***Benefits of Unlife***

* *Attribute Bonuses*

| **-----** | ***Ag*** | ***Str*** | ***End*** | ***Prs*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cyrodilic*** | *+5* | *+-* | *+-* | *+10* | *+5* | *+5* |
| ***Aundae*** | *+5* | *+-* | *+-* | *+5* | *+5* | *+10* |
| ***Quarra*** | *+5* | *+10* | *+5* | *+-* | *+5* | *+-* |
| ***Berne*** | *+10* | *+-* | *+5* | *+-* | *+5* | *+5* |
| ***Volkihar*** | *+5* | *+5* | *+5* | *+-* | *+5* | *+5* |

* *New Traits*
* *Sun-Scarred ‘2*
* *Dawn-Cursed ‘4*
* *You gain “Dark Sight”*
* *Weakness (Fire) ‘2*
* *Resist (Normal Weapons) ‘2*
* *You gain the “Unlife” trait*
* *New Abilities*
* *Unarmed strikes gain “Slashing”*
* *You gain a “Bite” attack  
  “1d6 Slashing, 1m reach, feed, magic, Grapple only”*
* *Bloodline Ability*

*This ability is only active or usable while at the “Well Fed” stage of Thirst.*

* ***Cyrodilic***

*Mortal Mask*

*While well fed, you suffer not from the Dawn Cursed trait and you cannot be identified as a Vampire. When exposed to direct Sunlight, you lose 1 AP.*

* ***Aundae***

*Arcane Blood*

*While well fed, you have “Power Well” ‘10*

* ***Quarra***

*Vigor of the Grave*

*While well fed, you gain a +1 Max SP*

* ***Berne***

*Unseen, Unheard, Unknown*

*You gain the “Chameleon” 10 trait while in Dim light, Darkness, or in a crowded area (GM’s discretion)*

* ***Volkihar***

*Ice Walker*

*While well fed, you can spend 1 SP to freely walk through solid ice as if it wasn’t even there up to your Movement speed. If you end your turn in ice, you begin to suffocate.*

***The Curse***

* *Infection*

Whenever someone takes damage from a Vampire’s “Bite” attack, the target must make a -10 END test or become infected. If you are fed the blood of a vampire you will automatically fail the test.

* *The Thirst*

You suffer from an insatiable thirst for mortal blood. Each night at sundown, the Vampire must make a WILL test or suffer a point of Thirst. You gain a-10 penalty each night you go without feeding. The following information is the effects of each stage of thirst.

* ***Well Fed***

While well fed, your natural healing rate is doubled.

* ***Sated***

While sated you suffer from no penalties

* ***Thirsty***

While thirsty, you are plagued by nightmares of a pale woman covered in blood. You suffer from a -10 penalty on Skills that are governed by Int, Wp, & Prs.

* ***Parched***

While parched, the penalty to your skills are doubled (-20).

* ***Dry***

While dry the prior penalty is doubled (-40) but you gain a +1 Max SP. Raises your “Visage” by +30.

* ***Ravenous***

While ravenous, you gain an additional +1 Max SP (+2)

* ***Feral***

While Feral, you have lost yourself to the thirst. You are forced to attack the nearest source of blood, friend or foe, until you reach the “Sated” thirst state.

* *Feeding*

In order to slake your thirst, you must be at full HP while you feed. If you are not at full health when you feed, you restore HP instead of Hunger.

You may only feed on live creatures that you are either grappling or if they are asleep or bound. Feeding on a beast restores 1/2 of a thirst point and a mortal restores 1 whole point point of thirst

* *Draining Dry*

When you feed on a helpless target, you can drain them dry, doubling the HP you restore or the thirst you regain, doing this kills the target.

* *Vampiric Fatigue*

Vampires never gain points of fatigue and are immune to any magic that would apply said effect. Instead, when they spend stamina they don’t have, they gain a point of thirst. In doing so, your later powers can drain you of your blood reserves.

* *Sanguiphage*

When a vampire feeds on another vampire they gain a portion of their power for a time. If you kill a vampire by feeding on them, you gain access to their bloodline ability for the next night. This only works if you are well fed.

* *Vampire Traits*

Detailed here are the effects of the Sun-Scarred and Vampiric Unlife traits.

