

Sylrae's Vampire: Revised

None of the original work in this document is OGC.

The OGC Content in this booklet is:

Undead Type and Traits;

Slam Attack Damage Table;

And Any Abilities Which Can Be Found on the PFSRD.

That Being Said: I hope you find the work interesting, and maybe even have some helpful commentary on things to adjust.

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Preface:

Since I started playing D&D at a tabletop and not just in videogames (3e just came out) I've been tinkering with the rules, and been looking at things and seeing all sorts of little things that I believe could have been done much better.

One of those things has been the vampire.

I haven't liked the vampire template since I saw it. I continually thought: Why would the vampire have these abilities? What about the other weaknesses they should logically have? These vampires make no sense!

On Top of everything, the power of the vampire meant you could never give it to a player unless you started a high level game.

So I would avoid using their Vampire.

Out comes an article in Dragon Mag with the Katane: Half Vampire. I kept thinking it was odd that the half vampire was more like a vampire than the vampire was.

Bad Design on Wizard's Part.

I picked up Green Ronin's Fang and Fury: A guidebook to vampires. It looked shiny, until I saw the contents. I wasn't impressed. It still had a lot of things lacking. It was a definite improvement over the one in the monster manual, but it wasn't what I was looking for.

At one point I got fed up and made 5 or 6 Vampire templates of varying power. They were okay, but they were hard for me to balance, as I had not found a decent way to make sure everything was balanced. They are the predecessor of this project here.

I also never liked how they had you jump through hoops to play as monster characters. LA + HD never makes characters of the appropriate power level, and as a result, playing anything more powerful than ECL 0 made your character worse.

After seeing Paragon Classes, The World of Warcraft RPG Racial Levels, and Monte Cook's Arcana Evolved Racial Levels, I decided that most of the monsters should have been done that way to begin with.

So I tried making my own monster classes, fairly successfully, using Upper Krust's CR Guide to do most of my balancing. The guide has a few deficiencies, and it's outdated now that pathfinder is out, but it works better than any system's I've seen since.

So My design philosophy is that things should work pretty much the same for the monsters as for the players, and any Monster option which is considered should be statistically able to be chosen from the start, then leave the decision on whether or not to allow it up to the GM.

One of the big things that means is that unnecessary immunities get dropped, as do most at-will powers. They should

follow the same mechanic as a player's abilities, of X/day, unless they have little to no effect on gameplay, or are absolutely required to define the monster.

So that's what this is. It's a revised version of the Vampire, to make it actually usable, and to make it a balanced option. It also is designed in such a way as to make a large number of vastly different Vampire NPCs of differing Challenge Ratings. It allows for an acquired template to not change your level, which is something they should all do, as you acquire them involuntarily.

This is a sort of preview, because it's a small step toward the full Bestiary I'm working on based on this design Philosophy.

I dropped Level Drain, and the Level Drain Immunity given to vampires, simply because Level drain is a tedious and painstaking mechanic, which slows the game to a crawl, and makes continual play virtually impossible.

If you play with level Drain, and you wish for vampires to retain Level Drain Immunity, there is an explanation at the back explaining what to remove from the template to make up for the additional immunity.

Hopefully you find this document useful.

Sincerely, Ray Maloney. (Sylrae)

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Vampire Template

"Vampire" is an acquired template that can be added to any humanoid, monstrous humanoid, or fey - and outsiders and humanoid dragons when logically feasible (such as Teiflings or Half-Dragons). (referred to hereafter as the base creature).

A Vampire uses the base creature's statistics and special abilities except as noted here.

Assume they keep the old forms abilities as well, unless stated otherwise.

"Is it going to sparkle in the sunlight?"

"Yes.*"

*By "sparkle" I mean burn like a bonfire.

"The way it should be."

Resistances:

Cold/Electricity Resist 10.

Channel Resist +2

Size and Type:

Type changes to undead.

Size is unchanged.

Special Attacks:

Feeding: With a successful grapple, the Vampire can drink a creature's blood, causing 1d4 Constitution drain, and restoring the same quantity of Blood-Hunger drained charisma to the Vampire. If the Vampire is not suffering from the effects of Blood Hunger, they instead gain 5 Hit Points. If they have Full Hit Points, they gain 5 temporary Hit Points. A Vampire can never have more than 5 Temporary hit points gained in this way. The temporary hit points gained this way are permanent until used up because of damage or to assuage the *Blood Hunger*.

