Transformations

NOTES

New Damage Types

* Solar
* Necrotic

# Vampire

Fluff/Lore

## The Dark Gift of Vampirism

Those afflicted with Vampirism gain the following traits, both negative and positive, and new features.

* 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* |

* Negative Traits

**Dawn-Cursed**  
 The Vampire takes 5 points of Solar Damage every round (10 Seconds) that they are exposed to sunlight. Vampires cannot use any Stamina while in sunlight.

**Bloodthirst**

The Vampire is bound by a thirst for the blood of the living. They cannot receive any benefit from a Rest unless they have a full Blood Pool.

## Weakness to Fire (5)

The Vampire takes an additional 5 points of damage from Fire type attacks.

* Positive Traits

**Undead**

Does not breathe or eat, immune to disease, poison, aging, fatigue, dazed, deaf, and Bleed.

**Dark Sight**

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

**Resist Normal Weapons**

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.

* New Features

**Blood Pool**

Vampires, as an undead, cannot experience fatigue and therefore have no Stamina. Instead they are simply restricted to the use of one Stamina a round. Instead, their Stamina Gauge is used to measure their Blood Pool that is drained to use their vampiric abilities. Every Bloodline has a set of unique abilities that they gain access to as their Vampiric Stage progresses and all vampires share a set of common abilities. The Vampire’s Blood Pool max is determined by their Vampiric Stage.

**Natural Weapons**

Vampires have two natural weapons that they can employ, their claws and fangs.

* ***Claws***: Adds +2 to Unarmed Damage, Keen, and Magic.
* ***Fangs***: 4 Base Damage, Piercing, Keen, Light, Magic, and Feed.

***Feed***: On a Successful attack, you gain DoS to your Blood Pool.

**Universal Vampiric Abilities**

Detailed here are the Vampiric Abilities shared between all Vampires. Using these abilities drains 1 point from their Blood Pool and takes an Action.

* ***Bloodmend***

The Vampire can regenerate 1d10 Wounds or 2d10 Health. Fledgeling vampires restore an additional +2 to either option, Bloodied restore +4, and Risen +6.

* ***Lifescent***

The Vampire becomes aware of the presence and location of any living creature within 20m. Bloodied Vampires can sense up to 50m and Risen can sense up to 100m.

* ***Dark Talent***

The Vampire can spend 1 Blood Point to gain a +10 TN on their next test.

* ***Vampiric Drain***

Using your best Combat Skill, you can make a Ranged Spell Attack that inflicts 2d10 Magic Damage and Restores an amount of Health equal to the damage dealt.

## Bloodline Abilities

* ***(Cyrodilic) Mortal Mask***

Vampires of the Vampyrum Order can suppress their Dawn-Curse and walk among mortals undetected for 1 Hour at the cost of a Blood Point. However, while this ability is active they cannot use any other Vampiric Abilities. Bloodied Vampires can maintain the effect for 6 Hours and a Risen Vampire can maintain it for an entire day. Vampires may end this effect at will.

* ***(Aundae) Arcane Blood***

Vampires of the Aundae Clan can convert their Blood Pool into Magicka. For the cost of one point of Blood, the Vampire restores 1o Magicka. Bloodied Vampires restore 20 Magicka and Risen Vampires restore 30 Magicka.

* ***(Quarra) Grave Vigor***

Vampires of the Quarra Clan are endowed with immense strength and savagery. By spending one Blood Point the Vampire can add +3 to their base Damage. Bloodied Vampires add +5 and Risen Vampires add +8.

* ***(Berne) Shadow’s Embrace***

Vampires of the Berne Clan can conceal themselves in twisting shadows that fog the vision of those that look upon them. For 1 Blood Point the Vampire gains the Shrouded (2) trait for 1 hour. Bloodied Vampires have a Shrouded trait of (4) and Risen have (6).

* ***(Volkihar) Ice Walker***

Vampires of the Volkihar Clan can spend 1 Blood Point to gain the ability to freely move through solid Ice and gain Resistance to Frost (3) for 1 Hour. Bloodied Vampires have a Resistance of (6) and Risen have (12).

Abilities need rebalancing

**Vampiric Stages**

Fledgeling

Bloodied

Risen

# Lycanthrope

# Lich

# Vestige

# Dreamer

# Hagraven

# Briarheart