* Sun-Scarred

*See the Core Rulebook page 60.*

* Unlife

*You are immune to the effects of aging and disease, and you will no longer lose stamina or gain fatigue from staying awake. It is important to note that while well fed, you are basically alive as the blood of your victims courses through your veins allowing your cursed heart to beat again. Restoration healing magic and potions of healing have no effect on you*

* Feed

*Damage dealt from this attack heals the vampire for the damage dealt, if the Vampire is at full HP it counts as a feeding for sating their thirst.*

* Dawn-Cursed

*You take # amount of damage when exposed to sunlight every round (6 seconds).*

***Beginning as a Vampire***

*To begin as a Vampire costs* ***400 CrP*** *and* ***5 Luck***

***Elite Advance***

* Child of the Night

*“You have accepted your new life as a creature of the night”*

* *Cost*

**You must already be a Vampire, costs 500 Xp/CrP**

*Benefits*

* ***Universal***

*Your “Sun-Scarred” increases to ‘3*

*Your “Resist (Normal Weapons)” increases to ‘3*

*You “Bite” becomes a d8 instead of a d6*

*You gain access to the “Vampiric Talents” listed below*

*You also gain access to your Bloodline ability in the Well Fed, Sated, and thirsty stages.*

*You gain the following “Bloodline Power”, using this power costs* ***1 SP****.*

* ***Cyrodilic***

Vampiric Seduction

*A chosen target within 10m of the Vampire falls under the effect of a level 4 Charm Spell. The target may make a +0 Wp test to resist, if they succeed with a DoS of 4 or more they are aware that someone tried to influence them. The effect of this power lasts for 1 hour. This ability can’t be used on a hostile target*

* ***Aundae***

Dark Magic of the Mind

*You may cause a target within 15m to make a +0 Horror test. You may substitute the Horror test to cause the target to gain the “Frenzied” trait. (Think of it as your gaze invokes a primal fear & madness). This takes an “Attack” action.*

* ***Quarra***

Might of the Grave

*As an action, you may spend 1 SP and gain a +2 to your Strength Bonus. Additionally your unarmed strikes inflict 1d6 damage instead of 1d4.*

* ***Berne***

Embrace of Shadows

*While in Dim light or Darkness, you may turn invisible. This will last until you come within 3m of a Bright Light source, attack, or cast a spell.*

* ***Volkihar***

Freezing Breath

*While grappling a target, you may breathe into them, freezing them from within. The target takes 1d6 Frost damage and must make a +10 End Test. If they fail they become paralyzed until they take any amount of fire damage, if they succeed, they gain the “Slowed” trait. This takes an “Attack” Action.*

***Vampiric Talents***

The following are talents available to those with the “Child of the Night” elite advance.

* ***Vampiric Domination***

*“You have unlocked the hidden potential of your Vampiric Seduction ability.”*

**Expert (Personality), must be Cyrodilic**

Your Vampiric Seduction is now equivalent to a level 7 Charm spell (+35) and is a -20 Wp test to resist. You may also select a single target for this ability to affect indefinitely until you release them, they may remake the roll each time they take damage.

* ***Darkness of the Subconscious***

*“You have unlocked the ability to delve into the minds of those affected by your Dark Magic.”*

**Expert (Willpower), must be Aundae**

You can read the deepest thoughts of any target affected by your “Dark Magic of the Mind” ability. You may also assert command over them when they are affected by the Frenzied variant of your power, selecting their target.

* ***Savagery of the Grave***

*“You have unlocked the truest raw strength that your blood can offer you.”*

**Expert (Strength), must be Quarra**

You gain the “Savage” trait when making any physical attack and when you power attack, you add +3 Damage instead of +2. Your unarmed attacks gain the Splitting quality instead of Slashing.

* ***One with the Shadow***

*“You have unlocked the ability to blend into the darkness to such a level that even the keenest of eyes couldn’t tell the difference between you and a true shadow.”*

**Expert (Agility), must be Berne**

Your “Embrace of Shadows” ability can be used even in Bright light so long as there is a shadow you can hide in (This includes the shadow of the one holding the light). While invisible you make absolutely no sound unless your speak.

* ***Volkihar Necromancy***

*“You have the power to imbue your blood into a corpse to raise them for a short time as an undead servant.”*

**Expert (Willpower), must be Volkihar**

You may spend 1 SP & 2 AP and select one corpse within a 10m radius, this corpse animates as a “Draugr Scourge” with “Mindlock ‘1”. This lasts for 3 rounds but you can spend more stamina as an upkeep.