Slam/Claw Attack: Vampires Have Slam Attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below,

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

according to creature size. Vampires also have claw attacks, at the same damage value as their slam. A vampire uses his natural attacks like a human, in that to have multiple attacks, they need to either have iterative attacks, two-weapon fighting, or another ability to grant the additional attack. Creatures with natural attacks retain them, and gain the use of slam attacks as

well. If the Base Creature has a slam attack or claw attack, use the better damage value.

Special Qualities:

Undead: Vampires are undead, and have all undead traits except as noted here.

Fast Healing: A Vampire heals 2 hp per round. When reduced to 0 hit points or lower, a Vampire is for all intents and purposes "dead". It cannot move, speak, or sense anything, and it heals at a rate of 1 hp per round until reaching 1 hit point. It is not uncommon for them to pretend to be dead longer if they believe it will give them a better chance to escape. A Vampire will not heal if decapitated or if its body has been destroyed.

Special Weaknesses:

Blood Hunger: After 1 day without drinking at least 4 Con points worth of blood, the Vampire needs to make a DC (9 x days without blood) Will Save or take 2 charisma damage. When the Vampire has Charisma Damage due to Blood hunger, they must make another Will Save every 6 hours. The charisma damage is cumulative. The charisma damage cannot be healed magically, only by feeding enough to remove the damage. If the vampire has any temporary hit points which they gained from feeding, the temporary hit-points go away and for that save they only take 1 charisma damage.

If a Vampire is suffering from Blood Hunger and sees an opportunity to feed (on anything) the Vampire needs to make a Will Save: DC 15 + 2x Days Without Blood to stop themselves from attacking it and feeding on it.

Daylight Sensitivity: Vampires are dazzled by bright sunlight or within the radius of a Daylight Spell.

Daylight Immolation: Vampires Cannot survive in Daylight. While exposed to direct sunlight or within the radius of a Daylight Spell, Vampires burst into flame. They take fire damage according to the table below. Indirect sunlight (such as in the shade of a building on a sunny day or being outside on a cloudy day) causes according to the other entry in the table below.

Note: Channel Resistance subtracts from the fire damage taken.

Running Water: Vampires cannot willingly cross running water. They can be carried over without actively resisting, but they cannot will themselves to cross it.

Additionally, a Vampire submersed in running water acid damage according to the table below. Rain also causes acid damage, but to a lesser effect. For heavy Rain, go one value up in damage in the table, for light rain, go one value down.

Note: Channel Resistance subtracts from the acid damage taken.

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Note: The running Water Weakness does not apply to speed.
vampires whose base creature is aquatic and/or has a swim

Table 1-1: Vampire Exposure Damage

Area Exposed	Damage Done			
	Direct Sunlight/ Running Water		Indirect Sunlight/ Rain	
Everything	2	d8	1	d10
Between	2	d6	1	d8
Half Body	1	d10	1	d6
Between	1	d8	1	d3
Hands And Face	1	d6	1	d2
Less	1	d3	-	-

Holy Symbol: Vampires have problems with the Holy Symbols of Good and Neutral gods. They are compelled not to go closer than 10 feet to the exposed holy symbol of a good or neutral god.

To ignore their compulsion, a Vampire has to pass a **DC 25 Will Save**.

Contact with a Good or Neutral Holy Symbol will cause **1d6 Holy Damage Per Round**, and the Vampire must make a **DC 35 Will Save** to do anything other than run outside of the 10 foot safe range.

There are two exceptions to the range compulsion. When the owner of the holy item knows the Vampire's nature and alignment, and is comfortable with the vampire being within that range, and also, when the Vampire worships that deity, and is of a compatible alignment.

Note: Channel Resistance subtracts from the holy damage taken.

Impalement: A vampire impaled through the heart is rendered disabled. They are lowered to 0 hit points immediately, and their fast healing doesn't take effect until the object is removed. In the event of a critical hit, with a piercing damage, dealing more than half the vampire's remaining hit points, the attack impales the vampire. This can also be done as a Coup De Gras (Temporarily Disabling the Vampire instead of Permanently).

Invitation: A Vampire cannot enter a living humanoid, monstrous humanoid, or fey's home without an invitation from someone who lives there.

