

Vampire (Rework)

Vampires are type of powerful and feared undead that feed on blood, show no mercy, and have no feelings of compassion. For the most part, a vampire retained the appearance they had in life. The main differences were their pale skin tone and sharp, feral features, giving them a predatory aspect. Whatever their eye color was in life, after transformation, vampires' eyes changed to a red color that was hard to forget. Their hands ended in sharp, glassy claws.

Vampire Traits

- **Ability Score Increase.** Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1. If you are replacing your race with this lineage, replace any Ability Score Increase you previously had with this.
- **Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. If you are replacing your race with this lineage, you retain any languages you had and gain no new languages.
- **Creature Type.** You are an Undead.
- **Size.** You are Medium or Small. You choose the size when you gain this lineage.
- **Speed.** Your walking speed is 30 feet.
- **Ancestral Legacy.** If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.
 - If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.
- **Deathless Nature.** You don't need to eat, drink, or breathe.
- **Spider Climb.** You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- **Vampiric Bite.** Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with this bite. It deals 1d4 piercing damage on a hit. While you are missing half or more of your hit points, you have advantage on attack rolls you make with this bite.
 - When you attack with this bite and hit a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways of your choice:
 - You regain hit points equal to the piercing damage dealt by the bite.
 - You gain a bonus to the next ability check or attack roll you make; the bonus equals the piercing damage dealt by the bite.
 - You can empower yourself with this bite a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

- **Regeneration.** At the start of your turn if you have at least 1 hit point and aren't in sunlight or running water, you regain hit points equal to your level. If you take radiant damage or damage from holy water, this trait doesn't function until the end of your next turn. When you are stable and in the dying state, you regain 1 hit point after 1d4 minutes instead of hours.
- **Night's Resistance.** You have resistance to Necrotic damage and Bludgeoning, Piercing, and Slashing from Nonmagical Attacks while you are not in direct sunlight.
- **Vampire Weaknesses.** You have the following flaws:
 - ***Forbiddance.*** You can't enter a residence without an invitation from one of the occupants.
 - ***Harmed by Running Water.*** You take 1d10 acid damage when you end your turn in running water. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).
 - ***Stake to the Heart.*** You are destroyed if a piercing weapon made of wood is driven into your heart while you are unconscious. A creature can do this by using its action to make a single attack against you.
 - ***Sunlight Hypersensitivity.*** You have disadvantage on attack rolls, ability checks, and saving throws while in sunlight. Additionally, when you start your turn in direct sunlight, you take radiant damage equal to your level. You have disadvantage on Wisdom (perception) checks if the thing you are trying to perceive is in direct sunlight.
 - ***Thirst.*** If you have not consumed 1 ounce of blood from a humanoid within the past 2d4 days, you are poisoned and lose your Regeneration feature until you consume 1 ounce of humanoid blood. This can be done as part of a successful attack with your Vampiric Bite feature.