* ***Nox Arcana***

*“Your blood has awakened within you the ability to bend darkness and the night to your will.”*

**Adept (Willpower)**

Gives you access to the “Nox Arcana” abilities described below, And gives you one of your choice. You also gain the “Nox Arcana” skill at novice rank (Wp Based)

* ***Hemomancy***

*“Your blood has awakened within you the ability to manipulate blood and the life force of others.”*

**Adept (Intelligence)**

Gives you access to the “Hemomancy” abilities described below, And gives you one of your choice. You also gain the “Hemomancy” skill at novice rank (Int Based)

* ***Supernatural Reflexes***

*“You have unlocked the ability to move at such a speed and with such precision that few can act before your fangs are sunken in their throats.”*

**Master (Agility)**

You gain +2 to your Initiative Rating and always gain a +10 on Evade tests. You also increase your movement speed by +2

* ***Undead Fortitude***

*“You have come to realize that your organs are little more than a relic from older days.”*

**Expert (Endurance)**

While below Well fed, you ignore the effects of Organ Damage and half the penalty from any wound that isn’t a lost body part and you no longer require air to breathe. You also gain the “Tough ‘1” trait and the “Resilient ‘2” trait.

***Nox Arcana***

Commonly called Night Magic, Nox Arcana is an ancient power that few Vampires have in the more recent generations.

In order to gain a Nox Arcana spell, you first need to slay a Vampire through the act of Sanguiphage then you may spend 100xp and select a spell from the list below. In order to use a Nox Arcana spell requires a passed “Nox Arcana” skill test. A failed test costs no SP.

* ***Shrouding Mist***

*“You call upon the eternal darkness to shroud the area in a heavy fog that covers the land from the light of the sun.”*

* ***Cost:*** *3 SP & takes 5 minutes to cast*
* ***Effect:*** *The area of a 1 mile radius becomes covered in heavy fog that invokes a -10 to all Observe tests and any vampire within the area takes only 2 damage from the Sun. This effect lasts for 5 hours.*
* ***Bat Form***

*“You can turn into a swarm of bats.”*

* ***Cost:*** *1 SP & 1 AP*
* ***Effect:*** *You become a swarm Bats, you gain the following traits.*
* *Flyer ‘10*
* *Tiny Size: -40 to hit, +40 to stealth*
* *HP is 5*
* *If you die, you return to normal*
* *This effect lasts 3 rounds, 1 SP upkeep*
* ***Night Cloak***

*“You become shrouded in a swarm of bats that tear apart those close to you.”*

* ***Cost:*** *1 SP & takes 2 AP to summon*
* ***Effect:*** *Bats inflict 1d4 Slashing (3), Poison, Magic, damage to all hostile creatures within a 7m radius. The Vampire restores an amount of HP equal to the damage dealt. This cloak lasts for 3 rounds, with a 1 SP upkeep.*

***Hemomancy***

Commonly called Blood Magic, Hemomancy is an ancient power that few Vampires have in the more recent generations.

In order to gain a Hemomancy spell, you first need to slay a Vampire through the act of Saguiphage then you may spend 100xp and select a spell from the list below. In order to use a Hemomancy spell requires a passed “Hemomancy” skill test. A failed test costs half (RU) the normal amount.

* ***Vampiric Drain***

*“You have learned how to draw the blood from a target via the use of magic.”*

* ***Cost:*** *7 MP & 1 AP*
* ***Effect:*** *Drains 2d6 HP from the target and restores the Vampire by the same amount. If this kills the target, it counts as a feeding. Has a range of 4m.*
* ***Blood Grasp***

*“You have learned how to grasp at a creatures blood and them towards you as if telekinetically held.”*

* ***Cost:*** *10 MP & 1 AP*
* ***Effect:*** *A target within a 15m range must make a -10 Str test or become restrained and is pulled up to 10m closer to the Vampire, stopping whenever they want.*
* ***Sanguine Shield***

*“You can project a barrier made of blood in a large area that makes you immune to all damage.”*