Shadowless (Ex): A vampire casts no shadows and shows no reflection in a mirror.

Abilities:

Increase from the base creature as follows: Str +2, Wis +2
Dex + 2.

Feats:

Improved Grapple
Improved Initiative

Environment:

Any

Challenge Rating:

Same as Base Creature

Alignment:

Usually Evil.

Advancement:

By Character Class

Level Adjustment

+0

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Undead Type

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following features.

Traits:

An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).

Darkvision 60 feet.

Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Immunity to death effects, disease, paralysis, poison, sleep effects, and stunning.

Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.

Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Not at risk of death from massive damage.

Immediately destroyed when reduced to 0 hit points.

Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor.

Undead are proficient with shields if they are proficient with any form of armor.

Undead do not breathe, eat, or sleep.

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Balance

Undead Traits	
Immune:Death	0.200
Immune:Disease	0.200
Immune:Fortitude Saves	1.000
Immune:Mind Effects	0.500
Immune:Paralysis	0.100
Immune:Poison	0.200
Immune:Sleep	0.100
Immune:Stun	0.100
Immune:Nonlethal Damage	0.100
Immune:Ability Phys. Damage/All Drain/Fatigue	0.375
Darkvision 60	0.200
Constitution -	0.200
Channel Energy/Rebuke Undead	1.500
Subtotal	1.775
Vampire Traits	
Perception +1	0.020
Stealth +2	0.040
Str +2	0.200
Wis +2	0.200
Dex +4	0.400
Combat Reflexes	0.200
Imp. Init.	0.200
Imp. Grapple	0.200
Cold/Elect Resist 10	0.400
Feeding: 1d4 Con Drain, biting.	0.500
Fast Heal 2	0.150
Channel resist +2	0.100
Slam Attack	0.200
Subtotal	2.810
Vampire Weaknesses	
Blood Hunger	0.5
Daylight Immolation	0.9
Daylight Sensitivity	0.1
Running Water Burns	0.9
Holy Symbols Burn	0.7
Impalement	1.0
Vampire Warding	0.5
Subtotal	-4.6
Total	-0.015

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Vampire Class

Vampires are a type of undead who need to feed on blood to survive. They are greater undead, and heal at fast rates. They're also quite fast.

The sparkle vampires have in the sunlight is actually the sparks just before he bursts into flames. ☺

Requirements:

To take levels in the Vampire Class, a creature must have the vampire template.

Class Traits:

d8 Hit Die

BAB: ¾

BMB: ¾

Fort: -

Ref: Good

Will: Good

Skills: 4+ Int Modifier

Table 1-2: The Vampire Class

Lvl	Feature	DR	Fast Healing	Feed HP	Channel Resist	Natural Armor	Str	Dex	Int	Cha
1	Lesser Power ¹²		2	5		2				
2		2	1		1	1	1		1	1
3		2	1		1	1	1	1		1
4	Lesser Power ¹²	1	1	5	1		1		1	
5		2	1	5		1	1	1	1	
6		2	2	5	1	2				1
7	Greater Power ¹³	1			1					
8		2	1	5	1		1	1	1	
9		2	1		1	1	1	1		1
10	Greater Power ¹³	1			1					

Note: All vampires with levels in this class have the Create Spawn ability.

¹ You cannot have more powers than ¾ your total vampire levels, taken this way.

² Vampires can take a lesser power in place of a feat.

³ A Vampires total number of Greater Powers can never exceed their Lesser Powers by more than 1.

Creature Class:

The class presented here is a creature class. It's a player's breakdown of the monster, done in such a way as to be in-line with player classes in terms of power and utility.

It's also usable by GMs. It allows for drastically different builds of the same monster. The "Standard" Variant will have all of the levels here, but GMs can make creatures of varying power levels using the rules here.

Creature classes can be taken freely with regular and prestige classes.

Generally, the levels can also be taken in any order. If there is a reason otherwise, or a stipulation, then it will be stated in the class entry. As such, the abilities listed in the table are not cumulative, but instead what you gain at that particular level. Add them up as you take them.

Class Skills:

Bluff, Climb, Diplomacy, Fly, Intimidate, Knowledge (arcane), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

Class Features:

All of the following are class features of the Vampire.

Weapon and Armor Proficiency: Vampires gain no proficiencies with weapons or armor, but retain any they had before.

