ -5 Athletics (Str)
- ☐ -5 Deception (Cha)
- ☐ -5 History (Int)
- ☐ -5 Insight (Wis)
- ☐ -5 Intimidation (Cha)
- ☐ -5 Investigation (Int)
- ☐ -5 Medicine (Wis)
- ☐ -5 Nature (Int)
- ☐ -5 Perception (Wis)
- ☐ -5 Performance (Cha)
- ☐ -5 Persuasion (Cha)
- ☐ -5 Religion (Int)
- ☐ -5 Sleight of Hand (Dex)
- ☐ -5 Stealth (Dex)
- ☐ -5 Survival (Wis)

SKILLS

ARMOR CLASS

-5

INITIATIVE

SPEED

Hit Point Maximum -15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

3d10

HIT DICE

SUCCESSSES



FAILURES



DEATH SAVES

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PERSONALITY TRAITS

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IDEALS

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BONDS

**Dark Desire - Wrath**

Seeks vengeance against any and all that have wronged them in the most brutal and cruelest fashion.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Weapon1

0

1d6 p

Weapon2

0

1d10 b

Additional Information

ATTACKS & SPELLCASTING

**Vampiric Weakness**

- Forbiddance
- Running Water
- Stake to the Heart
- Sunlight Hypersensitivity

**Vampiric Traits (True Vampire)**

- Undead
- Unholy Body
- Blood Connoisseur
- Superior Darkvision
- Vampire Fangs & Talons
- Misty Escape

**Feats**

- Shapechanger (Bat)

**Ranger (Swarmkeeper)**

- Gathered Swarm
- Swarmkeeper Magic

5

PASSIVE WISDOM (PERCEPTION)

**Languages:**

None

**Armor:**

None

**Weapons:**

None

**Tools:**

None

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Cloak of the Underdark,  
Crypt Ring

EQUIPMENT

FEATURES & TRAITS





## Azriel, Count of Zhalfirim

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



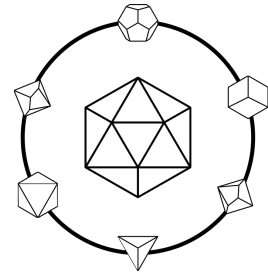
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CHARACTER APPEARANCE

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NAME

### DnD Organization



SYMBOL

ALLIES & ORGANIZATIONS

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CHARACTER BACKGROUND

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ADDITIONAL FEATURES & TRAITS

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TREASURE





SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

NA

SPELL SAVE DC

NA

SPELL ATTACK  
BONUS

0

CANTRIPS

*Cantrip A*

3

6

SLOTS TOTAL

SLOTS EXPENDED

1

1

☐ *Spell 1.A*

☐ *Spell 1.B*

4

7

2

2

☐ *Spell 2.A*

☐ *Spell 2.B*

5

8

9

SPILLS KNOWN



# FEATURES, MAGIC ITEMS AND SPELLS

## VAMPIRE

### VAMPIRIC WEAKNESSES

Although vampires can be incredibly strong, their curse still comes with several notable drawbacks. Regardless of if you are a vampire spawn or a true vampire, you are affected by the following weakness unless specified otherwise.

**Forbiddance.** You can't enter a residence without an invitation from one of the occupants.

**Running Water.** Your flesh is torn apart in the presence of water, you take 6 (1d12) acid damage when you end your turn in running water. This damage may not be reduced in any way.

**Stake to the Heart.** If a piercing weapon made of wood is driven into your heart while incapacitated in your coffinlike structure, you become paralyzed until the stake is removed if you are a true vampire. However, if you are a vampire spawn, you are instead destroyed.

**Sunlight Hypersensitivity.** You sear and burn in the light of the sun, your flesh immolating. If you end your turn in direct sunlight, you take 20 radiant damage. You also have disadvantage on any attack rolls and ability checks when in direct sunlight.

### VAMPIRIC TRAITS (TRUE VAMPIRE)

Most of a vampire's victims become vampire spawn- ravenous creatures with a vampire's hunger for blood, but under the control of the vampire that created them. If a true vampire allows a spawn to draw blood from its own body, the spawn transforms into a true vampire no longer under its master's control. Few vampires are willing to relinquish their control in this manner. A vampire spawn becomes free-willed when their creator dies but may seek to become true vampires via drinking from another true vampire or making a pact with some otherworldly entity.