* ***Cost:*** *15 MP & 2 AP (Upkeep)*
* ***Effect****: You create a 5m dome centered on you, all incoming damage is dealt to the dome. The dome has 30 HP and lasts until it is destroyed or dismissed.*

***Elite Advance***

* Vampire Lord

*“Your blood is pure, whether you were sired by Molag Bal himself or consumed the blood of an existing Vampire lord matters not. All that matters now is that you are a god among mortals now.”*

* *Costs*

**Costs 700 CrP/ExP & you must burn 10 Luck, and you must purchase the “Child of the Night” elite advance first**

**You must perform Sanguiphage on a Vampire Lord.**

*Benefits*

Regardless of your Bloodline, you gain the following benefits. You also gain access to the “Vampire Lord Talents” detailed below.

***Normal Form***

You gain the ability “*Mantle of the Lord*” which allows you to enter Vampire Lord form.

You become Immune to Normal Weapons

Your Dawn Cursed trait becomes ‘6

Your weakness (fire) goes from 2 to 4

***Vampire Lord Form***

While in this form you gain the following benefits.

Your Unarmed Attacks inflict 1d10 damage instead of a d4

Your Bite attack inflicts 1d12 damage instead of a d8

You gain the “Flyer ‘3” trait

You gain +1 max SP

You regain +10HP & your Max HP is increased by 10

Your Unarmed and Bite Attacks gain the “Exploit Weakness” & “Magic” qualities.

You gain Natural Toughness ‘4

***Assuming the Mantle***

You may assume the mantle of the Vampire Lord as an action (2 AP). You may do this Once per Night.

When you turn, you cause all who see you turn to make a Panic test.

You may revert back to normal at will.

***Vampire Lord Talents***

The following are talents available to those with the “Vampire Lord” elite advance.

* ***Evolved Wings***

*“Your membranous wings evolve beyond a basic glide and low level levitation to allow a full flight.”*

**Expert (Agility)**

Your Flyer trait goes from 3 to 1.5x your movement speed

* ***Blood of Bal***

*“You have learned that your pure blood carries with it the dominating power of Molag Bal.”*

**Master (Personality)**

You can force feed your own blood into a restrained creature. This creature becomes dominated, and serves you faithfully until a level 6+ Dispel spell is cast on them successfully. The target may make an opposed Wp test against you to resist the effect, if they succeed they become immune to this ability for 3 days.

Doing this costs 1 SP and you gain a point of Thirst. While they are dominated, you can command them as a minion and see through their eyes & hear through their ears.

* ***Mantle of Blood***

*“You have mastered your Hemomancy.”*

**Master (Intelligence), requires Hemomancy**

***The Character cannot take the Mantle of Darkness talent***

You have access to both the Following “Mastered Hemomancy” spells detailed below.

* ***Mantle of Darkness***

*“You have mastered the powers of Nox Arcana.”*

**Master (Willpower), requires Nox Arcana**

***The Character cannot take the Mantle of Blood talent***

You have access to both of the Following “Mastered Nox Arcana” spells detailed below.

* ***Poisonous Talons***

*“Your talons now sting with an unnatural venom.”*

**Adept (Strength or Agility)**

Your unarmed strikes inflict +2 poison Damage while in Vampire Lord Form

***Mastered Hemomancy***

* ***Crimson Sphere***

*“Your Sanguine Shield can now restore your life as well as protect you.”*

* ***Cost:*** *20 MP & 2 AP (Upkeep)*
* ***Effect:*** *You create a sphere made of blood that envelopes you and restores 2d8 HP each round you remain in the Sphere. The sphere lasts for 3 rounds. The sphere has 50 HP, if the Sphere comes into contact with Sunlight or takes damage from a weapon with the Sunlight quality, it is destroyed instantly.*
* ***Consuming Blast***

*“Your control over the Vampiric Drain spell has become more powerful than ever.”*

* ***Cost:*** *10 MP & 1 AP*
* ***Effect:*** *You launch a bolt of vampiric energy that explodes in a 3m radius and drains each target hit for 2d8 HP and heals the vampire for the total amount of damage dealt. This spell has a 20m range and is handled as an AOE attack.*

***Mastered Nox Arcana***

* ***Eclipse***

*“You have earned the ability to eclipse the sun and walk without fear of the day.”*

