

Vampire

VAMPIRE FANGS

Your incisors elongate from your vampire transformation. You gain a fangs attack.

Fang Attack ♦ [Unarmed, Grapple]

You bite into a target in reach, dealing 1d6 piercing damage.

Drink Blood ♦ [Necromancy]

Requirements: A grabbed, paralyzed, restrained, unconscious, or willing creature is within your reach.

Effect: You sink your fangs into that creature and drink its blood. This requires an Athletics check against the victim’s Fortitude DC if the victim is grabbed, and automatically succeeds for any of the other conditions. If you succeed, the creature becomes drained 1, and you gain temporary HP equal to the target’s level that last for 10 minutes. Further uses against the target don’t increase the drained condition or grant you more temporary HP.

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WEREVAMPIRE AWAKENING

Your blood finally react to the mix of werewolf and vampire effects from the hag’s attack. You gain the *Undead*, *Vampire* and *Werecreature* traits, as well as the following effects:

Negative Healing: You are damaged by positive damage and aren’t healed by positive healing effects. You don’t take negative damage and are healed by negative effects that heal undead.

Immunity to Death Effects You’re immune to death effects. This keeps you from being automatically killed or from having your dying value automatically increase, but it doesn’t make you immune to other parts of the spell or effect. For example, you can still take mental damage and become frightened by a phantasmal killer, you just don’t instantly die from it.

Disease and Poison Protection You gain a +1 circumstance bonus to saving throws (or any other defense) against disease and poison.

Weakness to Silver Your werewolf blood makes you weak to silver weapons, you gain Weakness 5 to Silver.