**Ability Score Improvement.** Your Strength, Dexterity, Constitution, and Charisma scores each increase by 1.

**Undead.** Your creature type is considered to be both humanoid and undead.

**Unholy Body.** Dark magic sustains you, making you resistant to necrotic damage. Healing potions do not have a healing effect on you. Instead, they deal poison damage equal to the amount that was meant to heal. To heal you must either drink blood, spend hit dice, or finish a long rest.

**Blood Connoisseur.** Even though you are undead, you still require sustenance in the form of blood to sustain your unholy existence. You are immune to diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish, though this food is always bland and stale to you. If you go for longer than seven days without drinking at least one ration of blood, at the midnight of the seventh day and every midnight on days thereafter, you suffer one level of exhaustion, which can only be removed by drinking a ration of blood. After consuming one ration of blood, you recover all levels of exhaustion caused by this trait. If you reach 6 levels of exhaustion due to this trait, instead of suffering death, no longer gain any more levels of exhaustion and become indefinitely paralyzed. The only way to remove this paralysis is to be exposed to a ration worth of blood.

A ration of blood is a vial, or 4 ounces, and while that is just enough to sustain you each week, you still feel the urge to drink and may still appear twitchy or ravenous in the heat of battle or when treating a wounded ally. A pint, such as that contained within a flask is considered a healthy amount, enough to keep you sustained while also suppressing your less civilized behavior. Each ration of blood heals you for 3 (1d4 + 1) hit points while a pint will heal you for 7 (2d4 + 2) hit points.

**Superior Darkvision.** You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Vampire Fangs & Talons.** All vampires have sharpened teeth capable of tearing flesh from bone and draining blood from the body and elongated claws, their natural weapon, which can be used to make an unarmed strike.

**Bite.** If a willing, paralyzed, charmed, incapacitated, restrained, or grappled, creature within 5 feet of you has blood, you may use your bonus action to Bite them dealing 3 (1d6) piercing damage and draining their blood dealing additional necrotic damage equal to your Constitution modifier (minimum 1 necrotic damage). Drinking blood this way is equal to consuming a ration as per your Blood Drinker trait. If this trait fails to deal at least one point of necrotic damage, you also fail to drink any blood. The damage for your Bite increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



**Claws.** You may use your Strength or Dexterity modifier for your attack and damage rolls with your claws. If you hit with them, you deal 3 (1d6) slashing damage instead of the bludgeoning damage normal for an unarmed strike.

**Misty Escape.** When you drop to 0 hit points outside of your coffinlike structure, you transform into a cloud of mist instead of falling unconscious, provided you are not in an area of sunlight or running water. If you can't transform, you are destroyed.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage, except the damage it takes from sunlight.

While you have 0 hit points in mist form, you can't revert to your vampire form. If you do not reach a coffinlike structure within 2 hours, you are destroyed. Once in a coffinlike structure, you revert to your vampire form. You are then paralyzed until you regain at least 1 hit point. After spending 1 hour in your coffinlike structure with 0 hit points, you regain 1 hit point.

## RANGER (SWARMKEEPER)

### GATHERED SWARM

At 3rd level, a swarm of intangible nature spirits has bonded itself to you and can assist you in battle. Until you die, the swarm remains in your space, crawling on you or flying and skittering around you within your space. Because of your vampiric nature these nature spirits have taken the form of bats.

Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:

- The attack's target takes 3 (1d6) piercing damage from the swarm.
- The attack's target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of your choice.
- You are moved by the swarm 5 feet horizontally in a direction of your choice.

## SWARMKEEPER MAGIC

Also at 3rd level, you learn the Mage Hand cantrip if you don't already know it. When you cast it, the hand takes the form of your swarming nature spirits.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Swarmkeeper Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### SWARMKEEPER SPELLS

Ranger Level	Spell
• 3rd	Faerie Fire, Mage Hand
5th	Web
9th	Gaseous Form
13th	Arcane Eye
17th	Insect Plague

## FEATS

### SHAPECHANGER (BAT)

Vampires are known for their ability to shift from form to form. You gain the shapechanger tag and if you are not in sunlight or running water, you can use your action to polymorph into a Tiny bat[1] or a Medium cloud of mist for 1 minute, or back into your true form.

**Bat Form.** While in bat form you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

Once you transform this way you cannot do so again until you complete a short or long rest.

## SECTION 1

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### SUBSECTION 1.1

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**Paragraph 1.1.1.** Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare.

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# SPELLS

## LEVEL X

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### SPELL NAME

*Spell Type*

**Casting Time:** 1 Bonus Action

**Range:** Target

**Components:** V, S, M

**Duration:** Duration

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**At Higher Levels.** Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.