* ***Cost:*** *3 SP & takes 30 minutes to cast*
* ***Effect:*** *The sun becomes eclipsed and doesn’t shed it’s searing light. Vampires are unaffected by the sun for 2 hours in a 5 mile radius of the Vampire.*
* ***Black Shadow***

*“You have learned how to disconnect your own shadow from your body, allowing it to move on its own.”*

* ***Cost:*** *1 SP & 1 AP, Mindlock ‘1*

*(1 SP Upkeep)*

* ***Effect:*** *Your shadow becomes disconnected from you, so you will lack a shadow while this spell is active. Your shadow gains the stats of a “Wraith” and acts as a summoned servant. This spell lasts for 5 rounds*

***Additional Bloodlines***

* ***Whet-Fang***

| **-----** | ***Ag*** | ***End*** | ***Prc*** |
| --- | --- | --- | --- |
| ***Whet-Fang*** | *+5* | *+10* | *+10* |

*Bloodline Ability*

*(Tiring Venom)*

* *While Well Fed, your bite attack invokes a +10 End test on the target to resist taking a point of Fatigue*

*Bloodline Power*

*(Slumbering Venom)*

* *You can spend 1 SP on a Bite attack to invoke a +10 End test on the target to resist becoming slowed and taking 1 point of fatigue and after 1 round they must make a +0 End test to resist falling unconscious for 4 rounds or until someone spends 2 AP to shake you awake. If they pass any of these tests they become immune to this effect for 24 hours.*

*Bloodline Talent*

*(Coma Venom)*

***Expert (Endurance), must be Whet-Fang***

* *Those that fall unconscious due to the “Slumbering Venom” power will remain unconscious until a successful Dispel Magic spell is cast on them.*
* ***Anthotis***

| **-----** | ***Prs*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- |
| ***Anthotis*** | *+10* | *+5* | *+10* |

*Bloodline Ability*

*(Mystic Blood)*

* *While Well Fed, you gain a +10 to all Casting tests*

*Bloodline Power*

*(Mystic Might)*

* *You may spend 1 SP to add an additional die of damage to any spell you cast. (1d6=2d6, 2d6=3d6)*

*Bloodline Talent*

*(Mystic Mastery)*

***Expert (Willpower), must be Anthotis***

* *You can impose a -30 penalty on your Casting test, if you are successful you may inflict max die damage or impose a -20 on any test made to resist your spells effect. This will also affect the bonus die from “Mystic Might”.*
* ***Garlythi***

| **-----** | ***Ag*** | ***Str*** | ***End*** | ***Wp*** |
| --- | --- | --- | --- | --- |
| ***Garlythi*** | *+5* | *+5* | *+10* | *+5* |

*Bloodline Ability*

*(Bloody Guard)*

* *While Well Fed, you gain an AR of +2 (Magic) that is added to your own.*

*Bloodline Power*

*(Bloody Ward)*

* *You can spend 1 SP as a reaction and cast a Lvl 3 Ward Spell without the need of a Casting Check and at no MP cost.*

*Bloodline Talent*

*(Bloody Armor)*

***Expert (Endurance), must be Garlythi***

* *Your AR gain from “Bloody Guard” is increased to +3 and the Ward Spell you cast with “Bloody Ward” is now a Lvl 5 spell.*
* ***Haarvenu***

| **-----** | ***Ag*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- |
| ***Haarvenu*** | *+10* | *+5* | *+10* |

*Bloodline Ability*

*(Elemental Burst)*

* *While Well Fed, you can increase any elemental damage you inflict by +1*

*Bloodline Power*

*(Elemental Blast)*

* *By spending 1 SP you may cast a Level 3 Firebolt or Frostbolt spell without the need of a casting test*

*Bloodline Talent*

*(Elemental Tempest)*

***Expert (Willpower), must be Haarvenu***

* *The spell level of your “Elemental Blast” is now 5 instead of 3 and the bonus from “Elemental Burst” is a +2 instead of +1.*
* ***Khulari***

| **-----** | ***Ag*** | ***Str*** | ***End*** | ***Wp*** |
| --- | --- | --- | --- | --- |
| ***Khulari*** | *+5* | *+5* | *+5* | *+10* |

*Bloodline Ability*

*(Ghastly Flesh)*

* *While Well Fed, you become immune to Paralysis*

*Bloodline Power*

*(Ghastly Touch)*

* *You can spend 1 SP on an Unarmed or Bite attack, doing this imposes a +10 END on the target to resist being Paralyzed for 1 round.*

