Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Vampires

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Vampires

## Vampire Thrall [Minion]

A mortal minion, ensorcelled by a Vampire and made to do their bidding. Often fed upon, these mortal minions do as their Vampiric masters command. Not particularly strong, their zealousness for their Master’s cause drives them more than the common mortal being.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 3 | 2 | 2 | 1 | 2 |

* **Soak:** 3/1
* **Wounds:** 8
* **Skills:** Athletics (Str), Hand-to-Hand (Str), Necromancy(Int), One-Handed (Str), Two-Handed (Str), Vigilance (Wits)
* **Drops/Equipment:** Misc Gold/Simple Items
* **Attacks/Weapons:**

Steel Shortsword - **Skill:** One-Handed [Str] (GGG) **Range:** Engaged **Damage:** 7 **Crit:** 3 **Qualities:** None

* **Talents:**

Ensorcelled - Thralls, already enchanted by Vampiric magic, increase the difficulty of all Illusions spells used against them twice.

* **Special Abilities:**

Master’s Call - If allowed to concentrate, can send simple Telepathic messages to their masters. Takes one uninterrupted action to complete.

* **Spells:**

Vampiric Sap **- School:** Necromancy [Int](GG), **Difficulty:** Average(PP), **Range:** Engaged, **Cost:** 4, **Effect:** Level 2 Wound Drain Effect

## Vampire, Clanless [Rival]

Not all vampires belong to a Vampire clan, which means they lack the innate abilities of that any particular bloodline. While particularly strong, these Vampires pale in comparison to those of a specific bloodline - And are often viewed as mutts by those of more prestigious origin.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 2 | 3 | 3 | 2 | 3 |

* **Soak:** 7/4 (-2 Fire)
* **Wounds:** 13
* **Magicka:** 16
* **Skills:** Athletics 1 (Str), Hand-to-Hand 2 (Agi), Necromancy 2 (Int), One-Handed 2 (Agi), Two-Handed (Str), Vigilance 2 (Wits)
* **Drops/Equipment:** Misc Gold/Magical Items. Vampire Dust (Rare Herb)
* **Attacks/Weapons:**

Bite - **Skill:** Hand-to-Hand [Agi] (YYG) **Range:** Engaged **Damage:** 5 **Crit:** 2 **Qualities:** Pierce 3, Vicious 2

* **Talents:**

Sun Weakness - Suffers one Setback to all actions taken while in the sun. Additionally, Strength, Agility, Endurance, and Personality are all diminished by 1 while in direct Sunlight.

* **Special Abilities:**

Vampiric Infection - When a Vampire deals damage with any spell or weapon, 4 Advantage or a Triumph may be spent to infect the target with Porphyric Hemophilia. If using their Bite attack, reduce the cost to activate by **half.**

* **Spells:**

Vampiric Drain **- School:** Necromancy [Int](YYG), **Difficulty:** Hard (PPP), **Range:** Engaged, **Cost:** 6, **Effect:** Drain 6 Wounds from target, plus 1 additional Wound per 2 Successes.

## Blooded Vampire, Clanless [Nemesis]

Not all vampires belong to a Vampire clan, which means they lack the innate abilities of that any particular bloodline. While particularly strong, these Vampires pale in comparison to those of a specific bloodline - And are often viewed as mutts by those of more prestigious origin.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 4 | 3 | 4 | 4 | 3 | 4 |

* **Soak:** 9/8 (-2 Fire)
* **Wounds:** 17
* **Strain:** 15
* **Magicka:** 18
* **Skills:** Athletics 2 (Str), Hand-to-Hand 3 (Agi), Necromancy 3 (Int), One-Handed 3 (Agi), Two-Handed 2 (Str), Vigilance 3 (Wits)
* **Drops/Equipment:** Misc Gold/Magical Items. Vampire Dust (Rare Herb)
* **Attacks/Weapons:**

Bite - **Skill:** Hand-to-Hand [Agi] (YYYG) **Range:** Engaged **Damage:** 7 **Crit:** 2 **Qualities:** Pierce 3, Vicious 2

* **Talents:**

Sun Weakness - Suffers one Setback to all actions taken while in the sun. Additionally, Strength, Agility, Endurance, and Personality are all diminished by 1 while in direct Sunlight.

* **Special Abilities:**

Vampiric Infection - When a Vampire deals damage with any spell or weapon, 4 Advantage or a Triumph may be spent to infect the target with Porphyric Hemophilia. If using their Bite attack, reduce the cost to activate by **half.**

* **Spells:**

Vampiric Drain **- School:** Necromancy [Int](YYG), **Difficulty:** Hard (PPP), **Range:** Engaged, **Cost:** 6, **Effect:** Drain 6 Wounds from target, plus 1 additional Wound per 2 Successes.

## Vampire Clans

Clan Vampires are part of a specific bloodline, which comes with specific abilities, powers, and gifts that define that Clan, and set them apart from others. A Vampire belonging to a clan would gain the following benefits, based on their Clan:

**Montalion Clan**

+1 to Intellect, +1 to Personality

+1 Boost to Sneak, Deception, and Cool

Gain Special Abilities:

*Vampiric Seduction -* Once per session, Charm target for 10 minutes.

*Cloak of Shadow -* Invisibility for 10 minutes. Ends on action.

## Vampiric Talents

More powerful Rival or Nemesis Vampires have access to a number of Vampiric Talents, that would be accessible to a player through the Vampire Archetype tree. These are up to the GM to assign reasonably:

**Vampiric Charm** - Ranked - +1 Boost to Charm or Mercantile checks

**Vampiric Talents** - Ranked - Gain 1 additional Special Ability from the Vampire Special Ability list.

**Enthrall** - Once per session, can perform Enthrall action. Caster must pass Hard Charm check against target. If it passes, target becomes enthralled, permanently obeying the Vampire until the death of either, or the effect can be removed by a **Daunting (PPPP)** Dispell effect. Players gain the opportunity to resist at each Vampire command, competing with the Vampire’s Charm skill.

**Exsanguinate -** Once per session, can perform Exsanguinate action: If target Minion/Rival is unaware of Vampire, Vampire can immediately defeat target and drain their Wounds.

**Vampire Lord -** All opposing Vampires suffer 1 setback to all checks in Vampire’s presence. All allies gain 1 Boost dice in Vampire’s presence.

**Vampiric Special Ability list:**

*Vampiric Drain -* Once per encounter, drain 3 wounds from target as action.

*Raise Dead -* Once per session, can raise a Minion or Rival corpse for 10 minutes.

*Cloak of Shadow -* Invisibility for 10 minutes. Ends on action.

*Vampiric Seduction -* Once per session, Charm target for 10 minutes.

*Reign of Terror -* Once per session, force Hard fear check within Medium Range.

*Hunter’s Scent -* Once per session, detect living bodies within Medium range, through walls or darkness.

*Hunter’s Sight -* Ignore all penalties or setback for being in darkness.