Vampirism

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut tincidunt congue magna, quis blandit dui semper dictum. In hac habitasse platea dictumst. Fusce consequat, nisi eget blandit sollicitudin, eros velit sollicitudin sem, ut aliquet nulla dui tincidunt leo. Maecenas sollicitudin iaculis risus finibus vestibulum. Nunc quis leo eget risus vulputate pharetra et sed lorem. Vivamus ullamcorper metus eu nisi laoreet, ac ultrices quam tincidunt. Curabitur ullamcorper elit non justo ultricies volutpat. Fusce faucibus, libero at eleifend iaculis, turpis dolor pellentesque ex, non sodales ex tortor eget ipsum. Aliquam augue odio, faucibus in eleifend ornare, gravida vel ante. Quisque quis nibh ex. Phasellus dignissim quis mi a egestas. Curabitur et faucibus tmagna. Donec non dui venenatis, hendrerit quam a, feugiat ex. Phasellus convallis, risus id efficitur dictum, ante odio vestibulum tortor, vel ultricies dui metus in nulla. Fusce sit amet fermentum ipsum, at mollis lorem. Vestibulum ut blandit risus.

## Disease: Porphyric Hemophilia

Upon being infected with Porphyric Hemophilia, a character will have three days to remove this disease, which can be done via any means that would remove a common disease. After these

three days pass, the next time the character sleeps they will be plagued with nightmares, die, and become a vampire.

### Effects:

* **Diseased (Porphyric Hemophilia, +0)**
* **Stamina:** The characters Stamina increases by 1 until they die and become a vampire, once the character has become a vampire they lose this bonus stamina point.

Once a character becomes a vampire, they have the following traits and adjustments to their profile.

* **Dark Sight:** The character can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
* **Diseased (Porphyric Hemophilia, +0)**
* **Resistance Normal Weapons (2):** Characters with this trait are resistant to mundane weapons. If the character suffers damage from a weapon/attack without the Magic quality reduce that damage by 2 after any other mitigation.
* **Sun Scarred (2):** The character increases incoming damage after mitigation by 2 (round up) from a weapon/ attack with the Sunlight quality. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
* **The Thirst:** If the character goes without feeding on the blood of the living for a day, they suffer a -10 penalty on all tests unrelated to allowing them to feed. This penalty increases to -20 after a week, at this point the character can also be clearly recognised as a vampire unless they take active steps to disguise themselves.
* **Vampiric Unlife:** The character is immune to disease and the effects of aging, however they cannot heal through resting or restoration magic (including potions) and must rely on feeding or other magic.
* **Weakness (Fire, 2):** The character increases all incoming fire damage by 2 after mitigation, and suffers a -20 penalty tests made to resist non-damaging fire effects. This trait can stack.
* **+5 Strength**, **Agility** and **Willpower**
* Gain Novice **Athletics**, **Acrobatics**, **Stealth** and **Observe**, if the character already has any of these, They instead gain a specialisation in it.
* **Bloodline Benefits** *(See Below)*

### Feeding

A vampire can feed on a helpless target, this works like a Coup de Grâce and typically kills the target, however they can choose to make a Willpower test to avoid killing the target. If the target is not killed by being fed upon, they instead lose half their health and have a chance to be infected with vampirism. A vampire can also feed on a character they reduced to 0 HP immediately after doing so as an action.

Feeding on sentient creatures (typically a creature with an Intelligence of 20 or more) heals the vampire 8 HP, animals and other less intelligent creatures are less sustaining and only provide 4 HP.

## **Bloodlines**

There are many bloodlines that populate Tamriel, each with their own unique benefits and drawbacks. When infected with vampirism, your bloodline will always match the one of the vampire who infected you.

*Use this one as a basis/example, basically 2 characteristic increases plus ideally an active ability that shouldn’t be too crazy and a Stamina ability.*

### ***Cyrodiil Vampyrum Order***

* *+5 Personality, +5 willpower*
* ***Vampiric Seduction (1 SP):*** *Some kind of charm power, maybe something pretty crazy like double DoS for the next Charm test made.*
* ***Among the living:*** *A Cyrodiil Vampyrum vampire does not suffer a -10 penalty to tests for going without feeding until a week has passed and they do not suffer a -20 penalty for a further week, their nature also does not become evident until this point. In addition, so long as the character has fed in the last week, they do not suffer the stamina loss effect of Sun Scarred.*

**Antothis**

(More Fun Lore HERE, something about them being smart and living in the desert or something.)

* +5 Intelligence, +5 Endurance

### **Aundae**

Lore, only altmer? Refer to themselves as a clan.

* +5 Intelligence, +5 Willpower
* **Trait:** Related to those dark powers of the mind. Maybe telepathy and mind reading, and possibily also have the same vampiric seduction ability as cyrodiilic vamps

### **Berne**

Lore, Refer to themselves as a clan.