*Bloodline Talent*

*(Ghastly Hold)*

***Expert (Willpower), must be Khulari***

* *When you use “Ghastly Touch”, you can either have it impose a -10 END test instead of the +10 or you can have it last 3 rounds*
* ***Lyrezi***

| **-----** | ***Ag*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- |
| ***Lyrezi*** | *+10* | *+10* | *+5* |

*Bloodline Ability*

*(Step from the Grave)*

* *While Well Fed, you gain a +10 bonus on stealth rolls. As you make little to no sound while walking. Others also gain a-10 on tests made to hear you.*

*Bloodline Power*

*(Silence of the Grave)*

*You may apply the “Silenced” condition to an amount of targets equal to the amount of SP you choose to spend as an action. This effect lasts for 3 rounds with a 1 SP upkeep that affects all targets.*

*Bloodline Talent*

*(Zone of Silence)*

***Expert (Willpower), must be Lyrezi***

* *Your “Silence of the grave” can now expand outward in a radius equal to half your willpower, affecting anybody who enters the area, this can be done in place of “Silence of the grave”. The bonus you gain from “Step from the Grave” is increased to +20.*
* ***Montalion***

| **-----** | ***Ag*** | ***End*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- | --- |
| ***Montalion*** | *+5* | *+5* | *+10* | *+5* |

*Bloodline Ability*

*(Darkling Dash)*

* *While Well Fed, you triple your movement speed when dashing.*

*Bloodline Power*

*(Dusk Jaunte)*

* *You can expend 1 SP plus X amount of magicka to teleport as an action. The distance is equal to the magicka spent in metres, you may teleport through objects and walls at an additional 10 magicka per meter, if not enough magicka is provided during Dusk jaunte, the player takes 2d10 damage as they are pulled back into their spot forcefully before they attempted Dusk jaunte*

*Bloodline Talent*

*(Void Leap)*

***Expert (Agility), must be Montalion***

* *You may teleport to a location you are familiar with (having been there previously) within a X mile radius. X is equal to the amount of SP you wish to spend.*
* ***Selenu***

| **-----** | ***Str*** | ***End*** | ***Wp*** |
| --- | --- | --- | --- |
| ***Selenu*** | *+5* | *+10* | *+10* |

*Bloodline Ability*

*(Elemental Ward)*

* *While Well Fed, you gain Resist (Shock, Frost) ‘1. You also reduce the “Weakness (fire)” trait by 1.*

*Bloodline Power*

*(Elemental Barrier)*

* *You may (by spending 1 SP) as a reaction, ignore all elemental damage (Fire, Frost, & Shock) from the attack you are reacting to.*

*Bloodline Talent*

*(Elemental Shell)*

***Expert (Willpower), must by Selenu***

* *You gain Resistance (Shock, Frost) ‘2 permanently and you reduce the Weakness (Fire) by 1 more (total of 3).*
* ***Thrafey***

| **-----** | ***Ag*** | ***Str*** | ***End*** | ***Wp*** |
| --- | --- | --- | --- | --- |
| ***Thrafey*** | *+5* | *+5* | *+10* | *+5* |

*Bloodline Ability*

*(Mending the Flesh)*

* *While Well Fed, you gain Regeneration ‘2*

*Bloodline Power*

*(Mending the Form)*

* *You can spend 1 SP as an action to make an END test and if successful, restore 1d8+DoS HP.*

*Bloodline Talent*

*(Mending the Whole)*

***Expert (Endurance), must be Thrafey***

* *Your Regeneration from “Mending the Flesh” is now 5 instead of 2. You roll 2d8 instead of 1 when using “Mending the Form” and you can now spend 3 SP as an action to recover from any wound that isn’t decapitation.*
* ***Vraseth***

| **-----** | ***Ag*** | ***Str*** | ***Prc*** |
| --- | --- | --- | --- |
| ***Vraseth*** | *+10* | *+5* | *+10* |

*Bloodline Ability*

*(Grave Born Grace)*

* *While Well Fed, you take no Fall Damage, and you permanently gain the ‘Climber ‘5” trait.*

*Bloodline Power*

*(Grave Born Flight)*

* *You can spend 1 SP point as a free action and the next time you jump in the same round, you triple the height and distance.*