Ability Bonuses: Vampires Gain a number of ability Bonuses.

Channel Energy Resist: Vampires Gain the Channel Energy Resist Listed.

Create Spawn: After feeding on a creature, if it's constitution score reaches 0 before being healed, the vampire can raise it as a Vampire Spawn by feeding it some of it's own blood (4 Blood Hunger's Worth or 20 temporary Hit Points). This only works if the creature is eligible to receive the vampire template. If it is, it awakens 1d4 rounds later under the command of the Vampire who created it.

A Vampire can control no more than double its HD worth of spawn. If a new vampire is created and exceeds the maximum amount of HD that can be controlled, it is free.

Spawn can attempt to free themselves by passing a Will Save with a DC of 20 + ECL + Cha.

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Spawn can attempt to ignore a command with a DC of 10 + ECL + Will Save.

Damage Reduction: Vampires gain Damage Reduction X/Silver or Magic. The Value increases at a number of different levels.

Fast Healing: Vampires have Fast Healing. It increases at a number of levels, and increases on top of the fast Healing Granted by the Vampire Template.

When at or below 0 Hit Points, the Fast Healing rate is ½ the normal rate.

Feed HP: The maximum amount of temporary hit points from a vampire's feed ability increases by 5, a number of times.

Natural Armor: Vampires Gain Natural Armor as listed.

Power, Lesser

Blackened Claws(Su): 5 times per day, a Vampire can magically enhance his natural attacks as a free action. Treat this as though the vampire were under the effect Greater Magic Fang (Caster Level 5), except that the vampire gets a +2 on all natural attacks instead of +1.

Charm(Su): A vampire can manipulate a victim as a standard action. Anyone the vampire targets must succeed on a Will or fall instantly under the vampire's influence, as though by a Charm Person spell (caster level 12). The ability has a range of 30 feet. This effects animals as with Charm Animal, as well, if the Vampire has Children of the Night. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Children of the Night (Su): Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Fly(Su): As an immediate action, a vampire can behave as though under the effects of Fly (Caster level 5).

Haste(Su): A vampire with this ability can behave for a round as though under the effects of Haste(Caster Level 5) For up to 5 rounds per day. Each round thereafter the vampire makes use of its haste ability counts as 4 hours passing for the sake of Blood Hunger(A Vampire who has sufficiently fed that day can act as though hasted for 6 rounds per day before suffering any ill effects).

Meld into Earth(Su): As a full-round action provoking attacks of opportunity, a vampire can meld into earth as though under the effects of Meld into Stone, except it has to be earth of some kind instead of stone, there is no time limit, and Transmute Rock to mud has no effect.

Spider Climb (Ex): A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Power, Greater

Dominate (Su): A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. This spell effects animals as well if the Vampire has Children of the Night. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the vampire must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect. a Vampire can suppress this ability at will.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. If the vampire takes damage while in gaseous form, this effect ends.

True Seeing(Su): A vampire has True Seeing, all the time.

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Dex to a +2 Dex. Then add immunity to energy Drain, and the template is rebalanced.

Final Thoughts

Template

The Vampire Template is designed with the assumption that Energy Drain will not exist. Therefore, the Immunity to Energy Drain does not exist either. The reason for this assumption, is that Negative Levels are painful to track and very time consuming, unless you have a different copy of your character at every level. I only know a single person who likes to play like that. Personally I hate it > It's far too time consuming to delevel your character, and I don't like to have that many copies of my character either.

Therefore you cannot get hit and lose a level.

If you want to use this template WITH Energy Drain; Remove Combat Reflexes, Channel Energy Resist +2, and Lower the +4

Class

I balanced the class using UK's CR Guide. In the PF Bestiary, the CR for a vampire was lowered to +2. This is a bit confusing. Pricing it out gave me a vampire with all the abilities by Level 13, which looks to be close to the power level of D&D 3.5 Player Classes. I ramped it up a little bit as I was thinking of doing, making it a 10 level class instead, to be more in-line with Pathfinder, and to make the class seem less bland.

Gaseous Form isn't nearly as powerful as I thought it was, because the pricing mechanism I looked at which said it was so powerful was also taking into account Gaseous Form as an escape at 0 hp, which no longer applies.

This is almost finished, just needs some reviewing, then playtesting.

The Comments I've received have helped me make this much better.

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