* +5 Agility, +5 Perception
* **Veil of Shadows (1 SP):** As an action, when this character is in an area of dim light or darkness, they gain the Invisible condition. They lose this condition if they attack, cast a spell, or enter an area containing bright light.

### **Bonsamu**

Lore

* +5 Agility, +5 Strength
* **Trait:** This character will always appear human no matter what level of vampirism they are on. This trait is removed while under the effects of candlelight.

### **Cyrodiil Vampyrum Order**

Lore

* +5 Personality, +5 willpower
* **Vampiric Seduction (1 SP):** Some kind of charm power, maybe something pretty crazy like double DoS for the next Charm test made.
* **Among the living:** A Cyrodiil Vampyrum vampire does not suffer a -10 penalty to tests for going without feeding until a week has passed and they do not suffer a -20 penalty for a further week, their nature also does not become evident until this point. In addition, so long as the character has fed in the last week, they do not suffer the stamina loss effect of Sun Scarred.

### **Garlythi**

Lore.

* +5 Willpower, +5 Endurance
* **Dark Shield (1 SP):** The character reduces any physical damage it would take for 1 round by 2.

### **Glenmoril Wyrd**

Come back to these ones.

* +5 Willpower, +5 intelligence
* Stamina ability to take the form of a crow (we’ll need to stat those, or simply say use the stats for small game animal with fly)
* Stamina ability to take the form of a wolf (using stats from SoB)

### **Haarvenu**

Lore

* +5 Intelligence, +5 Willpower
* **Elemental Adept (X SP):** Increase damage by 1 step for the next elemental spell cast.

### **Keerilth**

Lore

* +5 Agility, +5 Perception
* **Mistform (1 AP + 1 SP):** As an action, the character and everything they're carrying, turns into a cloud of mist, or if currently in Mistform, back into their original form. While in this misty form, they gain the **Gaseous** trait. **Gaseous:** This character gains the Flyer (3m) trait. and can only be damaged by magic weapons or spells.

### **Khulari**

Lore

* +5 Personality, +5 Agility
* **Numbing Touch (1 SP):** As an action, the character may touch a target within 1m. Target character must test Willpower with a +20 modifier or be paralyzed for 1 round.

### **Lamae**

Lore about Noxiphilic Sanguivoria etc etc

**Ability.**

* **Remove:** Sun Scarred
* **Trait:** Once night falls, this character increases their Strength, Endurance, Agility, Willpower, and Perception by 5 until the sun rises the next morning.
* **Ability (2 SP):** The character gains the Invisible condition for 1 round. They lose this condition if they attack or cast a spell during this time.

### **Lyrezi**

Lore

* +5 Agility, +5 Perception
* **Silence of the Night (1 AP + 1 SP):** The character unleashes a magical wave around itself, forcing any characters caught within 3m to make a Willpower test with a +0 Modifier or be Silenced for 1 round.
* **Ability (2 SP):** The character gains the Invisible condition for 1 round. They lose this condition if they attack or cast a spell during this time.

### **Montalion**

Lore

* +5 Willpower, +5 Perception
* **Animating Touch (1 SP):** As an action, the character may touch a target within 1m, removing the Paralyzed condition from the target character.
* **Duskjaunte (1 SP):** The character disappears for a split second, reappearing at a target location within 3m.This ability can be done during movement or immediately after an evade action, in this case the attack and evade are resolved normally then the character uses duskjaunte to avoid further attacks.

### **Quarra**

Lore, refer to themselves as a clan

Characters with the Quarra bloodline increase their Intelligence by 10, lose their immunity to poison, and may gain Athletics (Novice) for free.

### **Selenu**

Lore

* +5 Intelligence, +5 Willpower
* **Ability (2 SP):** The character reduces any magical damage it would take for 1 round by 2.

### **Telboth**

Come back to this one later.

* +5 Intelligence, +5 Perception
* An ability to alter their appearance for a period of time.

### **Thrafey**

Lore

* +5 Willpower, +5 Perception
* **Trait:** This character will never maim a target with untreated wounds while restoring their HP to full using Restoration magic, and may gain Restoration (Novice) for free.

### **Volkihar**

Come back to this one.

* +5 X, +5 X
* Waterbreathing
* Cold-heart: The Volkihar are capable of moving through solid ice, but when they do they treat it as difficult terrain.
* Ice breath (X SP): Small cone doing fairly minor frost damage.

### **Vraseth**

Lore

* +5 Agility, +5 Strength

### **Whet-Fang**

Come back to this later

* +5 X, +5 X
* Some kind of Sleep effect, imposing the unconscious condition for X rounds.

### **Yekef**

Come back to this later.

* +5 X, +5 X
* Crazy swallow whole ability - how do we explain that one?! Perhaps its just an optional slower but better feeding option for them?