*Bloodline Talent*

*(Death From Above)*

***Expert (Agility), must be Vraseth***

* *Your “Climber” trait increases to ‘12 and you now quadruple your jump height/distance when using “Grave Born Flight” power.*

*You can also now perform a “Jump Attack”, which is added to any normal attack roll with the following effects. Performing a Jump attack costs 2 SP.*

*- Can’t be Parried by creatures of Medium size or smaller*

*- Inflicts 1d6 Crushing Damage on top of what the regular attack would have done (i.e. the weapons stats)*

* ***Bonsamu***

| **-----** | ***Ag*** | ***Prs*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- | --- |
| ***Bonsamu*** | *+5* | *+5* | *+5* | *+10* |

*Bloodline Ability*

*(Sun Shroud)*

* *While Well Fed, You take no damage from the “Dawn-Cursed” trait. You also cannot be identified as a vampire unless you are within 1m of a source of Bright Light regardless of your Thirst level.*

*Bloodline Power*

*(Call of the Night)*

* *By spending 1 SP while outdoors and at night, you may summon a creature of the night. When used, the Vampire may select either a Wolf or Giant Bat. This creature will remain until it is slain or all enemy targets are dealt with. Additionally, you can spend 1 SP to force any wolf or bat to make a -10 Wp test or fall under your command.*

*Bloodline Talent*

*(Master of the Night)*

***Expert (Willpower), must be Bonsamu***

* *When you use your “Call of the Night” power, you may either summon 1d4 Giant Bats, 2 Ice Wolves, or 1 Giant Spider and can now command spiders with this power as well.*
* ***Keerlith***

| **-----** | ***Ag*** | ***End*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- | --- |
| ***Keerlith*** | *+5* | *+5* | *+10* | *+5* |

*Bloodline Ability*

*(Misty Step)*

* *While well fed, the vampire receives a +10 to Evade test as your body seems to move like mist.*

*Bloodline Power*

*(Mist Form)*

* *You can spend 1 SP to assume mist form, granting you the “Ethereal” Trait for 1 round, you may expend additional stamina to continue in this form, while in mist form, you only move at half your maximum speed*

*Bloodline Talent*

*(Vaporous Guise)*

***Expert (Perception), must be Keerlith***

* *While using (Mist Form) in an area with pre-existing mist (Such as those generated naturally or generated via the Nox Arcana power “Shrouding Mist”) the vampire may regenerate Hp equal to WpB each round, also while inside the natural mist, each SP point spent to maintain the form increase the time by 2 rounds instead of 1*
* ***Yekef***

| **-----** | ***Ag*** | ***Str*** | ***End*** | ***Prc*** |
| --- | --- | --- | --- | --- |
| ***Yekef*** | *+10* | *+5* | *+5* | *+5* |

*Bloodline Ability*

*(Wasteless Feeding)*

* *While Well Fed, the HP you recover from your Bite attack is doubled.*

*Bloodline Power*

*(Swallow the Soul)*

* *You may spend 1 SP when you kill someone while feeding to absorb a portion of their soul, restoring your MP equal to the HP you heal from your bite.*

*Bloodline Talent*

*(Body and All)*

***Expert (Agility), must be Yekef***

* *If you spend 2 SP on the “Swallow the Soul” power, you absorb so much of their life force that they turn to dust in your arms. This triples the HP and MP you restore and invokes a -10 Panic test on any ally of the victim that witnesses it.*
* ***Telboth***

| **-----** | ***Prs*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- |
| ***Telboth*** | *+10* | *+10* | *+5* |

*Bloodline Ability*

*(Consume Likeness)*

* *While Well fed, when you kill a target through feeding you can assume their form. You will look and sound indistinguishable from the victim. You may switch back and forth from your true form to this assumed form as an action, you may only have one assumed form at a time, if you change it, you lose the old one. If you take damage over your WpB while in your assumed form, the form will be destroyed and you will be forced into your true form unable to turn back. If you take any damage less than your WpB, anyone who is looking at you may make an Observe test to see through the disguise. If the person is talking to you they get a+10 to the test, otherwise they receive a -20 to the test.*

*Bloodline Power*

*(Protected Form)*

* *While in your assumed form, you may spend 1 SP to avoid detection from taking damage or losing the form from taking damage.*

*Bloodline Talent*

*(Consume Memories)*

***Expert (Personality), must be Telboth***

* *When you consume someone's likeness, you also learn their memories. In addition to this, the amount of damage needed to destroy a form is increased by 4 (WpB+4)*
* ***Glenmoril***

| **-----** | ***Prs*** | ***Int*** | ***Wp*** |
| --- | --- | --- | --- |
| ***Glenmoril*** | *+10* | *+5* | *+10* |

*Bloodline Ability*

*(Wyrd Feeding)*

* *While Well Fed, they can restore MP through feeding instead of HP.*

*Bloodline Power  
 (Wyricism)*

* *You may spend 1 SP to force a creature within sight to make a Wp test. If they fail, they become stunned for 2 rounds (1 SP Upkeep). While stunned, the victim enters a state of disassociation where they will fail to react to any outside stimulus and will be unable to remember anything that happens during the effect.*

*Bloodline Talent*

*(Will of the Wyrd)*

* *While under the effect of “Wyricism”, you may cause the victim to accept any truth the Vampire tells them as fact. This effect will be remembered after the effect wears off. The Vampire may choose to have the victim remember them, or make them think that the new idea was their own.*
* ***Scions of Lamae WIP***

| **-----** | ***Ag*** | ***Str*** | ***End*** | ***Prs*** | ***Prc*** | ***Wp*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Scion*** | *+5* | *+5* | *+5* | *+5* | *+5* | *+5* |

*Bloodline Ability*

*(Purest of Blood)*

* *Scions of Lamae get the following benefits.*

*- You also get a permanent +5 to two different characteristics of your choice.*

*- You lose the “Dawn-Cursed” trait*

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*Bloodline Power*

*(Blood of Lamae)*

* *In between the hours of 8pm to 6am, you gain access to the following powers.*

*Bloodline Talent*

*(Primisanguinare)*

New Rituals

* Rite of the Scion
* The Bride of Bal

New Items

**Potion of Blood**

*"Magically preserved blood that allows a Vampire to store blood away for later use."*

**Creating a Potion of Blood** requires a combined rank in Alchemy and Restoration of 3 and knowledge of the Stabilize Spell. The Bottle used must be made of pure crystal, 50gp on average, and a successful +0 Alchemy check is to be made on a helpless or restrained target over the course of 10 minutes. This inflicts 1d10 damage to the victim and they must survive this damage for the process to work.

**When consumed**, the Potion of Blood allows a Vampire to set their Thirst to any state they wish that is less than their current state. Non-Vampires who consume this potion take 1d10 magic damage and become infected with Vampirism.

* Bloodstone Chalice
* Ring of the Erudite
* Ring of the Beast
* Amulet of Bats
* Amulet of the Gargoyle
* Wings of the Bat Queen (Axe)
* The Sun Shroud Cloak

***Hunting Vampires***

* ***Identifying Vampires***

The following chart shows how likely you are to be identified as a vampire.

* *New Skill Specialization*

(Observe “Vampirism”, applies to spotting vampires and identifying signs of vampires)

* *Visage and Spotting Vampires*

You add the “Visage” modifier to Observe tests made to spot whether or not someone is a vampire, this Observe test is made the first time one meets a Vampire and each time they meet one whose “Thirst” level has decreased.

* *Vampiric Identification*

| ***Bloodline*** | ***Visage*** |
| --- | --- |
| Aundae | +30 |
| Berne | +30 |
| Quarra | +30 |
| Cyrodilic | -20 ! |
| Volkihar | -10 |
| Anthotis | +10 |
| Whet-Fang | +10 |
| Bonsamu | +10 ! |
| Telboth | -10 |
| Yekef | +10 |
| Keerlith | +10 |
| Montalion | +10 |
| Garlythi | +10 |
| Selenu | +10 |
| Vraseth | +10 |
| Thrafey | +10 |
| Lyrezi | +10 |
| Haarvenu | +10 |
| Khulari | +10 |
| Glenmoril | -10 |
| Scion of Lamae | +20 |

* ! = See the Entry for unique Visage rules
* ***Tools of the Trade***
* Whet-Fang Inoculation
* Bad Blood Potion
* Hunter of Virtuous Blood (NPC Stats)
* Dawnguard Hunter (NPC Stats)